MATHEMATICS
Structuring Competencies in a Definitive Budget of Work

GRADE	3	
GRADE LEVEL STANDARD	The learner demonstrates understanding and appreciation of key concepts and skills involving Numbers and Number Sense (whole numbers up to 10,000 ordinal numbers up to 100th; money up to Php1000; four fundamental opersations of whole numbers; proper and improper fractions ; and similar and dissimilar and equivalent fractions) ; Geomentry (lines, symmetry and tesselations); Pattersn and Algebra(Continuous and repeating patterns and number sentences) ; Measurement(concersion of time, length, mass and capacity, area of a square and rectangle); and Statistics and Probaavility (tables, bar graphs, and outcomes) as applied using appropraite technology-in critical thinking ,problem solving, reasoning, communicating, making connections, representations and decisions in real life.	
	Grade 3 - FIRST QUARTER	
PERFORMANCE STANDARDS	The learner is able to1) recognize, represent, compare, and order whole numbers up to 10 000, and money up to Php1000 in various forms and contexts. 2)recognize and represent ordinal numbers up to 100th in various forms and contexts and 3) apply addition and subtarction of whole numbers including money in mathematical problems and real-life situations	
CONTENT STANDARDS	The learner 1) demonstrates understanding of whole numbers up to 10 000, ordinal numbers up to 100th, and money up to PhP1000; 2) demonstrates understanding of addition and subtarction of whole numbers including money	

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Content Areas/Strand	**Numbers and Number Sense**			
	LEARNING COMPETENCIES	**CODE**	**NO. OF DAYS TAUGHT**	**REMARKS**
	The learner…			
	1. Visualizes numbers up to 10 000 with emphasis on numbers 1001 - 10000.	M3NS-Ia- 1.0		
	1.1 visualizes numbers up to 10 000 with emphasis on numbers 1001 - 5000.	M3NS-Ia- 1.1	1	
	1.2 visualizes numbers up to 10 000 with emphasis on numbers 5001 - 10000.	M3NS-Ia- 1.2	1	
	2. Gives the place value of a digit in 4- to 5-digit numbers.	M3NS-Ia- 2.0		
	2.1 gives the value of a digit in 4- to 5-digit numbers.	M3NS-Ia- 2.1	1	
	2.1 gives the place value of a digit in 4- to 5-digit numbers.	M3NS-Ia- 2.2	1	
	3. Reads and Write numbers up to 10 000 in symbols and in words.	M3NS-Ia-3.0		
	3.1 reads numbers up to 10 000 in symbols and in words.	M3NS-Ia-3.1	1	
	3.2 Write numbers up to 10 000 in symbols and in words.	M3NS-Ib-3.2	1	
	4. Rounds numbers to the nearest ten….. Nearest hundreds…. And Thousand……..	M3NS-Ib- 4.0		
	4.1 rounds numbers to the nearest ten…..	M3NS-Ib- 4.1	1	

	4.2 rounds numbers to the Nearest hundreds….	M3NS-Ib- 4.2	1	
	4.3 rounds numbers to the nearest thousands.	M3NS-Ib- 4.3	1	
	5. Compares numbers up to 10 000 using relation symbols.	M3NS-Ib-5.0		
	5.1 compares numbers up to 5000 using relation symbols.	M3NS-Ib-5.1	1	
	5.2 compares numbers up to 10 000 using relation symbols.	M3NS-Ic-5.2	1	
	6. Orders 4- to 5-digit numbers in increasing or decreasing order.	M3NS-Ic-6.0		
	6.1 orders 4-digit numbers in increasing or decreasing order.	M3NS-Ic-6.1	1	
	6.2 orders 5-digit numbers in increasing or decreasing order.	M3NS-Ic-6.2	1	
	7. Identifies ordinal numbers from 1st to 100th object in a given set from a given point.	M3NS-Ic-7	1	
	8. Recognizes coins/bills up to PhP1 000.	M3NS-Ic- 8	1	
	9. Reads and writes money in symbols and in words through PhP1 000 in pesos and centavos.	M3NS-Id- 9	1	
	10. Compares values of the different denominations of coins and bills through Php 1 000 using relation symbols.	M3NS-Id- 10	1	
	11. adds 3- to 4-digit numbers up to three addends with sums up to 10 000 with and without regrouping.	M3NS-Id-11.0		
	11.1 adds 3- to 4-digit numbers up to three addends with sums up to 10 000 without regrouping.	M3NS-Id-11.1	1	

