









Number Sense and Numeration

- Place Value the position of a digit that tells its value in a number
 - e.g. Place Value Chart



- Rounding changing a number to a simpler number
 - e.g. Round 358 to the nearest ten.



• Addition of 3-digit Numbers with Regrouping

e.g. 368 + 279 = ____



Popular Canada

• Subtraction of 3-digit Numbers with Borrowing

e.g. 524 – 196 = _____



So, 524 - 196 = 328.

 Multiplication – repeated addition; combining equal groups

e.g.
$$2+2+2+2+2$$

= 5 groups of 2
= 5×2 \checkmark We say "5 times 2".
= 10 "×": multiplication sign



At this level, you are expected to multiply up to 7 x 7.

• **Division** – equal sharing of a quantity; the opposite of multiplication







Fractions

Using fractional names to describe the equal parts of a whole object or a set of objects

e.g.

A Whole Object





A Set of Objects



- 3 equal groups; 2 groups green

Two thirds are green.

Comparing fractions by drawing pictures

two fourths



four tenths



Two fourths is greater.

• Money

Ways to write the amount:



3 dollars 40 cents or <u>\$3.40</u>

\$2.59 54 16 Add to find the total.

dollar cent

Ð

2 5 9 4 1 6 Subtract to find the change.

C	lollar	cent		
	9 1-0 6	0 7	0 0 5	
	3	2	5	



75 6 The total is $\underline{\$6.75}$.

Measurement

Time

e.g.

Telling the time in 2 ways



Finding time intervals by using subtraction



25 min past 10 or 10:25

The time interval is $\underline{34}$ min.



– Water boils at 100°C.



• Length

Measuring the length, height, and distance using centimetres (cm), metres (m), and kilometres (km)

e.g. A road is about **10 km** long.

Perimeter and Area

Perimeter is the distance around a shape. Area is the number of units a shape takes up.



Units of Length km 🔶 big unit m cm 🖛 small unit

°C 40

30

20

10

Finding Areas

Combine the parts to find the area.



Geometry

• 2-D Shapes

Polygon – a flat shape with three or more straight sides

Congruent Shapes – shapes that have the same shape and size

Quadrilateral – a polygon with four sides

Right Angle – an angle that matches the corner of a sheet of paper

e.g.



• 3-D Figures

Naming 3-D figures by the shape of their base



• Transformations

Three Types of Transformations:





Patterns

• **Multiple** – the product of a given whole number multiplied by any other whole number

The multiples of a number on a hundreds chart form a pattern.

The multiples of 5 run in columns.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	29	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60

Graphs Apples Sold





• **Mode** – the value that shows up most often on a graph The graphs above show that the mode is 15 apples.

Probability

• **Fairness of a Game** – related to the occurrence of equally likely outcomes

If a spinner is divided into equal parts and none of these parts appears more than once, it is a fair spinner.

If the spinner is spun 40 times, it is predicted that the pointer will land on each section 10 times.

