Unit 3 - Money, Time and 3-Digit Computation

Content Area: **Math**
Course(s):
Time Period: **Full Year**
Length: **Full Year**
Status: **Published**

Unit Overview

Enduring Understandings

Determine the value of groups of coins or bills.
Use analog and digital clocks to tell and write time to the nearest five minutes.
Determine whether the time of an event is a.m. or p.m.
Use place value patterns to mentally add 10 or 100 to a 3-digit number.
Use place value to add 3-digit numbers with and without regrouping.
Use different strategies for adding 3-digit numbers and explain why they chose the strategy they used.
Use place value patterns to mentally subtract 10 or 100 from a 3-digit number.
Use place value to subtract 3-digit numbers with and without regrouping.
Use different strategies for subtracting 3-digit numbers and explain why they chose the strategy they used.

Essential Questions

How can I measure with money and time?
What strategies can I use to add 3-digit numbers?
What strategies can I use to subtract 3-digit numbers?

Learning Objectives

Identify the value of these U.S. coins: penny, nickel, dime, and quarter.
Determine the value of a set of coins of different denominations.
Solve problems with dollar bills or coins.
Use analog and digital clocks to tell and write time.
Determine whether an event is a.m. or p.m.
Mentally add 10 or 100 to a 3-digit number
Represent and solve 3-digit addition equations that require no regrouping.
Represent and solve 3-digit equations that require regrouping the ones and tens.
Decompose two addends to add 3-digit numbers.
Decompose one addend to add 3-digit numbers. Adjust addends to add 3-digit numbers.
Explain the strategies they use to add 3-digit numbers.
Mentally subtract 10 or 100 from a 3-digit number.
Represent and solve 3-digit subtraction equations that require regrouping a ten and a hundred.
Adjust numbers to subtract 3-digit numbers.
Explain the strategies they use to subtract 3-digit numbers.

Solve one-step or two-step addition or subtraction word problems.

Standards: Content

2.NBT	Number and Operation in Base Ten
2.NBT.B	Use place value understanding and properties of operations to add and subtract
2.NBT.B.7	Add and subtract within 1000, using concrete models or drawings and strategies based on place value, properties of operations, and/or the relationship between addition and subtraction; relate the strategy to a written method. Understand that in adding or subtracting three-digit numbers, one adds or subtracts hundreds and hundreds, tens and tens, ones and ones; and sometimes it is necessary to compose or decompose tens or hundreds.
2.NBT.B.8	Mentally add 10 or 100 to a given number 100–900, and mentally subtract 10 or 100 from a given number 100–900.
2.NBT.B.9	Explain why addition and subtraction strategies work, using place value and the properties of operations.
2.M	Measurement
2.M.C	Work with time and money
2.M.C.7	Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m.
2.M.C.8	Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using $ and ¢ symbols appropriately.

Standards: Interdisciplinary

9.4.2.CI.1	Demonstrate openness to new ideas and perspectives (e.g., 1.1.2.CR1a, 2.1.2.EH.1, 6.1.2.CivicsCM.2).
8.1.2.CS.1	Select and operate computing devices that perform a variety of tasks accurately and quickly based on user needs and preferences.
9.1.2.CAP.1	Make a list of different types of jobs and describe the skills associated with each job.
8.1.2.NI.2	Describe how the Internet enables individuals to connect with others worldwide.
9.1.2.PB.1	Determine various ways to save and places in the local community that help people save and accumulate money over time.
9.1.2.PB.2	Explain why an individual would choose to save money.
8.1.2.DA.4	Make predictions based on data using charts or graphs.
8.1.2.AP.2	Model the way programs store and manipulate data by using numbers or other symbols to represent information.
9.4.2.TL.1	Identify the basic features of a digital tool and explain the purpose of the tool (e.g., 8.2.2.ED.1).
9.4.2.TL.7	Describe the benefits of collaborating with others to complete digital tasks or develop digital artifacts (e.g., W.2.6., 8.2.2.ED.2).

Assessment Evidence

Formative	Collaborative Activities, Homework, Daily Classwork, Discussion, Independent Class Assignment, Informal Observations of Students, Games, Exit Slips, Questioning, Teacher Made Pages, Learning Centers, Problem of the Day, Reveal Workbooks, Fluency Checks, Curious, Activity Based Exploration, Guided Exploration, On My Own.
Summative	Tests, Mid-Chapter Checkpoint assessments, teacher generated assessments
Alternative & Benchmark	Alternative – Reteaching, One on One Conferencing, Learning Centers, student portfolio of assignments, Homework, Higher Order Thinking Problems, Additional leveled practice, orally administered assessments. Benchmark - LinkIt Benchmark Assessments, Totowa TPA
Assessment Evidence Resource	

Instructional Resources

Smartboard, Computers, websites and digital interactives/models, Multi-media presentations, video streaming, Brain Pop, Microsoft 365, Primary and Secondary Source Documents, Reveal, Resources, manipulatives, post-it notes, markers, number lines, chart & graph paper, construction paper, glue, scissors, paperclips, crayons, envelopes, dot ink & cards, geo blocks, number cubes/dice.

Instructional Resource List

Curricular Mandates

Below are the curricular requirements as defined in NJ Administrative Code and Statute

	Amistad		Diversity, Equity, and Inclusion
	Holocaust		LGBT and Disabilities (Grades 6-12)
	Climate Change		Asian American & Pacific Islander

Social Emotional Learning (SEL) Competencies

NJ Social and Emotional Learning Competencies & Sub-Competencies

X	Self-Awareness	X	Relationship Skills
X	Responsible Decision-Making	X	Social Awareness
X	Self-Management		

21st Century Skills & Themes

	Global and Cultural Awareness	X	Technology Literacy		Planning and Budgeting
X	Creativity and Innovation		Financial Institutions		Risk Management and Insurance
	Information and Media Literacy		Digital Citizenship		Economic and Government Influences
X	Critical Thinking and Problem Solving		Credit Profile		Career Awareness and Planning
	Civic Financial Responsibility		Financial Psychology		