	11.2 adds 3- to 4-digit numbers up to three addends with sums up to 10 000 with regrouping.	M3NS-Id-11.2	1	
	12. Estimates the sum of 3-4 digit addends with reasonable results.	M3NS-Id-12.0		
	12.1estimates the sum of 3 digit addends with reasonable results.	M3NS-Id-12.1	1	
	12.2 estimates the sum of 4 digit addends with reasonable results.	M3NS-Ie-12.2	1	
	13. Adds mentally 2-digit and 1-digit numbers with or without regrouping using appropriate strategies.	M3NS-Ie- 13	1	
	14. Adds mentally 2 to 3 digit numbers with multiples of hundreds using appropriate strategies.	M3NS-Ie-14.0		
	14.1 adds mentally 2 digit numbers with multiples of hundreds using appropriate strategies.	M3NS-Ie-14.1	**1**	
	14.2 adds mentally 3 digit numbers with multiples of hundreds using appropriate strategies.	M3NS-Ie-14.2	**1**	
	15. Solves routine and non routine problems involving addition of whole numbers with sums up to 10 000 including money using appropriate problem solving strategies and tools.	M3NS-Ie-15.0		
	15.1 solves routine problems involving addition of whole numbers with sums up to 10 000 including money using appropriate problem solving strategies and tools.	M3NS-Ie-15.1	1	
	15.2 solves non- routine problems involving addition of whole numbers with sums up to 10 000 including money using appropriate problem solving strategies and tools.	M3NS-If-15.2	1	

	16. Creates problems involving addition of whole numbers including money.	M3NS-If-15	1	
	17. Subtracts 3-to 4-digit numbers from 3- to 4-digit numbers with and without regrouping.	M3NS-If-16.0		
	17.1 subtracts 3-to 4-digit numbers from 3- to 4-digit numbers without regrouping.	M3NS-If- 17.1	1	
	17.2 subtracts 3-to 4-digit numbers from 3- to 4-digit numbers with regrouping.	M3NS-If- 17.2	1	
	18. Estimates the difference of two numbers with three-four digits with reasonable results.	M3NS-If- 18.0		
	18.1 estimates the difference of two numbers with three digits with reasonable results.	M3NS-If-18.1	1	
	18.2. estimates the difference of two numbers with four digits with reasonable results.	M3NS-Ig-18.2	1	
	19. Subtracts mentally 1- to 2 – digits numbers with regrouping using appropriate strategies.	M3NS-Ig-19.0		
	19.1 subtracts mentally 1- to 2 – digits numbers without regrouping using appropriate strategies.	M3NS-Ig-19.1	1	
	19.2 subtracts mentally 1- to 2 – digits numbers with regrouping using appropriate strategies.	M3NS-Ig-19.2	1	
	20. Subtracts mentally 2- to 3– digits numbers with multiples of hundreds with and without regrouping using appropriate strategies.	M3NS-Ig-20.0		
	20.1 subtracts mentally 2- to 3– digits numbers with multiples of hundreds without regrouping using appropriate strategies.	M3NS-Ig-20.1	1	

	20.2 subtracts mentally 2- to 3– digits numbers with multiples of hundreds with regrouping using appropriate strategies.	M3NS-Ih-20.2	1	
	21. Solves routine and non routine problems involving subtraction without or with addition of whole numbers including money using appropriate problem solving strategies and tools.	M3NS-Ih-21.0		
	21.1 solves routine problems involving subtraction without or with addition of whole numbers including money using appropriate problem solving strategies and tools.	M3NS-Ih-21.1	2	
	21.2 solves non- routine problems involving subtraction without or with addition of whole numbers including money using appropriate problem solving strategies and tools.	M3NS-Ih-21.2	2	
	22. Creates problems involving addition and/or subtraction of whole numbers including money.	M3NS-Ii-22.0		
	22.1 creates problems involving addition of whole numbers including money.	M3NS-Ii-22.1	2	
	22.2 creates problems involving subtraction of whole numbers including money.	M3NS-Ii-22.2	2	
Quarterly Test			**2**	
TOTAL			**45**	

