

**2019-20 NC Check-In 2**  
**Grade 3 Mathematics**  
**State Item Statistics**

	Content Standard		Item #	Depth of Knowledge	Percent Correct by Item
<b>Operations and Algebraic Thinking</b>	<b>3.OA.2</b>	For whole-number quotients of whole numbers with a one-digit divisor and a one-digit quotient: <ul style="list-style-type: none"> <li>• Interpret the divisor and quotient in a division equation as representing the number of equal groups and the number of objects in each group.</li> <li>• Illustrate and explain strategies including arrays, repeated addition or subtraction, and decomposing a factor.</li> </ul>	4	Skill/Concept	22.2
			6	Skill/Concept	83.5
			8	Skill/Concept	48.4
			11	Recall	73.8
			14	Recall	88.0
	<b>3.OA.3</b>	Represent, interpret, and solve one-step problems involving multiplication and division. <ul style="list-style-type: none"> <li>• Solve multiplication word problems with factors up to and including 10. Represent the problem using arrays, pictures, and/or equations with a symbol for the unknown number to represent the problem.</li> <li>• Solve division word problems with a divisor and quotient up to and including 10. Represent the problem using arrays, pictures, repeated subtraction and/or equations with a symbol for the unknown number to represent the problem.</li> </ul>	1	Recall	84.5
			9	Recall	83.7
			13	Recall	81.6
			19 <sup>^</sup>	Skill/Concept	88.0
			25 <sup>^</sup>	Skill/Concept	84.1
	<b>3.OA.6</b>	Solve an unknown-factor problem, by using division strategies and/or changing it to a multiplication problem.	2	Skill/Concept	63.7
			5	Recall	67.4
			12	Skill/Concept	20.4
			15	Skill/Concept	55.2
			16 <sup>^</sup>	Skill/Concept	87.7
	<b>3.OA.8</b>	Solve two-step word problems using addition, subtraction, and multiplication, representing problems using equations with a symbol for the unknown number.	7	Skill/Concept	51.3
			18 <sup>^</sup>	Skill/Concept	32.0
			20 <sup>^</sup>	Skill/Concept	42.7
			22 <sup>^</sup>	Skill/Concept	46.8
			24 <sup>^</sup>	Skill/Concept	75.1
<b>Numbers and Operations in Base Ten</b>	<b>3.NBT.3</b>	Use concrete and pictorial models, based on place value and the properties of operations, to find the product of a one-digit whole number by a multiple of 10 in the range 10–90.	3	Recall	52.0
			10	Skill/Concept	73.7
			17 <sup>^</sup>	Skill/Concept	75.2
			21 <sup>^</sup>	Skill/Concept	80.1
			23 <sup>^</sup>	Skill/Concept	85.0

<sup>^</sup> Students had access to a calculator when completing items marked with a <sup>^</sup>.

Note: Results from NC Check-Ins should not be compared across interims, districts, or the state.

Each math Grade 3 NC Check-In assesses different content standards.