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| **Grade 1 Math Expectations** |
| **NUMBER SENSE: NS** |
| **1.NS.A** | **Understand and use numbers up to 120.** | **Term:** |
| 1.NS.A.1 | Count to 120, starting at any number less than 120. | 1 |
| 1.NS.A.2 | Read and write numerals and represent a number of objects with a written numeral. | 1 |
| 1.NS.A.3 | Count backward from a given number between 20 and 1. | 2 |
| 1.NS.A.4 | Count by 5s to 100 starting at any multiple of five. | 2 |
| **NUMBER SENSE AND OPERATIONS IN BASE TEN: NBT** |
| **1.NBT.A** | **Understand place value of two-digit numbers.** | **Term:** |
| 1.NBT.A.1 | Understand that 10 can be thought of as a bundle of 10 ones – called a “ten”. | 3 |
| 1.NBT.A.2 | Understand two-digit numbers are composed of ten(s) and one(s). | 3 |
| 1.NBT.A.3 | Compare two two-digit numbers using the symbols >, = or <. | 3 |
| 1.NBT.A.4 | Count by 10s to 120 starting at any number. | 4 |
| **1.NBT.B** | **Use place value understanding to add and subtract.** | **Term:** |
| 1.NBT.B.5 | Add within 100. | 4 |
| 1.NBT.B.6 | Calculate 10 more or 10 less than a given number mentally without having to count. | 4 |
| 1.NBT.B.7 | Add or subtract a multiple of 10 from another two-digit number, and justify the solution. | 4 |
| **RELATIONSHIPS AND ALGEBRAIC THINKING: RA** |
| **1.RA.A** | **Represent and solve problems involving addition and subtraction.** | **Term:** |
| 1.RA.A.1 | Use addition and subtraction within 20 to solve problems. | 5 |
| 1.RA.A.2 | Solve problems that call for addition of three whole numbers whose sum is within 20. | 5 |
| 1.RA.A.3 | Develop the meaning of the equal sign and determine if equations involving addition and subtraction are true or false. | *5* |
| 1.RA.A.4 | Determine the unknown whole number in an addition or subtraction equation relating three whole numbers. | *5* |
| **1.RA.B** | **Understand and apply properties of operations and the relationship between addition and subtraction.** | **Term:** |
| 1.RA.B.5 | Use properties as strategies to add and subtract. | 2 |
| 1.RA.B.6 | Demonstrate that subtraction can be solved as an unknown-addend problem. | 2 |
| **1.RA.C** | **Add and subtract within 20.** | **Term:** |
| 1.RA.C.7 | Add and subtract within 20. | 1 |
| 1.RA.C.8 | Demonstrate fluency with addition and subtraction within 10. | 1 |
| **GEOMETRY AND MEASUREMENT: GM** |
| **1.GM.A** | **Reason with shapes and their attributes.** | **Term:** |
| 1.GM.A.1 | Distinguish between defining attributes versus non-defining attributes; build and draw shapes that possess defining attributes. | 6 |
| 1.GM.A.2 | Compose and decompose two- and three-dimensional shapes to build an understanding of part-whole relationships and the properties of the original and composite shapes. | 6 |
| 1.GM.A.3 | Recognize two- and three-dimensional shapes from different perspectives and orientations. | 6 |
| 1.GM.A.4 | Partition circles and rectangles into two or four equal shares, and describe the shares and the wholes verbally. | 6 |
| **1.GM.B** | **Measure lengths in non-standard units.** | **Term:** |
| 1.GM.B.5 | Order three or more objects by length. | 7 |
| 1.GM.B.6 | Compare the lengths of two objects indirectly by using a third object. | 7 |
| 1.GM.B.7 | Demonstrate the ability to measure length or distance using objects. | 7 |
| **1.GM.C** | **Work with time and money.** | **Term:** |
| 1.GM.C.8 | Tell and write time in hours and half-hours using analog and digital clocks. | 8 |
| 1.GM.C.9 | Know the value of a penny, nickel, dime and quarter. | 8 |
| **DATA AND STATISTICS: DS** |
| **1.DS.A** | **Represent and interpret data.** | **Term:** |
| 1.DS.A.1 | Collect, organize and represent data with up to three categories. | 1 - 8 |
| 1.DS.A.2 | Draw conclusions from object graphs, picture graphs, T-charts and tallies. | 1 - 8 |