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Grade 3- SECOND QUARTER				
	LEARNING COMPETENCIES	**CODE**	**NO. OF DAYS TAUGHT**	**REMARKS**
PERFORMANCE STANDARDS	The learner is able to apply multiplication and division of whole numbers including money in mathematical problems and real-life situations.			
CONTENT STANDARDS	The learner demonstrates understanding of multiplication and division of whole numbers including money.			
Content Areas/Strand	**Numbers and Number Sense**			
	23. Visualizes multiplication of numbers 1 to 10 by 6, 7, 8, and 9.	M3NS-IIa-23.0		
	23.1 visualizes multiplication of numbers 1 to 10 by 6, and 7.	M3NS-IIa-23.1	1	
	23.2 visualizes multiplication of numbers 1 to 10 by 8, and 9.	M3NS-IIa-23.2	1	
	24. Visualizes and states basic multiplication facts for numbers up to 10.	M3NS-IIa-24.0		
	24.1 visualizes and states basic multiplication facts for numbers 1 to 5.	M3NS-IIa-24.1	1	
	24.2 visualizes and states basic multiplication facts for numbers 6 to 10.	M3NS-IIa-24.2	1	
	25. Applies the commutative property of multiplication.	M3NS-IIa-25.0		
	25.1 States the Commutative Property of Multiplication	M3NS-IIa-25.1	1	
	25.2 applies the Commutative Property of Multiplication	M3NS-IIb-25.2	1	

	26. Multiplies 2-digit by 1-digit numbers using the distributive property of multiplication.	M3NS-IIb-26	1	
	27. Multiplies three 1-digit numbers using the associative property of multiplication.	M3NS-IIb-27	1	
	28. Multiplies 2- to 3-digit numbers by 1-digit numbers with or without regrouping.	M3NS-IIb-28.0		
	28.1 multiplies 2-digit numbers by 1-digit numbers with or without regrouping.	M3NS-IIb-28.1	1	
	28.2 multiplies 3-digit numbers by 1-digit numbers with or without regrouping.	M3NS-IIb-28.2	1	
	29. Multiplies 2-digit numbers by 2-digit numbers without regrouping.	M3NS-IIc- 29	1	
	30. Multiplies 2-digit number by 2-digit numbers with regrouping.	M3NS-IIc- 30	1	
	31. Multiplies 2-3 digit numbers by multiples of 10 and 100.	M3NS-IIc-31.0		
	31.1 multiplies 2-digit numbers by multiples of 10 and 100.	M3NS-IIc-31.1	1	
	31.2 multiplies 3- digit numbers by multiples of 10 and 100.	M3NS-IIc-31.2	1	
	32. Multiplies 1-2 digit numbers by 1000.	M3NS-IIc- 32	1	
	33.Estimates the product of 2 to 3 digit numbers and 1- to 2- digit numbers with reasonable results .	M3NS-IIc-33.0		
	33.1 estimates the product of 2-digit numbers and 1-to 2- digit numbers with reasonable results .	M3NS-IId-33.1	1	
	33.2 estimates the product of 3-digit numbers and 1-to 2- digit numbers with reasonable results .	M3NS-IId-33.2	1	
	34. Multiplies mentally 2-digit by 1-digit numbers without regrouping with products of up to 100.	M3NS-IId-34	**1**	

