

**Arickaree School Parent/Student Resources
For Homework Assistance
Third Grade**

The following websites can be used as an additional resource for you and your child throughout the school year. Preschool links encompass all subject matter. The Kindergarten through 5th grade are divided by subject and unit where possible. If you have additional questions, please contact your child's teacher. Please submit any and all bad links to leeh@arickaree.org.

Third Grade

www.rif.org (Spanish/English)

www.jumpstart.com (K-5)



Third Grade Math

For each unit are links to websites that support math instruction for the major ideas of the unit. The websites vary in difficulty, and many permit the teacher and/or parent to select a level. After being introduced to the sites, students should be able to work independently or in pairs on each activity unless the annotation states differently. Please click the UNDERLINED link in the left column to be taken to the webpage described in the right hand column.

Routines

<u>Guess the Pattern</u>	Guess the pattern of cars (MasterMind)
<u>Number Patterns</u>	Determine the pattern and fill in the numbers
<u>Code Cracker</u>	Complete the patterns to crack the code for the safe
<u>Counting by 10s</u>	Give the next time when counting by 10s
<u>Base 10 Blocks</u>	Highlight the 100s circle and make numbers using blocks
<u>Place Value Game</u>	Create the largest number with the digits given one at a time
<u>Place Value Pirates</u>	Identify the pirate with the given place value
<u>Place Value to Thousands</u>	Identify the place value up to thousands
<u>Place Value for Numbers</u>	Create a number, identify place value, say the name of the number
<u>Telling Time</u>	Choose type of clock; type in correct time; gets progressively harder
<u>Setting Time</u>	Set the time on the clock and check
<u>Match the Time</u>	Change the digital clock to match the analog clock
<u>Beat the Clock</u>	Set the time before time runs out; to the minute
<u>Interactive Class Clock</u>	Teaching clock; can control how it changes time
<u>Adding Money</u>	Drill adding dollars and cents; written in money



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	notation
<u>Converting Coins to Amounts</u>	Given groups of coins, total to give an amount
<u>How Much Money?</u>	Three games on counting money, making change
<u>Match the Number</u>	Match numbers with their written names to uncover a picture
<u>Place Value in Words</u>	Given a number in words, write it
<u>Cookie Dough</u>	Choose games for writing the name or the number
<u>Addition Facts</u>	Simple drill of addition facts to 18
<u>Baseball Math for One</u>	Fact practice in a game
<u>Baseball Math for Two</u>	2-person fact practice in competition
<u>Mathcar Tic Tac Toe</u>	Fact practice in a game
<u>Math Mayhem</u>	Fact practice against the clock
<u>Cyber Challenge</u>	Fact drill against the clock



Adding & Subtracting Whole Numbers

<u>Addition Using Estimation</u>	Estimate the answers to addition problems
<u>Subtraction Estimation</u>	Estimate the answers to subtraction problems
<u>Front End Estimation</u>	Estimate the sums of three digit numbers with front end estimation
<u>Diffy</u>	Solve the subtraction problems to fill in the squares
<u>Operation Order</u>	Choose level; medium gives three numbers, an answer & signs
<u>Number Cruncher</u>	Use input and outputs to decide on the rule (addition & subtraction)
<u>Whole Number Cruncher</u>	Use input and output values to determine the rule (addition & multiplication)
<u>Function Machine</u>	Choose # and types of rules;
<u>Math Mayhem</u>	Fact drill
<u>Math Barge</u>	Load the correct cargo on the barge; many options for difficulty
<u>Math Magician</u>	Choose addition and subtraction, level 2, for 5-minute practice
<u>Football Math</u>	Choose a team, play against a partner or the computer; math fact drill
<u>Factor Tree</u>	Break numbers into their factors in a tree layout
<u>Speed Grid</u>	Set timer to test your fact skills; must find addends for answers
<u>Word Problems</u>	Choose grade 3 word problems for addition (free); self-correcting



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<u>Draggable Addition</u>	Choose the number & types of problems, drag numbers into place to solve
<u>Addition of 2-digit Numbers</u>	Using regrouping to add 2-digit numbers
<u>Baseball Math for One</u>	Medium level; multi-digit problems
<u>Math Flash</u>	Finish ten problems before the timer ends; set level at hard
<u>Draggable Subtraction</u>	Choose the number & types of problems, drag numbers into place to solve
<u>Bowling Pin Math</u>	Choose the number & types of problems, drag numbers into place to solve

