

Grade 1 - Math

TRIMESTER 1

T1 Math 1.0	NUMBER, NUMBER SENSE, AND COMPUTATION
Math 1.1.3c	Read and write number words to 10.
Math 1.1.6	Estimate the number of objects in a set to 10 and verify by counting.
Math 1.1.8a	Demonstrate the joining and separating of sets with 20 or fewer objects.
Math 1.1.8b	Model the meaning of addition and subtraction in a variety of ways including the comparison of sets using objects, pictorial representations, and symbols.
Math 1.1.8c	Use mathematics vocabulary and symbols to describe addition, subtraction, and equality.
T1 Math 2.0	PATTERNS, FUNCTIONS, AND ALGEBRA
Math 2.1.2	Recognize that unknowns in an addition or subtraction equation represent missing value that will make the statement true.
Math 2.1.3	Create, compare, and describe sets as greater than, less than, or equal to.
T1 Math 3.0	MEASUREMENT
Math 3.1.6a	Recite in order the months of the year.

TRIMESTER 2

T2 Math 1.0	NUMBER, NUMBER SENSE, AND COMPUTATION
Math 1.1.1b	Identify the value of a given digit in the 1's and 10's place.
Math 1.1.2a	Identify and model a whole.
Math 1.1.2b	Identify and model $\frac{1}{2}$ as two equal parts of a whole or set of objects.
Math 1.1.3a	Read, write, compare, and order numbers, 0-100.
Math 1.1.3b	Identify ordinal positions first to tenth.
Math 1.1.4	Use number patterns and models to count by 2's, 5's and 10's to 100.
T2 Math 2.0	PATTERNS, FUNCTIONS, AND ALGEBRA
Math 2.1.1	Recognize, describe, label, extend, and create simple repeating patterns using symbols, objects, and manipulatives.
T2 Math 3.0	MEASUREMENT
Math 3.1.6b	Use a calendar to identify days, weeks, months and a year.
Math 3.1.6c	Read time to the nearest hour.
T2 Math 4.0	SPATIAL RELATIONSHIPS, GEOMETRY, AND LOGIC
Math 4.1.1	Name, sort, and sketch two-dimensional shapes (circles, triangles, rectangles including squares) regardless of orientation.
Math 4.1.2	Demonstrate an understanding of position words, including down/up, left/right, top/bottom, and between/middle, by describing the relative location of objects.
Math 4.1.3	Identify and copy two-dimensional designs that contain a line of symmetry.
Math 4.1.4	Identify and name three-dimensional figures in the environment (sphere, cylinder, rectangular prism, cube, cone).

TRIMESTER 3

T3 Math 1.0	NUMBER, NUMBER SENSE, AND COMPUTATION
Math 1.1.1a	Identify, model, read, and write place value positions of 1's and 10's.
Math 1.1.3d	Create, compare, and describe sets of objects and numbers from 0-100 as greater than, less than, or equal to.
Math 1.1.5	Identify and model basic addition facts (sums to 10) and the corresponding subtraction facts.
T3 Math 3.0	MEASUREMENT
Math 3.1.1	Compare, order, describe, and represent objects by length and weight.
Math 3.1.2	Compare and measure length and weight using non-standard measurement.
Math 3.1.4	Determine the value of any set of pennies, nickels, and dimes.
T3 Math 5.0	DATA ANALYSIS
Math 5.1.1a	Collect, organize, and record data in response to questions posed by teacher and/or students.
Math 5.1.1b	Use tally marks to represent data.