

**Common Core Math Curriculum – Grade 1**

ESSENTIAL QUESTIONS	DOMAINS AND CLUSTERS	GRADE 1 SKILL	VOCABULARY	MATHEMATICAL PRACTICES & RESOURCES	ASSESSMENT
<p>What are the different ways to solve addition and subtraction word problems?</p> <p>How do we apply different properties of operations to add or subtract?</p> <p>What are different strategies for addition and subtraction within 20?</p>	<p><i>Operations and Algebraic Thinking</i> <b>1.OA</b></p> <p>Represent and solve problems involving addition and subtraction</p> <p>Understand and apply properties of operations and the relationship between addition and subtraction</p>	<ul style="list-style-type: none"> <li>❑ Solve addition and subtraction word problems within 20 1.OA.1</li> <li>❑ Read addition and subtraction word problems to select the operation needed for solving 1.OA.1</li> <li>❑ Draw visual representations of addition and subtraction word problems within 20 1.OA.1</li> <li>❑ Manipulate object to explain what operations is needed to solve addition and subtraction word problems within 20 1.OA.1</li> <li>❑ Write an addition or subtraction equation to match a word problem 1.OA.1</li> <li>❑ Explain the meaning of the symbols in an addition and subtraction equation 1.OA.1</li> <li>❑ Read an equation (number sentence), using the term ‘plus’ for (+), ‘minus’ for (-) and ‘equals’ for (=)1.OA.1</li> <li>❑ Create word problem (number stories) that match a given number sentence 1.OA.1</li> <li>❑ Solve a word problem for an unknown in all positions of addition and subtraction equations (by writing an equation with a symbol for the unknown) 1.OA.1</li> <li>❑ Solve addition word problems with three addends, for sums up to 20. 1.OA.2</li> <li>❑ Read addition word problems to select the operation needed for solving 1.OA.2</li> <li>❑ Draw visual representations of addition word problems three addends, for sums up to 20 1.OA.2</li> <li>❑ Manipulate object to explain what operations is needed to solve addition word problems with three addends, for sums up to 20 1.OA.2</li> <li>❑ Write an addition equation to match a word problem 1.OA.2</li> <li>❑ Explain the meaning of the symbols in an addition equation1.OA.2</li> <li>❑ Read an addition equation (number sentence), using the term ‘plus’ for (+) and ‘equals’ for (=)]1.OA.2</li> <li>❑ Solve a word problem for an unknown in all positions of an addition equations (by writing an equation with a symbol for the unknown) 1.OA.2</li> <li>❑ Create word problem (number stories) that match a given addition equation with three addends. 1.OA.2</li> <li>❑ Explain or show the commutative property of addition (by switching the addends to get the same sum) 1.OA.3</li> <li>❑ Explain or show the associative property of addition with three addends 1.OA.3</li> <li>❑ Explain the meaning of the symbols in an addition equation 1.OA.3</li> <li>❑ Read an addition equation (number sentence), using the term ‘plus’ for (+) and ‘equals’ for (=)1.OA.3</li> <li>❑ Create different addition equations for the same sum 1.OA.3</li> <li>❑ Add and subtract, using properties of operations1.OA.3</li> <li>❑ Describe addition and subtraction relationships 1.OA.4</li> </ul>	<ul style="list-style-type: none"> <li>▪ Add</li> <li>▪ Addend</li> <li>▪ Sum</li> <li>▪ Equal</li> <li>▪ Difference</li> <li>▪ Part</li> <li>▪ Whole</li> <li>▪ In all</li> <li>▪ Altogether</li> <li>▪ Left</li> <li>▪ Unknown</li> <li>▪ Symbol</li> <li>▪ Equation</li> <li>▪ Solve</li>   <li>▪ Addend(s)</li> <li>▪ Sum</li> <li>▪ Difference</li> <li>▪ Commutative Property</li> <li>▪ Associative Property</li> <li>▪ Symbol</li> <li>▪ Equation</li> </ul>	<ol style="list-style-type: none"> <li>1. Make sense of problems and persevere in solving them</li> <li>2. Reason abstractly and quantitatively</li> <li>3. Construct viable arguments and critique the reasoning of others</li> <li>4. Model with mathematics</li> <li>5. Use appropriate tools strategically</li> <li>6. Attend to precision</li> <li>7. Look for and make use of structure</li> <li>8. Look for and express regularity in repeated reasoning</li> </ol> <p><u>Resources for Implementation:</u></p> <p>Literature: <a href="http://www.mathcats.com/growncats/ideabankmathandliterature.html">http://www.mathcats.com/growncats/ideabankmathandliterature.html</a></p> <p>Math Centers: Variety of manipulatives Geometric shapes- 2 &amp; 3 dimensional</p>	<p>Math Journaling</p> <p>Chapter Tests</p> <p>Performance Tasks</p> <p>Teacher Observation</p> <p>Rubric</p> <p>Checklists</p> <p><a href="http://palm.sri.com/">http://palm.sri.com/</a></p>