Linear Measures & Area

<u>Perimeter Explorer</u>	Find perimeter of squares on a grid; increase size at bottom; area comparison
<u>Adam Ant Walks</u>	Adam Ant walks the perimeter to demonstrate measurement; interactive
<u>Perimeter of a Square</u>	Drill on perimeters of squares -- four equal sides
<u>Perimeter of a Rectangle</u>	Drill on perimeters of rectangles
<u>Shape Explorer</u>	Find the perimeter and area of shapes (increase size at bottom)
<u>Shape Surveyor</u>	Choose area and/or perimeter, level of difficulty
<u>Perimeter & Area</u>	Metric activity on area and perimeter
<u>Area Explorer</u>	Find the area of shapes on grid; increase size at bottom; perimeter comparison
<u>Make a Line</u>	Make a line to given length; ruler moves up to line; requires accuracy
<u>The Ruler Game</u>	Choose the increments for practicing with a ruler
<u>Measure It!</u>	Choose inches or centimeters for practice in measurement

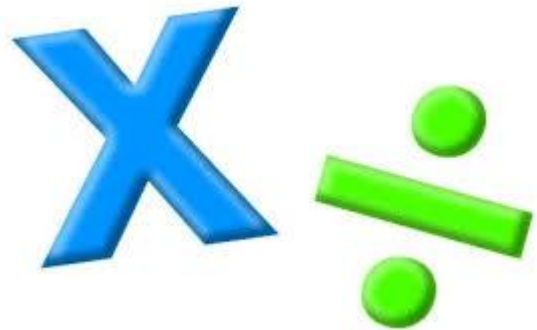
Multiplication & Division

<u>Making Equal Groups</u>	Count equal groups to get a total
<u>Animal Legs</u>	Multiplication as repeated addition
<u>Multiplying by Adding</u>	Convert an addition statement to a multiplication statement
<u>Groups of Dogs</u>	Modeling multiplication with arrays
<u>Cuisinaire Online</u>	Modeling multiplication with cuisinaire rods and arrays(need to download plugin)
<u>Multiplication Grid</u>	Teacher planning; click two numbers on



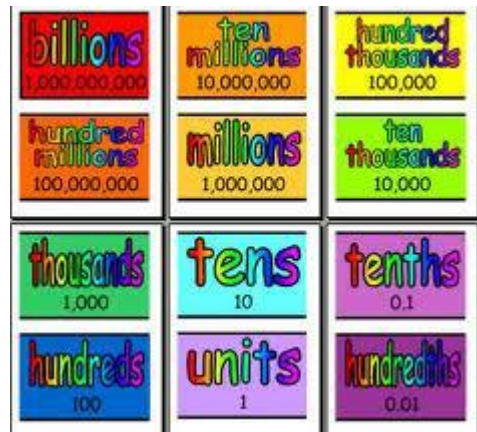
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	multiplication grid; shows array and totals
<u>Click on Bricks</u>	Simple explanation of arrays for multiplication up to the number 4
<u>Basic Multiplication</u>	Help the worm decorate trees with multiplication
<u>Modeling Multiplication</u>	Use a model to find a multiplication product
<u>Multiplication Rectangle</u>	Manipulate grid; shows arrays, lattice, and common multiplication methods
<u>Multiplication Applet</u>	Applet shows the array for any multiplication problem; various applets available
<u>Equal Sharing</u>	E-Lab of equal sharing activities
<u>Train Ride</u>	Fill the train cars with groups of people; not always equal; 3 levels
<u>Rectangle Division</u>	Use blocks and arrays to demonstrate division
<u>Skip Counting Grid</u>	Click on the multiples of a given number on a hundreds grid.
<u>Grid Game</u>	Find the multiples of a given number from small grade
<u>The Factor Game</u>	One or two person game with factors
<u>Multiplication Table</u>	Interactive multiplication table takes input and shows how to solve it
<u>Multiplication Matrix</u>	Solve multiplication factor problems on a matrix, see patterns
<u>Multiplication Mystery</u>	Solve factor problems with a grid



