

Grade 1: Access Points

Algebraic Reasoning

1 Solve addition problems with sums between 0 and 20 and subtraction problems using related facts.

- 1 Apply the commutative property of addition to find a sum of two whole numbers within 20. [MA.1.AR.1.AP.1](#)
- 2 Solve addition and subtraction real-world problems within 10 using objects, drawings or equations to represent the problem. [MA.1.AR.1.AP.2](#)

2 Develop an understanding of the relationship between addition and subtraction.

- 1 Use the relationship between addition and subtraction to explore subtraction as addition with a missing addend [MA.1.AR.2.AP.1](#)
- 2 Determine if addition or subtraction equations (with no more than three terms) are true or false. Sums may not exceed 10 and their related subtraction facts. [MA.1.AR.2.AP.2](#)
- 3 Determine the unknown whole number in an addition or subtraction equation, relating three whole numbers, with the result unknown (e.g., $8 - 2 = \underline{\quad}$, $\underline{\quad} = 7 + 3$). Sums may not exceed 10 and their related subtraction facts. [MA.1.AR.2.AP.3](#)

Data Analysis and Probability

1 Collect, represent and interpret data using pictographs and tally marks.

- 1 Sort data into two categories and represent the results using tally marks or pictographs. [MA.1.DP.1.AP.1](#)
- 2 Interpret data represented with tally marks or pictographs to determine how many in each category and compare the values of two categories of data in terms of more or less. [MA.1.DP.1.AP.2](#)

Fractions

1 Develop an understanding of fractions by partitioning shapes into halves and fourths.

- 1 Partition circles and rectangles into two and four equal-sized parts. Recognize the parts of the whole as halves or fourths. [MA.1.FR.1.AP.1](#)
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Geometric Reasoning

1 Identify and analyze two- and three-dimensional figures based on their defining attributes.

- 1 Sort and identify two- or three-dimensional figures based on their defining attributes. (e.g., number of sides, vertices, edges, faces, etc., rather than color, orientation or size). Figures are limited to circles, semi-circles, triangles, rectangles, squares, trapezoids, hexagons, spheres, cubes, rectangular prisms, cones and cylinders. [MA.1.GR.1.AP.1](#)
 - 2 Produce two-dimensional figures when given defining attributes. Figures are limited to triangles, rectangles and squares. [MA.1.GR.1.AP.2](#)
 - 3 Recognize that different figures can be formed by putting together smaller two- or three-dimensional figures and that smaller figures can be formed by taking apart larger two- or three-dimensional figures. Figures are limited to semi-circles, triangles, rectangles, squares, trapezoids, hexagons, cubes, rectangular prisms, cones and cylinders. [MA.1.GR.1.AP.3](#)
 - 4 Explore real-world objects with parts that can be modeled by a given two- or three-dimensional figure. Figures are limited to semi-circles, triangles, rectangles, squares and hexagons, spheres, cubes, rectangular prisms, cones and cylinders. [MA.1.GR.1.AP.4](#)
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Measurement

1 Compare and measure the length of objects.

- a Use a ruler to measure the length of an object with exact whole units to the nearest inch. [MA.1.M.1.AP.A](#)
 - b Explore familiar objects that can be used to develop a mental measurement benchmark to understand the relative size of an inch. [MA.1.M.1.AP.B](#)
- 2 Compare and order the length of up to three objects using direct comparison. [MA.1.M.1.AP.2](#)
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2 Tell time and identify the value of coins and combinations of coins and dollar bills.

- 1 Using analog and digital clocks, express the time in hours. [MA.1.M.2.AP.1](#)
 - 2 Identify the names and values of pennies, nickels, dimes and quarters. [MA.1.M.2.AP.2](#)
 - 3a Find the value of a group of only pennies, only nickels or only dimes up to \$1. [MA.1.M.2.AP.3A](#)
 - 3b Find the value of a group of only one-, only five- or only ten-dollar bills up to \$100. [MA.1.M.2.AP.3B](#)
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Number Sense and Operations

1 Extend counting sequences and understand the place value of two-digit numbers.

- 1 Starting at a given number, count forward within 100 and backwards within 20 by ones. Skip count by 5s from 5 to 100. [MA.1.NSO.1.AP.1](#)
 - 2 Read numbers from 0 to 20 written in standard form and expanded form. Generate numbers from 0 to 20 using standard form. [MA.1.NSO.1.AP.2](#)
 - 3 Compose and decompose numbers up to 20 using tens and ones. Demonstrate each composition or decomposition with objects, drawings, and expressions or equations. [MA.1.NSO.1.AP.3](#)
 - 4 Order (e.g., 5, 9, 13) and compare (e.g., 11 > 9) whole numbers up to 20. [MA.1.NSO.1.AP.4](#)
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2 Develop an understanding of addition and subtraction operations with one- and two-digit numbers.

- 1 Recall addition facts with sums to 5 and related subtraction facts. [MA.1.NSO.2.AP.1](#)
- 2 Apply a strategy for adding and subtracting two one-digit whole numbers to solve within 10. [MA.1.NSO.2.AP.2](#)
- 3 Identify the number that is one more and one less than a given number within 20. [MA.1.NSO.2.AP.3](#)
- 4 Explore the addition of a two-digit number from 11 to 19 and a one-digit number. [MA.1.NSO.2.AP.4](#)
- 5 Explore subtraction of a one-digit number from a two-digit number from 11 to 19. [MA.1.NSO.2.AP.5](#)