Georgia Mathematics

Grade 1

Mathematical Practices

0 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. 1.MP

- 0.1 Make sense of problems and persevere in solving them. 1.MP.1
- 0.2 Reason abstractly and quantitatively. 1.MP.2
- 0.3 Construct viable arguments and critique the reasoning of others. 1.MP.3
- 0.4 Model with mathematics. 1.MP.4
- 0.5 Use appropriate tools strategically. 1.MP.5
- 0.6 Attend to precision. 1.MP.6
- 0.7 Look for and make use of structure. 1.MP.7
- 0.8 Look for and express regularity in repeated reasoning. 1.MP.8

Numerical Reasoning

1 Extend the count sequence to 120. Read, write, and represent numerical values to 120 and compare numerical values to 100. 1.NR.1

- 1.1 Count within 120, forward and backward, starting at any number. In this range, read and write numerals and represent a number of objects with a written numeral. 1.NR.1.1
- 1.2 Explain that the two digits of a 2-digit number represent the amounts of tens and ones. 1.NR.1.2
- 1.3 Compare and order whole numbers up to 100 using concrete models, drawings, and the symbols >, =, and <. 1.NR.1.3

2 Explain the relationship between addition and subtraction and apply the properties of operations to solve real-life addition and subtraction problems within 20. 1.NR.2

- 2.1 Use a variety of strategies to solve addition and subtraction problems within 20. 1.NR.2.1
- 2.2 Use pictures, drawings, and equations to develop strategies for addition and subtraction within 20 by exploring strings of related problems. 1.NR.2.2
- 2.3 Recognize the inverse relationship between subtraction and addition within 20 and use this inverse relationship to solve authentic problems. 1.NR.2.3
- 2.4 Fluently add and subtract within 10 using a variety of strategies. 1.NR.2.4
- 2.5 Use the meaning of the equal sign to determine whether equations involving addition and subtraction are true or false. 1.NR.2.5
- 2.6 Determine the unknown whole number in an addition or subtraction equation relating to three whole numbers. 1.NR.2.6
- 2.7 Apply properties of operations as strategies to solve addition and subtraction problem situations within 20. 1.NR.2.7

5 Use concrete models, the base ten structure, and properties of operations to add and subtract within 100. 1.NR.5

- 5.1 Use a variety of strategies to solve applicable, mathematical addition and subtraction problems with one- and two-digit whole numbers. 1.NR.5.1
- 5.2 Given a two-digit number, mentally find 10 more or 10 less than the number, without having to count; explain the reasoning used. 1.NR.5.2
- 5.3 Add and subtract multiples of 10 within 100. 1.NR.5.3

Patterning & Algebraic Reasoning

3 Identify, describe, extend, and create repeating patterns, growing patterns, and shrinking patterns found in real-life situations. 1.PAR.3

- 3.1 Investigate, create, and make predictions about repeating patterns with a core of up to 3 elements resulting from repeating an operation, as a series of shapes, or a number string. 1.PAR.3.1
- 3.2 Identify, describe, and create growing, shrinking, and repeating patterns based on the repeated addition or subtraction of 1s, 2s, 5s, and 10s. 1.PAR.3.2

Geometric & Spatial Reasoning

4 Compose shapes, analyze the attributes of shapes, and relate their parts to the whole. 1.GSR.4

- 4.1 Identify common two-dimensional shapes and three-dimensional figures, sort and classify them by their attributes and build and draw shapes that possess defining attributes. 1.GSR.4.1
- 4.2 Compose two-dimensional shapes (rectangles, squares, triangles, half-circles, and quarter-circles) and three-dimensional figures (cubes, rectangular prisms, cones, and cylinders) to create a shape formed of two or more common shapes and compose new shapes from the composite shape. 1.GSR.4.2
- 4.3 Partition circles and rectangles into two and four equal shares. 1.GSR.4.3

Measurement & Data Reasoning

6 Use appropriate tools to measure, order, and compare intervals of length and time, as well as denominations of money to solve real-life, mathematical problems and analyze graphical displays of data to answer relevant questions. 1.MDR.6

- 6.1 Estimate, measure, and record lengths of objects using non-standard units, and compare and order up to three objects using the recorded measurements. Describe the objects compared. 1.MDR.6.1
- 6.2 Tell and write time in hours and half-hours using analog and digital clocks, and measure elapsed time to the hour on the hour using a predetermined number line. 1.MDR.6.2
- 6.3 Identify the value of quarters and compare the values of pennies, nickels, dimes, and quarters. 1.MDR.6.3
- 6.4 Ask questions and answer them based on gathered information, observations, and appropriate graphical displays to compare and order whole numbers. 1.MDR.6.4