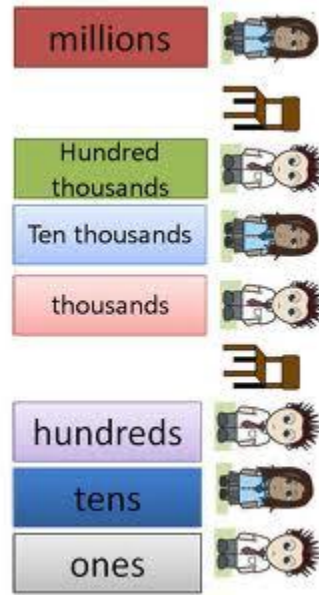
Place Value

<u>Mystery Picture</u>	Match the numerals to their names
<u>Place Value Video</u>	Explains how place value works in numbers and decimals w/activities
<u>Place Value to Millions</u>	Identify place value to millions
<u>Hundredths</u>	E-lab model of decimals to the hundredths
<u>What's the Decimal?</u>	Write decimal numbers in the thousandths (tenths & hundredths available on same site)
<u>Decimal Darts</u>	Choose a decimal number between two other numbers to shoot darts
<u>Compare Decimals</u>	Compare decimals for equal, larger than, or smaller than
<u>Railroad Repair</u>	Use decimal pieces to repair the railroad -- need to combine
<u>Decimal Place Value</u>	Identify the digits by place value
<u>Decimals with Base 10</u>	Adding decimals; needs teacher input and planning



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<u>Guess the Decimal</u>	Guess the number the computer has chosen; may be 2-place decimal
<u>Detectives</u>	Hunt down the criminals by typing decimal places on a number line; 3 levels
<u>Table Mountain</u>	Choose a factor and try to climb the mountain with multiplication
<u>Rescue the Dog</u>	Fact practice against the clock
<u>One False Move</u>	Place numbers in lowest to highest value; several levels
<u>Ordering Numbers</u>	E-Lab to increase the speed by which students put four numbers in order
<u>Bead Challenge</u>	Choose computer questions; students make numbers by criteria
<u>Place Value Activities</u>	Variety of drill activities; can be differentiated
<u>Place Value Swimming</u>	Identify the correct number by place value for the diver
<u>Place Value Quizzes</u>	Free quiz on place value for numbers 10,000 - 100,000; 2nd grade
<u>Rounding Flash Cards</u>	Choose the greatest number of digits and round to various place values
<u>Number Puzzle</u>	Fit the numbers into a puzzle; write the number based on words



Geometry

<u>Flashcard/Vocabulary Match</u>	Match the geometry picture with the vocabulary word.
<u>Shapes Match</u>	Concentration; match 3-D shapes
<u>Geometry Terms</u>	Match the terms with the pictures
<u>Protractor Demonstration</u>	Teacher tool for demonstration; ten activities
<u>Protractor Fun</u>	Move the protractor to measure the angles; must type degrees
<u>Multiples Drill</u>	Find the multiples of numbers on a grid
<u>Space Shuttle Launch</u>	Solve multiplication problems to launch the space shuttle; three levels
<u>Right Back at You</u>	Identifying right, acute, & obtuse angles
<u>Name the Polygon</u>	Given a description, pick the name of the polygon
<u>2- & 3-D Shapes</u>	Several activities for identifying shapes and their characteristics; may be downloaded
<u>Symmetry E-Lab</u>	Move lines of symmetry onto figures; choose horizontal, vertical or both
<u>Symmetry Video</u>	Video on lines of symmetry
<u>Symmetry Game</u>	Identify the lines of symmetry on geometric



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<u>Create Symmetrical Figures</u>	figures Set criteria and use color to create symmetrical figures (best in Internet Explorer)
<u>Sort by Symmetry</u>	Identify the lines of symmetry on geometric figures

