

## Grade 3 Curriculum Overview

### RELIGION

- **Our Sunday Visitor *Alive In Christ***
- Revelation
- Trinity
- Jesus Christ
- The Church
- Morality
- Sacraments
- Kingdom of God
- Weekly Masses
- Saint Reports
- Benziger *Family Life*
- God's Gift of Family, Self, Life, Love and Community

### LANGUAGE ARTS

- **Houghton Mifflin Harcourt *Journeys***
- Story Structure
- Conclusions
- Understanding Characters
- Summarizing
- Author's Purpose
- Genres
- Main Ideas and Key Details
- Infer/Predict
- Compare and Contrast
- Visualize
- Analyze and Evaluate
- Theme
- Kinds of Sentences
- Parts of Speech
- Making Comparisons
- Punctuations
- Zaner-Bloser *Handwriting*
- Easy Grammar Systems *Easy Grammar Grade 3*

### MATHEMATICS

- **Sadlier *Progress in Mathematics***
- Place Value
- Addition
- Subtraction
- Multiplication Concepts and Facts
- Division Concepts and Facts
- Statistics and Probability
- Measurement and Time
- Geometry
- Fractions
- Decimals
- Get Ready for Algebra

## **SOCIAL STUDIES**

- Curriculum aligned to National/ State Standards
- Map reading and globe skills
- Exploring local geography in historical context
- Native Americans and the Westward Movement
- Auto Biographies? I was going to do with my class

## **SCIENCE**

- Curriculum aligned to Next Generation Science Standards
- STEAM Projects
- Force and Motion
- Energy
- Earth's System
- Weather and Climate
- Changes on Earth's Surface
- Natural Resources
- Rocks and Fossils
- Life Cycles

## **ENRICHMENT CURRICULUM**

- Science, and Social Studies-Aligned Field Trips
- Community Service Projects
- Art, Music, Spanish, PE

## **TECHNOLOGY**

- Internet Safety and Digital Citizenship - Online Safety, Cyberbullying, Copyright
- Computing Basics - iPad Basics, Apps, Keyboarding and mouse skills, Drawing, Word Processing, Presentation, Spreadsheet, Movie production, Graphics
- Information Literacy - Internet search and browsing, Online login, Bookmarking pages, Research, Online tests
- Project-Based Learning - Math, ELA, Science
- Computational Thinking - Coding

## **MAKERSPACE**

- Power of Flowers (Plant Life Cycle and Heredity)
- Animals Through Time (Survival and Heredity)
- Invisible Forces (Forces, Motion, Magnets)
- Project Lead the Way (Simple Machines)
- Engineering Design Process)
- Hands-on and Group Activities