	35. Solves routine and non-routine problems involving multiplication with or without addition and subtraction of whole numbers including money using appropriate problem solving strategies and tools.			
	35.1 solves routine problems involving multiplication with or without addition and subtraction of whole numbers including money using appropriate problem solving strategies and tools.	M3NS-IId-35.1	1	
	35.2 solves non-routine problems involving multiplication with or without addition and subtraction of whole numbers including money using appropriate problem solving strategies and tools.	M3NS-IId-e - 35.2	2	
	36. Creates problems involving multiplication or with addition or subtraction of whole numbers including money.	M3NS-IIe - 36.0		
	36.1 creates problems involving multiplication or with addition of whole numbers including money.	M3NS-IIe - 36.1	2	
	36.2 creates problems involving multiplication or with subtraction of whole numbers including money.	M3NS-IIe - 36.2	1	
	37. Visualizes and states the multiples of 1- to 2-digit numbers.	M3NS-IIe -37	1	
	38. Visualizes division of numbers up to 100 by 6, 7, 8, and 9(multiplication table of 6, 7, 8 and 9).	M3NS-IIf - 38.0		
	38.1. visualizes division of numbers up to 100 by 6, and 7 (multiplication table of 6, and 7).	M3NS-IIf - 38.1	1	
	38.2. visualizes division of numbers up to 100 by 8,and 9 (multiplication table of 8, and 9).	M3NS-IIf - 38.2	1	

	39. Visualizes and states basic division facts of numbers up to 10.	M3NS-IIf -39	1	
	40. Divides 2- to 3-digit numbers by 1- digit numbers with and without remainder.	M3NS-IIf - 40.0		
	40.1 divides 2-digit numbers by 1- digit numbers with and without remainder.	M3NS-IIf - 40.1	1	
	40.2 divides 3-digit numbers by 1- digit numbers with and without remainder.	M3NS-IIf - 40.2	1	
	41. Divides 2-3 digit numbers by 10 and 100 with or without remainder .	M3NS-IIg-41.0		
	41.1 divides 2- digit numbers by 10 and 100 with or without remainder .	M3NS-IIg-41.1	1	
	41.2 divides 3 digit numbers by 10 and 100 with or without remainder .	M3NS-IIg-41.2	1	
	42. Estimates the quotient of 2-to 3- digit numbers by 1- to 2- digit numbers.	M3NS-IIg-42.0		
	42.1 estimates the quotient of 2-digit numbers by 1- to 2- digit numbers.	M3NS-IIg-42.1	1	
	42.2 estimates the quotient of 3- digit numbers by 1- to 2- digit numbers.	M3NS-IIg-42.2	1	
	43. Divides mentally 2-digit number by 1-digit number without remainder using appropriate strategies.	M3NS-IIg- 43.0	1	
	44. Solves routine and non-routine problems involving division of 2- to 4-digit numbers by 1-2 digit numbers with or without any of the other operations of whole numbers including money using appropriate problem solving strategies and tools.	M3NS-IIh- 44		

	44.1 solves routine problems involving division of 2- to 4-digit numbers by 1- 2-digit numbers with any of the other operations of whole numbers including money using appropriate problem solving strategies and tools.	M3NS-llh-44.1	2	
	44.2 solves non- routine problems involving division of 2- to 4-digit numbers by 1-digit numbers without any of the other operations of whole numbers including money using appropriate problem solving strategies and tools.	M3NS-llh-44.2	2	
	45. Creates problems involving division or with any of the other operations of whole numbers including money.	M3NS-llh-i-45.0		
	45.1 creates problems involving division or with any of the other operations of whole numbers.	M3NS-llh-i-45.1	2	
	45.2 creates problems involving division or with any of the other operations of whole numbers including money.	M3NS-lli-45.2	2	
QUARTERLY TEST			**2**	
TOTAL NUMBER OF DAYS			**45**	