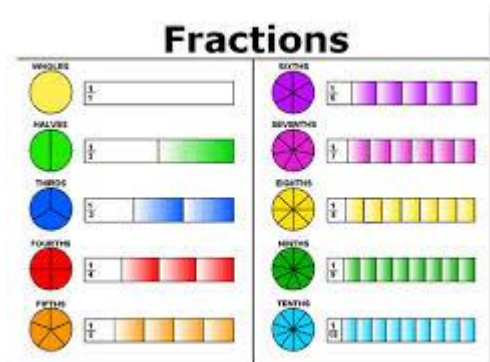
Multiplication

<u>Rescue the Dog</u>	Fact practice against the clock; choose extreme for practice with parentheses
<u>Front End Estimation</u>	Estimate 3-digit sums by rounding to 100s
<u>Estimating by Rounding</u>	Estimate sums by rounding the numbers
<u>Estimating by Rounding, Improved</u>	Follow-up to previous activity; estimating more accurately
<u>Estimation Contraption</u>	Estimate sums by rounding
<u>Tic Tac Toe Squares</u>	Choose easy or medium Squares to practice square numbers
<u>Ghostly Squares</u>	Look at square sums and determine which number is missing; harder
<u>The Product Game</u>	Play against a friend to get four in a row; great multiplication practice
<u>Baseball Math</u>	Drill on multiplication facts to play baseball; can play against a friend too
<u>Mathcar Tic Tac Toe</u>	Choose the multiplication expression with the highest total to win
<u>Math Mayhem</u>	Math fact drill in multiplication
<u>Multiply by 10</u>	Solve problems where you multiply by 10s



Fractions

<u>Magic Potions</u>	Match the potion with its proper bottle by fraction numbers and representations
<u>Fraction Matching</u>	Concentration game to match fraction with picture representation
<u>Comparing Fractions</u>	Compare fractions with like denominators
<u>Comparing Fractions Unlike</u>	Compare Fractions with unlike denominators
<u>Fraction Games</u>	Several games; click 'Maybe Later' on Registration
<u>Ice Cream Shop</u>	Fill orders for ice cream -- must convert mixed numbers to fractions
<u>Find Grampy!</u>	Grampy is behind the hedge; name the fractional part where he can be found



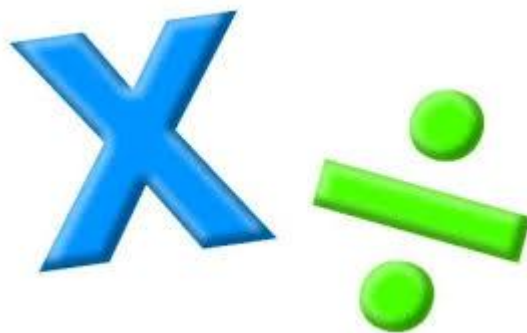
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<u>Strict Find Grampy!</u>	Grampy is hiding between 0 and 1; must write fraction in lowest terms
<u>Make Equivalent Fractions</u>	Given a fraction, create an equivalent and plot them on a number line
<u>Equivalent Fireworks</u>	Find the numerator of an equivalent fraction to launch fireworks
<u>Name the Equivalents</u>	Given clues, name all the equivalent fractions
<u>Fraction Frenzy</u>	Speed drill on finding equivalent fractions
<u>Fresh Baked Fractions</u>	Identify the one fraction that is not equivalent with the other three
<u>Unique Fractions</u>	On a shape, show all the unique ways it could make a fraction
<u>Who Wants Pizza?</u>	Fraction lesson and activities
<u>Flower Petal Fractions</u>	Match the falling petals with the flowers: progressively harder
<u>Shade In</u>	Shade the fractional parts of a figure
<u>Shady Fractions</u>	Identify which fraction is shaded on a square; matching
<u>Shaded Fractions</u>	Additional practice with identifying shaded fractions
<u>Identify with Circles</u>	Identify the fraction of the circle that is filled in
<u>Naming the Fraction</u>	Given a figure, name the fraction that is shaded
<u>Fraction Quiz</u>	Choose whether to name or shade the fractional part
<u>Fraction Shading</u>	Name the fraction that is shaded



Multiplication & Division

<u>Line Jumper</u>	At the hard level, problems range from -8 to 8
<u>Color Chips</u>	Use positive and negative color chips to solve computer-generated problems
<u>Choose One Operation</u>	Choose a range from negative to positive numbers and solve problems
<u>Adding & Subtracting</u>	Quiz on adding and subtracting positive and negative numbers
<u>Operations w/Signed Numbers</u>	Lesson on using signed numbers and practice activity
<u>Step by Step Multiplication</u>	Multiply a 2-digit number with a 1-digit number with support
<u>NumberNut Multiplication</u>	Multiplication of 1 and 2-digit numbers with no carrying
<u>Factor Tree</u>	Break numbers into their factors in a tree layout

