

1st Grade: Math

Student Name:

General Standard	Sub-Standard	Standard Notation	Standard Description	August 2010	September 2010	October 2010	November 2010	December 2010	January 2011	February 2011	March 2011	April 2011	May 2011	
NUMBER SENSE (NS)	1.0 Numbers up to 100	1.NS.1.1	Count, read, and write whole numbers to 100											
		1.NS.1.2	Compare and order whole numbers to 100 by using the symbols (<, =, >)											
		1.NS.1.3	Represent equivalent forms of the same number using physical models, diagrams, and number expressions (to 20) (e.g., 4+4=8 and 5+3=8)											
		1.NS.1.4	Count and group objects in ones and tens (e.g., three 10s and 4 equals 34 or 30+4)											
		1.NS.1.5	ID and know the value of coins and show different combos that equal the same value											
	2.0 Demonstrate the meaning of addition and subtraction and use to solve problems	1.NA.2.1	Know the addition facts (sums to 20) and sub. facts and commit them to memory											
		1.NS.2.2	Use the inverse relationship between addition and subtraction to solve problems											
		1.NS.2.3	ID one more than, one less than, 10 more than, and 10 less than a given number											
		1.NS.2.4	Count by 2s, 5s, and 10s to 100s											
		1.NS.2.5	Show the meaning of addition and subtraction (put together, take apart, etc)											
		1.NS.2.6	Solve addition and subtraction problems with one- and two-digit numbers											
3.0 Estimation	1.NS.2.7	Find the sum of three one-digit numbers												
ALGEBRA AND FUNCTIONS (AF)	1.0 # sentences with operational symbols and expressions	1.NS.3.1	Make reasonable estimates when comparing larger or smaller numbers (1s, 10s, 100s)											
		1.AF.1.1	Write and solve # sentences from problem situations using addition and subtraction											
		1.AF.1.2	Understand the meaning of the symbols +, -, =											
MEASUREMENT AND GEOMETRY (MG)	1.0 Direct comparison and nonstandard units	1.AF.1.3	Create problem situations that lead to number sentences involving add. and sub.											
		1.MG.1.1	Compare the length, weight, and volume of two or more objects by using direct comparison or a nonstandard unit											
	2.0 Common geometric figures, classify and describe location in space	1.MG.1.2	Tell time to the nearest half hour and relate time to events (e.g., before/after)											
		1.MG.2.1	ID, describe, and compare triangles, rect., squares, and circles, including 3-D faces											
		1.MG.2.2	Classify familiar plane and solid objects by common attributes, such as color, position, shape, size, roundness, or number of corners											
		1.MG.2.3	Give and follow directions about location											
		1.MG.2.4	Arrange and describe objects in space by proximity, position, and direction											
STATISTICS, DATA ANALYSIS, AND PROBABILITY (SDP)	1.0 Simple graphs and charts	1.SDP.1.1	Sort objects and data by common attributes and describe the categories											
		1.SDP.1.2	Represent and compare data (e.g., largest, smallest, most often, least often) by using pictures, bar graphs, tally charts, and picture graphs											
	2.0 Sort, patterns by #s, shapes, etc.	1.SDP.2.1	Describe, extend, and explain ways to get to a next element in simple repeating patterns (e.g., rhythmic, numeric, color, and shape)											
MATHEMATICAL REASONING (MR)	1.0 Setting up problems	1.MR.1.1	Determine the approach, materials, and strategies to be used											

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		1.MR.1.2	Use tools, such as manipulatives or sketches, to model problems										
	2.0 Solve problems and justify reasoning	1.MR.2.1	Explain the reasoning used to justify the procedures selected										
		1.MR.2.2	Make precise calculations and check for validity of the results from the context of the problem										
	3.0 Connections	1.MR.3.1	Students note connections between one problem and another										