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Grade 3- THIRD QUARTER				
PERFORMANCE STANDARDS	The learner is able to recognize and represent proper and improper, similar and dissimilar and equivalent fractions in various forms and contexts.			
CONTENT STANDARDS	the learner demonstrates understanding of proper and improper, similar and dissimilar and equivalent fractions.			
Content Areas/Strand	**Numbers and Number Sense**			
	LEARNING COMPETENCIES	**CODE**	**NO. OF DAYS TAUGHT**	**REMARKS**
	46. Identifies odd and even numbers. (in different strategies)	M3NS-IIIa-46	1	
	47. Visualizes/represents fractions that are equal to one and greater than one.	M3NS-IIIa-47.0		
	47.1 visualizes/represents fractions that are equal to one and greater than one using models and manipulatives	M3NS-IIIa-47.1	1	
	47.2 visualizes/represents fractions that are equal to one and greater than one using symbols and words	M3NS-IIIa-47.2	1	
	48. Reads/writes fractions that are equal to one and greater than one in symbols and in words.	M3NS-IIIa-48.0		
	48.1 reads fractions that are equal to one and greater than one in symbols and in words.	M3NS-IIIa-48.1	1	
	48.2 writes fractions that are equal to one and greater than one in symbols and in words.	M3NS-IIIb-48.2	1	
	49. Represents fractions using regions, sets, and the number line.	M3NS-IIIb-49.0		
	49.1 represents fractions using regions	M3NS-IIIb-49.1	1	

	49.2 represents fractions using sets, and .	M3NS-IIIb-49.2	2	
	49.3 represents fractions using the number line.	M3NS-IIIb- c-49.3	2	
	50. Visualizes and represents dissimilar fractions.	M3NS-IIIc- 50	1	
	51. Visualizes,represents, and compare dissimilar fracions	M3NS-IIIc-51.0	1	
	52. Visualizes,represents, and arrange dissimilar fractions in increasing or decreasing order.	M3NS-IIIc- 52		
	52.1 visualizes,represents, and arrange dissimilar fractions in increasing order.	M3NS-IIIc-52.1	1	
	52.2 visualizes,represents, and arrange dissimilar fractions in decreasing order.	M3NS-IIId-52.2	1	
	53. Visualizes and generates equivalent fractions.	M3NS-IIId-53.0		
	53.1 visualizes and generates equivalent fractions using models	M3NS-IIId-53.1	1	
	53. 2 visualizes and generates equivalent fractions using multiples and factors	M3NS-IIId-53.2	2	
PERFORMANCE STANDARDS	The learner is able to recognize and represent lines in real objects and designs or drawings, complete symmetrical ddesigns using square, triangle and other shapes that can tesselate			
CONTENT STANDARDS	The learner demonstrates understanding of lines, symmetrical designs and tesselation using square, traaingle and other shapes that can tesselate			
Content Areas/Strand	**Geometry**			

	54. Recognizes and draws a point, line, line segment and ray.	M3GE-IIId-54	1	
	55. Recognizes and draws parallel, intersecting and perpendicular lines.	M3GE-IIIe -55	1	
	56. Visualizes , identifies and draws congruent line segments.	M3GE-IIIe - 56.0		
	56.1 visualizes , identifies and draws congruent line segments.	M3GE-IIIe-56.1	1	
	56.2 identifies and draws congruent line segments using ruler .	M3GE-IIIe-56.2	1	
	57. Identifies and visualizes, draw symmetry in the environment and in design.	M3GE-IIIe-57	1	
	58.Identifies ,draws and completes a line of symmetry in a given symmetrical figure.	M3GE-IIIe-58.0		
	58.1 identifies ,draws and completes a line of symmetry in a given symmetrical figure.	M3GE-IIIe-58.1	1	
	58.2 draws figures and identify line of symmetry by folding and/or by drawing a line of symmetry.	M3GE-IIIf-58.2	1	
	59. Complete a symmetric figure with respect to a given line of symmetry	M3GE-IIIf-59	2	
	60. Tesselates the plane using triangles, squares, and other shapes that can tesselate.	M3GE-IIIf-60.0		
	60.1 Tesselates the plane using triangles, squares, and other shapes that can tesselate.	M3GE-IIIf-60.1	1	
	60.2 Creates shapes that can tesselate	M3GE-IIIf-60.2	1	

