



Third Grade

In-Museum Standards by Exhibits

General Museum

Book Nooks

English Language Arts

- **3.P.EICC.1 Reader & Writer Identity** Build an identity as a reader and writer, developing a repertoire of resources and tools to continuously expand participation as an active consumer and producer of texts.
- **3.P.EICC.2 Engagement & Intention** Engage in written or spoken dialogue as author and audience for a variety of tasks and purposes, making intentional connections within, between, and beyond texts.
- **3.P.EICC.3 Comprehension Strategies** Engage with a range of complex texts for a variety of tasks and purposes, accessing and using strategies for comprehension* before, during, and after reading as part of the meaning-making process.
- **3.P.ST.1 Context** Develop and apply knowledge of key components of context such as background information, geographic location, cultural influences, time period, and contemporary events when interpreting and constructing texts.
- **3.P.ST.2 Author, Audience, & Purpose** Interpret and construct texts by developing and applying knowledge of the strategies and techniques authors use to accommodate the target audience and achieve the text's purpose.

Fundamentally Food (10 months – 8 years)

Farm

Math

- **3.MDR.5** Solve real-life, mathematical problems involving length, liquid volume, mass, and time and analyze graphical displays of data to answer relevant questions.

Science

- **S3L2** Obtain, evaluate, and communicate information about the effects of pollution (air, land, and water) and humans on the environment.

Social Studies

- **SS3E1** Define and give examples of the four types of productive resources.



Grocery Store

Math

- **3.PAR.2** Use part-whole strategies to represent and solve real-life problems involving addition and subtraction with whole numbers up to 10,000.
- **3.MDR.5** Solve real-life, mathematical problems involving length, liquid volume, mass, and time and analyze graphical displays of data to answer relevant questions.

Social Studies

- **SS3E1** Define and give examples of the four types of productive resources.

Delivery Truck

Math

- **3.MDR.5** Solve real-life, mathematical problems involving length, liquid volume, mass, and time and analyze graphical displays of data to answer relevant questions.

Social Studies

- **SS3E1** Define and give examples of the four types of productive resources.

Cafe

Math

- **3.PAR.2** Use part-whole strategies to represent and solve real-life problems involving addition and subtraction with whole numbers up to 10,000.

Social Studies

- **SS3E1** Define and give examples of the four types of productive resources.

Gateway to the World (10 months – 8 years)

Globe

Science

- **S3L1** Obtain, evaluate, and communicate information about the similarities and differences between plants, animals, and habitats found within geographic regions (Blue Ridge Mountains, Piedmont, Coastal Plains, Valley and Ridge, and Appalachian Plateau) of Georgia.



Social Studies

- **SSMGS4** Compare and contrast the categories of natural, cultural, and political features found on maps.
- **SSMGS8** Draw conclusions and make generalizations based on information from maps.
- **SS3G1** Locate major topographical features on a physical map of the United States.

Continent Tables

Science

- **S3E1** Obtain, evaluate, and communicate information about the physical attributes of rocks and soils.
- **S3L1** Obtain, evaluate, and communicate information about the similarities and differences between plants, animals, and habitats found within geographic regions (Blue Ridge Mountains, Piedmont, Coastal Plains, Valley and Ridge, and Appalachian Plateau) of Georgia.

Social Studies

- **SSMGS4** Compare and contrast the categories of natural, cultural, and political features found on maps.
- **SSMGS6** Use map key/legend to acquire information from historical, physical, political, resource, product, and economic maps.
- **SSMGS7** Use a map to explain impact of geography on historical and current events.
- **SSMGS8** Draw conclusions and make generalizations based on information from maps.
- **SS3G1** Locate major topographical features on a physical map of the United States.
- **SS3E1** Define and give examples of the four types of productive resources.

Rocket Launcher

Math

- **3.MP** Display perseverance and patience in problem-solving. Demonstrate skills and strategies needed to succeed in mathematics, including critical thinking, reasoning, and effective collaboration and expression. Seek help and apply feedback. Set and monitor goals.
- **3.MDR.5** Solve real-life, mathematical problems involving length, liquid volume, mass, and time and analyze graphical displays of data to answer relevant questions.
- **3.GSR.6** Identify the attributes of polygons, including parallel segments, perpendicular segments, right angles, and symmetry.



The Climber

Math

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Let Your Creativity Flow (10 months – 8 years)

Paint Wall

Math

- **3.MDR.5** Solve real-life, mathematical problems involving length, liquid volume, mass, and time and analyze graphical displays of data to answer relevant questions.

Science

- **S3E1** Obtain, evaluate, and communicate information about the physical attributes of rocks and soils.

Social Studies

- **SSMGS8** Draw conclusions and make generalizations based on information from maps.

Sand Tables

Science

- **S3E1** Obtain, evaluate, and communicate information about the physical attributes of rocks and soils.

Social Studies

- **SSMGS8** Draw conclusions and make generalizations based on information from maps.



CMA On Stage

Story Time

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Step Up to Science (2 – 8 years old)

Science Bar

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Laser Table

Math

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- **3.MDR.5** Solve real-life, mathematical problems involving length, liquid volume, mass, and time and analyze graphical displays of data to answer relevant questions.
- **3.GSR.6** Identify the attributes of polygons, including parallel segments, perpendicular segments, right angles, and symmetry.

Colorful Shadows

Science

- **S3P1** Obtain, evaluate, and communicate information about the ways heat energy is transferred and measured.

Prisms

Math

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- **3.GSR.6** Identify the attributes of polygons, including parallel segments, perpendicular segments, right angles, and symmetry.

Pixel Pegs

Math

- **3.GSR.6** Identify the attributes of polygons, including parallel segments, perpendicular segments, right angles, and symmetry.

Touchable Sounds

Math

- **3.MDR.5** Solve real-life, mathematical problems involving length, liquid volume, mass, and time and analyze graphical displays of data to answer relevant questions.

Air Cannon

Math

- **3.MDR.5** Solve real-life, mathematical problems involving length, liquid volume, mass, and time and analyze graphical displays of data to answer relevant questions.



Keva Planks

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Magnetic Racetrack

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Tools for Solutions (10 months – 8 years)

Ball Machine

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Construction House

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City Blocks

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Norilla

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