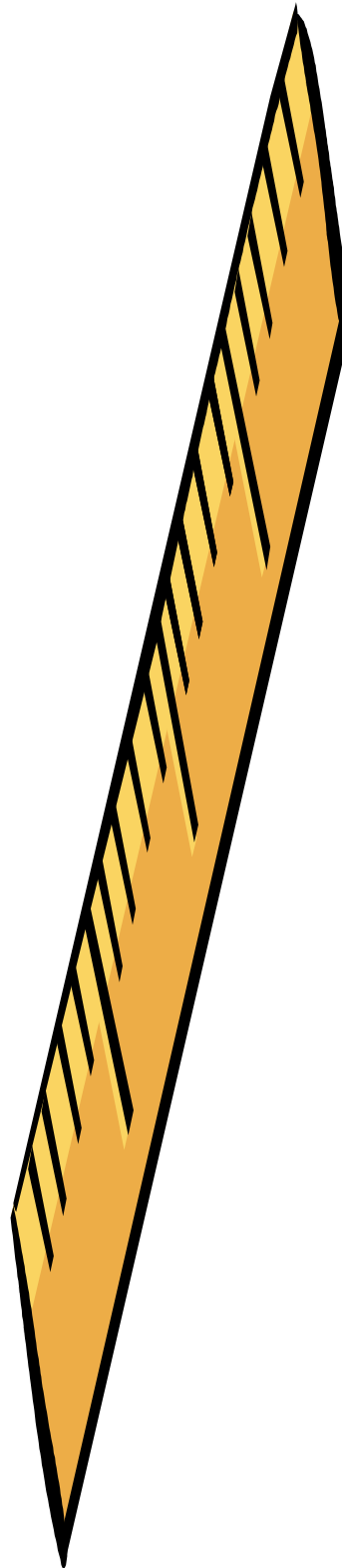


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<u>The Factor Game</u>	One or two person game with factors
<u>Grid Game</u>	Level 1 works with multiples; find multiples of a given number on a grid
<u>NumberNut Division Easy</u>	Single digit division with no remainders
<u>NumberNet Division 2</u>	Single digit division with remainders in a line
<u>NumberNut Division 3</u>	Single digit division written as division problem
<u>NumberNut Division w/o Remainders</u>	Double digit division with no remainders
<u>NumberNut Division w/Remainders</u>	Double-digit division with remainders
<u>Baseball Math</u>	Drill on multiplication facts to play baseball; can play against a friend too
<u>Mathcar Tic Tac Toe</u>	Choose the multiplication expression with the highest total to win
<u>The Product Game</u>	Play against a friend to get four in a row; great multiplication practice
<u>Equal Sharing</u>	E-Lab of equal sharing activities
<u>Rectangle Division</u>	Use blocks and arrays to demonstrate division

Measurement & Data

<u>Treasure Chest</u>	Estimate the volume of a treasure chest through two methods
<u>Can You Fill It?</u>	Judging volume; fill the containers with water without overflow
<u>Jupiter is Average</u>	Learn the meanings of average and apply the new knowledge to the solar system
<u>Data Practice</u>	Multiple exercises on mean, median, mode, and range
<u>Data Quiz</u>	Find the mean, median, mode, and range for 10 questions
<u>Data Handling - Mean, Median, Mode</u>	Lesson on average weather with activities
<u>Temperature Values</u>	Learn how Mean, Median, and Mode are used with Temperatures
<u>Train Race</u>	Compute mean, median and range in this problem-solving scenario
<u>Make a Line</u>	Make a line to given length; ruler moves up to line; requires accuracy
<u>The Ruler Game</u>	Choose the increments for practicing with a ruler
<u>Measure It!</u>	Choose inches or centimeters for practice in measurement
<u>Metric Measurement</u>	Use a metric ruler to measure



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The Ruler Game	Race the clock to show measurements on ruler; can set level
Estimating Length	Use the ruler to measure lines
Animal Weigh In	Weight conversion from kilograms to pounds
Weight & Capacity Video	Video teaches concepts followed by activities to demonstrate understanding
Collecting Data	Use the recording sheet to collect data and sort it
Data Picking	Make a frequency table of data about students
Multiplication Flash Cards	Test basic multiplication facts with flash cards
Multiplication Mountain	Choose which set of facts to practice to get up the mountain
Lemonade Larry	Figure out how much each customer should pay for the lemonade
Test Yourself	Choose a fact family to practice against the clock
Create a Bar Graph	Use shapes to create bar graphs
Graph the Bugs	Drag bugs to graphs and compare graphs

