



3rd Grade Math & Activities

Competency Goal 1: The learner will model, identify, and compute with whole numbers through 9,999. 1.02 Develop fluency with multi-digit addition and subtraction through 9,999 using: a. Strategies for adding and subtracting numbers.

Ghost Town Site: All areas of Ghost Town in the Sky

Activity: Have students subtract the date the Ghost Town Bank was established from the year the Transfer Company was established. ($1886 - 1859 = 27$). Have students add the reward for wanted desperados to the pay for 4 pony express riders. ($\$500.00 + .25 \text{ per rider} = \501.00)

1.05 Use area or region models and set models of fractions to explore part-whole relationships. a. Represent fractions concretely and symbolically (halves, fourths, thirds, sixths, eighths).

Ghost Town Site: 1929 Carousel

Activity: Count how many horses there are on the 1929 Carousel. What would one half of them be? What would one third be? (there are 30 horses)

Competency Goal 2: The learner will recognize and use standard units of metric and customary measurement. 2.01 Solve problems using measurement concepts and procedures involving: a. Elapsed time.

Ghost Town Site: 1929 Carousel, other rides

Activity: Have students estimate the time for one ride on the 1929 Carousel (2 minutes). Have them estimate the time on the Tumbleweed Coaster (1 minute). Have them watch and estimate the time for one Geronimo Drop (2 minutes).

2.02 Estimate and measure using appropriate units. b. Length (miles, kilometers)

Activity: While they travel to Ghost Town, have students estimate the distance from the school to Ghost Town during the trip. After returning to the classroom, give students maps of North Carolina or the southeast. Have them measure the distance by using the scale of miles from the school to Ghost Town in the Sky.