

Grade 1

Adopted 2023

Grade 1

Number & Place Value

Counting

A. Extend the counting sequence. **1.NPV.A**

1. Count forward and back within 120 by ones and tens from any given whole number. **1.NPV.1**
2. Skip count forward by multiples of fives within 120. **1.NPV.2**

Place Value

B. Understand the base ten place value system. **1.NPV.B**

3. Explain the place value of ones and tens in two-digit numbers, using concrete models, diagrams, numbers, or words. **1.NPV.3**
4. Read, write, and represent whole numbers up to 120, using concrete models or drawings, word form, base ten numerals, and expanded form. **1.NPV.4**
5. Use concrete models or drawings to subtract multiples of 10 from multiples of 10 (within the range of 10-90), relate the strategy to a written expression or equation, and explain the reasoning used to solve. **1.NPV.5**
6. Use mental strategies to find 10 more or 10 less than a given two-digit number. **1.NPV.6**

Comparison

C. Use place value understanding to compare numbers. **1.NPV.C**

7. Compare two two-digit numbers using symbols ($<$, $=$, $>$) based on the value of tens and ones in the given numbers. **1.NPV.7**

Fraction Foundations

D. Build a conceptual understanding of fractions. **1.NPV.D**

8. Partition circles and rectangles into two and four equal shares, describing the shares using the words halves, fourths, and quarters; understand that decomposing into more equal pieces creates smaller pieces. **1.NPV.8**

Computation & Algebraic Reasoning

Operations & Properties

- A. Perform operations using place value understanding and properties of operations. **1.CAR.A**
1. Add and subtract fluently within 10 with mastery by the end of first grade. **1.CAR.1**
 2. Use computational fluency to add and subtract within 20 using manipulatives and/or a variety of strategies. **1.CAR.2**
 3. Apply properties of operations to add and subtract within 20. **1.CAR.3**
 4. Use concrete models or drawings to add within 100, including a two-digit number and a one-digit number as well as a two-digit number and a multiple of ten; relate strategy used to a written expression or equation and explain reasoning. **1.CAR.4**
 5. Demonstrate the relationship between addition and subtraction by solving problems, using an inverse operation. **1.CAR.5**

Problem Solving

- B. Solve real-world problems. **1.CAR.B**
6. Solve real-world problems involving addition and subtraction within 20.
 - Problem types include: adding to, taking from, putting together, taking apart, and comparing with unknowns present throughout the addition and subtraction problem.**1.CAR.6**
 7. Solve real-world problems involving addition of three whole numbers whose sum is less than or equal to 20. **1.CAR.7**

Algebraic Concepts

- C. Develop and apply understanding of foundational algebraic concepts. **1.CAR.C**
8. Apply understanding of the equal sign to determine if equations involving addition and subtraction are true or false. **1.CAR.8**
 9. Determine the unknown whole number in an addition or subtraction equation relating three whole numbers. **1.CAR.9**

Geometry & Measurement

Shapes

- A. Analyze attributes of shapes to develop generalizations about their properties. **1.GM.A**
1. Understand the difference between defining attributes (e.g., triangles are closed and three-sided shapes) and non-defining attributes (e.g., color, orientation, overall size), using that understanding to build and draw shapes that exhibit defining attributes. **1.GM.1**
 2. Create a composite shape using two-dimensional or three-dimensional shapes.
 - Two-dimensional include: rectangle, square, trapezoid, triangle, hexagon, half circle, and quarter circle
 - Three-dimensional include: cube, rectangular prism, cone, and cylinder**1.GM.2**

Length & Width

- B. Investigate measurement with non-standard units. **1.GM.B**
3. Express the length of an object as a whole number of units by laying multiple copies of a shorter object end-to-end, understanding that the length of one object is equal to the number of same-size units that span the object with no gaps or overlaps. **1.GM.3**
 4. Order three objects by their length, indirectly comparing the lengths of two objects by using a third object. **1.GM.4**

Time & Money

- C. Explore time and money values and concepts. **1.GM.C**
5. Tell and write time to the nearest hour and half hour using analog clocks; understand how to read hours and minutes using digital clocks. **1.GM.5**
 6. Identify coins by name and value, including penny, nickel, dime, and quarter. **1.GM.6**
 7. Count collections of like coins including pennies, nickels, and dimes to determine their total value up to 100 cents. **1.GM.7**

Data Analysis

Charts, Graphs, & Tables

- A. Organize and analyze data. **1.DA.A**
1. Organize, represent, and interpret data with up to three categories (e.g., tally tables, picture graphs, bar graphs). **1.DA.1**
 2. Ask and answer questions about the total number represented such as how many in each category and how many more or less in one category compared to another. **1.DA.2**