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PERFORMANCE STANDARDS	The learner is able to apply knowledge of continuous and repeating patterns and number sentences involving multiplication and division of whole numbers in various situations			
CONTENT STANDARDS	The learner demonstrates understanding of continuous and repeating patterns and mathematical sentences involving multiplication and division of whole numbers			
Content Areas/Strand	**Patterns and Algebra**			
	61. Determines the missing term/s in a given combination of continuous pattern and repeating pattern.	M3AL-IIIg-61.0		
	61.1 Determines if the given pattern is continuous or repeating pattern	M3AL-IIIg-61.1	1	
	61.2 Determines the missing term/s in a given combination of continuous pattern	M3AL-IIIg-61.2	2	
	61.3 Determines the missing term/s in a given combination of repeating pattern	M3AL-IIIg-61.3	2	
	62. Finds the missing value in a number sentence involving multiplication and division of whole numbers	M3AL-IIIh-62.0		
	62.1. Finds the missing value in a number sentence involving multiplication of whole numbers	M3AL-IIIh-62.1	2	
	62.2. Finds the missing value in a number sentence involving division of whole numbers	M3AL-IIIh-62.2	2	
	62.3 Writes a number sentence involving multiplication of whole numbers	M3AL-IIIh--i-62.3	2	
	62.4 Writes a number sentence involving division of whole numbers	M3AL-IIIi-62.4	2	

	62.5 Creates simple problem involving involving multiplication and division of whole numbers	M3AL-IIIi-62.5	2	
QUARTERLY TEST			**2**	
TOTAL NUMBER OF DAYS			**45**	
Grade 3- FOURTH QUARTER				
PERFORMANCE STANDARDS	The learner is able to apply concept of conversion of time, linear, mass and capacity measures and area of rectangle and square in mathematical problems and real-life situations.			
CONTENT STANDARDS	The learner demonstrates understanding of conversion of time, linear, mass and capacity measures and area of square and rectangle			
Content Areas/Strand	**Measurement**			
	LEARNING COMPETENCIES	**CODE**	**NO. OF DAYS TAUGHT**	**REMARKS**
	63. Visualizes, represents and convert time measure from seconds to minutes; minutes to hours, and hours to a day and vice versa.	M3ME-IVa-63.0		
	63.1 visualizes, represents time measure from seconds to minutes; minutes to hours and hours to a day and vice versa.	M3ME-IVa-63.1	2	
	63.2 Converts time measure from seconds to minutes; minutes to hours, and vice versa.	M3ME-IVa-63.2	2	
	63.3 Converts time measure from hours to a day and vice versa.	M3ME-IVa-63.3	1	
	64. Visualizes, represents and convert time measure	M3ME-IVb-64.0		
	64.1 visualizes, represents and convert time mesure	M3ME-IVb-64.1	1	

	64.2 Converts time mesure days to weeks , month and year and vice versa	M3ME-IVb-64.2	1	
	64.3 Converts time measure weeks to months and year and vice versa	M3ME-IVb-64.3	1	
	64.4 Converts time measure months to year and year to months	M3ME-IVb-64.4	2	
	65. Visualizes, represents and solve problems involving conversion of time measure.	M3ME-IVc-65.0		
	65.1 visualizes and represents problems involving conversion of time measure.	M3ME-IVc-65.1	1	
	65.2 solves problems involving conversion of time measure.	M3ME-IVc-65.2	1	
	66. Visualizes, represents and convert common units of measure from larger to smaller unit and vice versa; meter and centimeter, kilogram to gram, and liter to milliliter.	M3ME-IVc-66.0		
	66.1. visualizes, and represents common units of measure from larger to smaller unit and vice versa; meter and centimeter, kilogram to gram, and liter to milliliter.	M3ME-IVc-66.1	1	
	66. 2. convert common units of measure from larger to smaller unit and vice versa; meter and centimeter, kilogram to gram, and liter to milliliter.	M3ME-IVc-66.2	1	
	67. Visualizes, represent, and solve routine and non-routine problems involving convertions of common unit of measures	M3ME-IVc-67.0		
	67.1 Visualizes and represent routine problems involving conversions of common unit of measures	M3ME-IVc-67.1	1	

