

Kids Voting Correlates to the North Carolina Standard Course of Study

THIRD GRADE MATH

NC Standard Course of Study Competency Goals	Objectives	Kids Voting Classroom Activities: 3-5
Goal 1: The learner will model, identify, and compute with whole numbers through 9,999.	<p>1.01 Develop number sense for whole numbers through 9,999</p> <p>1.06 Develop flexibility in solving problems by selecting strategies and using mental computation, estimation, calculators or computers, and paper and pencil.</p>	<p><i>Elections and Voting</i></p> <ul style="list-style-type: none"> • Voter Apathy Experience 1.01, 1.06 • Two Ballots 1.01, 1.06 <p><i>The Right to Vote</i></p> <ul style="list-style-type: none"> • Suffrage Timeline 1.01, 1.06 <p><i>Active Citizenship</i></p> <ul style="list-style-type: none"> • Ice Cream in a Bag 1.01, 1.06 • Dollars and Sense 1.01, 1.06
Goal 2: The learner will recognize and use standard units of metric and customary measurement.	<p>2.01 Solve problems using measurement concepts and procedures involving:</p> <ol style="list-style-type: none"> a. Elapsed time. b. Equivalent measures within the same measurement system. 	<p><i>The Right to Vote</i></p> <ul style="list-style-type: none"> • Suffrage Timeline 2.01
Goal 4: The learner will understand and use data and simple probability concepts.	<p>4.01 Collect, organize, analyze, and display data (including circle graphs and tables) to solve problems.</p>	<p><i>Elections and Voting</i></p> <ul style="list-style-type: none"> • Voter Apathy Experience 4.01 • Voting Graphs 4.01 • Two Ballots 4.01 <p><i>Active Citizenship</i></p> <ul style="list-style-type: none"> • Eleusis 4.01 • Dollars and Sense 4.01
Goal 5: The learner will recognize, determine, and represent patterns and simple mathematical relationships.	<p>5.03 Use symbols to represent unknown quantities in number sentences.</p>	<p><i>Active Citizenship</i></p> <ul style="list-style-type: none"> • Eleusis 5.03 • Dollars and Sense 5.03