

Grade 1

Adopted 2023

First Grade

Math Attributes

Problem-Solving

- P. Learners can identify and use strategies to problem-solve situations and determine an appropriate solution. **1.MA.P**

Connections

- C. Learners can use prior knowledge and experiences to explain their thinking. **1.MA.C**

Reasoning and Proof

- R. Learners can use prior knowledge and experiences to explain their thinking. **1.MA.R**

Number and Operations

Counting and Cardinality

1. Count forward by ones and tens from any given point within 120. [1.NO.CC.1](#)
2. Count backward by ones and tens from a given number within 120. [1.NO.CC.2](#)
3. Represent several objects with a written numeral up to 120. [1.NO.CC.3](#)
4. Recognize and verbally label arrangements, without counting, for briefly shown collections up to 20 (e.g., "I saw 16." "How do you know?" "I saw 10 and 6, that is 16."). [1.NO.CC.4](#)
5. Skip count forward and backward by 5s and 10s from multiples and recognize the patterns of up to 10 skip counts. [1.NO.CC.5](#)

Base Ten

1. Demonstrate that the two digits of a two-digit number represent a composition of some tens and some ones. [1.NO.NBT.1](#)
2. Compare two two-digit numbers using symbols $>$, $<$, and $=$. Justify comparisons based on the value of tens and ones. [1.NO.NBT.2](#)
3. Add within 100 using a two-digit number and a one-digit number. Use concrete models, drawings, and strategies that reflect an understanding of place value. [1.NO.NBT.3](#)
4. Subtract multiples of 10 within 100 using concrete models, drawings, and strategies that reflect an understanding of place value. [1.NO.NBT.4](#)
5. Mentally add or subtract 10 to or from a given two-digit number and explain the reasoning used. [1.NO.NBT.5](#)

Fractions

1. Partition circles and rectangles into two and four equal shares using the language halves and fourths. [1.NO.NF.1](#)

Algebraic Reasoning

Operations and Algebraic Thinking

1. Automatically add and subtract within 10. [1.AR.OA.1](#)
2. For any number from 1 to 19, find the number that makes 20 when added to the given number, sharing the answer with a model, drawing, or equation. [1.AR.OA.2](#)
3. Decompose numbers less than or equal to 20 into pairs in more than one way. [1.AR.OA.3](#)
4. Solve authentic word problems with addition, including three numbers and unknowns, within 20. [1.AR.OA.4](#)
5. Solve authentic word problems with subtraction, including unknowns, within 20. [1.AR.OA.5](#)
6. Distinguish and use the +, -, and = symbols accurately in an equation. [1.AR.OA.6](#)
7. Identify, create, complete, and extend patterns that are repeating, increasing, and decreasing in a variety of contexts. [1.AR.OA.7](#)

Geometry and Measurement

Geometry

1. Name shapes and identify them as two-dimensional (trapezoids, rhombuses, pentagons, hexagons, octagons). [1.GM.G.1](#)
2. Name and identify solids as three-dimensional (cylinders, cones, triangular prisms, and rectangular prisms). [1.GM.G.2](#)
3. Determine geometric attributes of two-dimensional and three-dimensional shapes (squares, circles, triangles, rectangles, trapezoids, rhombuses, pentagons, hexagons, octagons, cubes, spheres, cylinders, cones, triangular prisms, and rectangular prisms). [1.GM.G.3](#)
4. Compose a geometric shape or solid by combining multiple two-dimensional shapes and/or three-dimensional solids (squares, circles, triangles, rectangles, trapezoids, rhombuses, pentagons, hexagons, octagons, cubes, spheres, cylinders, cones, triangular prisms, and rectangular prisms). [1.GM.G.4](#)

Measurement

1. Measure the length of an object as a whole number of same-size, non-standard units from end to end. [1.GM.M.1](#)
2. Compare the lengths of three objects using a common measurable attribute. [1.GM.M.2](#)
3. Tell and write time to the hour and half-hour (including o'clock and half past) using analog and digital clocks. [1.GM.M.3](#)
4. Identify and tell the value of a dollar bill, quarter, dime, nickel, and penny. [1.GM.M.4](#)
5. Count collections of coins (pennies, nickels, and dimes) relating to counting patterns by 1s, 5s, and 10s up to one dollar. [1.GM.M.5](#)

Data, Probability, and Statistics

Data

1. Collect, organize and represent data with up to three categories using picture and bar graphs. [1.DPS.D.1](#)
2. Analyze data by answering descriptive questions. [1.DPS.D.2](#)