	67.2 solve routine problems involving conversions of common unit of measures	M3ME-IVd-67.2	1	
	67.3 Visualizes and represent non-routine problems involving converions of common unit of measuress	M3ME-IVd-67.3	1	
	67.4 solve non-routine problems involving conversions of common unit of measures	M3ME-IVd-67.4	1	
	67.5 Creates routine or non-routine problems involving conversions of common measures	M3ME-IVd-67.5	1	
	68. Visualizes, and represent, and finds the capacity of a container using milliliter and liter	M3ME-IVd-68.0		
	68.1 visualizes and represents the capacity of a container using milliliter and liter.	M3ME-IVd-68.1	1	
	68.2 Finds the capacity of a container using milliliter and liter.	M3ME-IVe-68.2	1	
	69. Visualizes, represents and solve routine and non-routine problems involving capacity measure.	M3ME-IVe-69.0		
	69.1 visualizes and represents routine problems involving capacity measure.	M3ME-IVe-69.1	1	
	69.2 visualizes and represents non-routine problems involving capacity measure.	M3ME-IVe-69.2	1	
	69.3 solve routine problems involving capacity measure.	M3ME-IVe-69.3	1	
	69.4 solve non- routine problems involving capacity measure.	M3ME-IVe-69.4	1	
	70.Visualizes and represents and measure area using appropriate unit.	M3ME-IVf-70.0		
	70.1 visualizes and represents area using appropriate unit.	M3ME-IVf-70.1	1	

	70.2 measures area using appropriate unit	M3ME-IVf-70.2	1	
	71. Derives the formula for the area of a rectangle and a square.	M3ME-IVf-71.0		
	71.1 derives the formula for the area of a rectangle.	M3ME-IVf-71.1	1	
	71.2 derives the formula for the area of a square.	M3ME-IVf-71.2	1	
	72.Visualizes ,represents and find the area of a rectangle and square in sq. cm. and sq. m.	M3ME-IVf-72.0		
	72.1 visualizes and represent the area of a rectangle and square in sq. cm. and sq. m.	M3ME-IVf-72.1	1	
	72.2 find the area of a square and rectangle in sq. cm. and sq.m.	M3ME-IVg-72.2	1	
	73. Solves routine and non-routine problems involving areas of squares and rectangles.	M3ME-IVg-73.0		
	73.1 solves routine problems involving area of squares and rectangles.	M3ME-IVg-73.1	1	
	73.2 solves non-routine problems involving areas and perimeter of squares and rectangles.	M3ME-IVg-73.2	1	
	74. Ceate problems involving area and perimeter of rectangle and square.	M3ME-IVg-74	2	
PERFORMANCE STANDARDS	The learner is able to create and interpret simple representations of data (tables and single bar graphs) and describe outcomes of familiar events using the terms sure,likely, equally likely, unlikely, and impossible to happen.			
CONTENT STANDARDS	The learner demonstrates understanding of bar graphs and outcomes of an event using the terms sure, likely, equally likely, unlikely, and impossible to happen.			

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Content Areas/Strand	Statistics and Probability			
	75. Collects data on one variable using existing records.	M3SP-IVh-75	1	
	76.Sorts, classifies, and organizes data in tabular form and represent this into a vertical or horizontal bar graph (vertical/horizontal)	M3SP-IVh-76	1	
	77. Infers and interprets data presented in different kinds of bar graphs (vertical/horizontal)	M3SP-IVh-77.0		
	77.1 infers data presented in different kinds of bar graphs (vertical/horizontal).	M3SP-IVh-77.1	1	
	77.2 interpret data presented in different kinds of bar graphs (vertical/horizontal).	M3SP-IVh-77.2	1	
	78. Solves routine and non-routine problems using data presented in a single-bar graph.	M3SP-IVh-78.0		
	78.1 solves routine problems using data presented in a single-bar graph.	M3SP-IVh-78.1	1	
	78.2 solves non-routine problems using data presented in a single-bar graph.	M3SP-IVi-78.2	1	
	79.Tells whether an event is sure, likely, equally likely, unlikely, and impossible to happen.	M3SP-IVi-79	1	
	80. Describes events in real-life situations using the phrases "sure to happen," likely to happen", "equally likely to happen","unlikely to happen", and "impossible to happen".	M3SP-IVi-80	1	
QUARTERLY TEST			**2**	
TOTAL NUMBER OF DAYS			**45**	

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