Mathematics Grade 1

It is essential that these standards be addressed in contexts that promote problem solving, reasoning, communication, making connections, and designing and analyzing representations.

1.1 <u>Number and Operations</u>: **Develop an understanding of whole number relationships**, including grouping in tens and ones.

- 1.1.1 Compare and order whole numbers to 100.
- 1.1.2 Represent whole numbers on a number line, demonstrating an understanding of the sequential order of the counting numbers and their relative magnitudes.
- 1.1.3 Count and group objects in tens and ones.
- 1.1.4 Identify the number of tens and ones in whole numbers between 10 and 100, especially recognizing the numbers 10 to 19 as 1 group of ten and a particular number of ones.
- 1.1.5 Determine the value of collections of pennies, nickels, and dimes.

1.2 <u>Number and Operations and Algebra</u>: **Develop understandings of addition and subtraction** and strategies for basic addition facts and related subtraction facts.

- 1.2.1 Model "part-whole," "adding to," "taking away from," and "comparing" situations to develop an understanding of the meanings of addition and subtraction.
- 1.2.2 Develop and use efficient strategies for adding and subtracting whole numbers using a variety of models, including discrete objects, length-based models (e.g., lengths of connecting cubes) and number lines.
- 1.2.3 Apply with fluency sums to 10 and related subtraction facts.
- 1.2.4 Use the concept of commutative [4 + 2 = 2 + 4], associative [(4 + 3) + 7 = 4 + (3 + 7)], and identity [0 + 3 = 3] properties of addition to solve problems involving basic facts.
- 1.2.5 Relate addition and subtraction as inverse operations.
- 1.2.6 Identify, create, extend, and supply a missing element in number patterns involving addition or subtraction by a single-digit number.
- 1.3 <u>Geometry</u>: Compose and decompose two- and three-dimensional geometric shapes.
- 1.3.1 Describe geometric attributes of shapes (e.g., round, corners, sides) to determine how they are alike and different.
- 1.3.2 Recognize and create shapes that are congruent or have symmetry.
- 1.3.3 Compose and decompose shapes (e.g., cut a square into two right triangles and put two cubes together to make a rectangular prism), thus building an understanding of part-whole relationships as well as the properties of the original and composite shapes.
- 1.3.4 Recognize shapes when viewed from different perspectives and orientations.