<p>What is an example of an addition and subtraction equation that is true?</p>	<p>Add and subtract within 20</p> <p>Work with addition and subtraction equations</p> <p><b>Numbers and Operations in Base Ten (NBT)</b> <b>1.NBT</b> Extend the counting sequence</p>	<ul style="list-style-type: none"> <li>❑ Write a fact family given 3 different numbers and explain how they are related 1.OA.4</li> <li>❑ Read an equation (number sentence), using the term ‘plus’ for (+), ‘minus’ for (-) and ‘equals’ for (=) 1.OA.4</li> <li>❑ Solve for an unknown addend using subtraction 1.OA.4</li> <li>❑ Add within 20 using counting or counting on to solve 1.OA.5</li> <li>❑ Subtract within 20 using count back or counting on (addition) to solve 1.OA.5</li> <li>❑ Explain the effect of addition and subtraction (subtraction will result in a smaller number &amp; addition will result in a larger number) 1.OA.5</li> <li>❑ Read an equation (number sentence), using the term ‘plus’ for (+), ‘minus’ for (-) and ‘equals’ for (=) 1.OA.5</li> <li>❑ Write an addition or subtraction equation 1.OA.5</li> <li>❑ Add and subtract fluently within 10 (with quick recall and without any visual aids) 1.OA.6</li> <li>❑ Show and explain related addition and subtraction facts 1.OA.6</li> <li>❑ Create a known fact to help with another fact (i.e. composing a five, composing a ten, doubles, etc.) 1.OA.6</li> <li>❑ Explain addition and subtraction strategies used 1.OA.6</li> <li>❑ Explain the meaning of the symbols in an addition and subtraction equation 1.OA.7</li> <li>❑ Read an equation (number sentence), using the term ‘plus’ for (+), ‘minus’ for (-) and ‘equals’ for (=) 1.OA.7</li> <li>❑ Evaluate an equation for given value (Example: <math>3 + ? = 8</math>. Is this question true if <math>? = 6</math>? Why or why not?) 1.OA.7</li> <li>❑ Manipulate objects, draw pictures or balance a scale to prove an equation (number sentence) true or false for different values. 1.OA.7</li> <li>❑ Explain the meaning of the symbols in an addition and subtraction equation 1.OA.8</li> <li>❑ Read an equation (number sentence), using the term ‘plus’ for (+), ‘minus’ for (-) and ‘equals’ for (=) 1.OA.8</li> <li>❑ Calculate the missing value in a given equation. (Example: <math>3 + ? = 8</math>. What value of <math>?</math> will make this equation true?) 1.OA.8</li> <li>❑ Manipulate objects, draw pictures or balance a scale to prove an equation (number sentence) true for a value found. 1.OA.8</li> <li>❑ Count to 120, starting from any number 1.NBT.1</li> <li>❑ Read numerals from 0 to 120 1.NBT.1</li> <li>❑ Write numerals 0 to 120, starting from any number 1.NBT.1</li> <li>❑ Label a given set of objects with a written numeral 1.NBT.1</li> <li>❑ Sequence a set of consecutive numbers in order from least to greatest, within 120. 1.NBT.1</li> </ul>	<ul style="list-style-type: none"> <li>▪ Addend</li> <li>▪ Unknown</li> <li>▪ Equation</li> <li>▪ Fact family</li> <li>▪ Addition</li> <li>▪ Subtraction</li> <li>▪ Related fact</li> <li>▪ Solve</li> <li>▪ Count on</li> <li>▪ Count back</li> <li>▪ Solve</li> <li>▪ Equation</li> <li>▪ Double</li> <li>▪ Group of 5</li> <li>▪ Group of 10</li> <li>▪ Related fact</li> <li>▪ Equation</li> <li>▪ Equal</li> <li>▪ Balanced</li> <li>▪ Addition</li> <li>▪ Subtract</li> <li>▪ Number</li> <li>▪ Before</li> <li>▪ After</li> <li>▪ Between</li> <li>▪ Least</li> </ul>	<p>Pattern blocks Connecting cubes Counting bears Base ten logs Numbers chart/cubes Objects of varying size Calendar Analog and digital clocks Coins Number lines</p> <p><a href="http://www.time-for-time.com/lesson1.htm">www.time-for-time.com/lesson1.htm</a></p> <p><a href="http://www.mathsolutions.com/index.cfm?page=wp9&amp;crd=56">http://www.mathsolutions.com/index.cfm?page=wp9&amp;crd=56</a></p> <p><a href="http://illuminations.nctm.org/Lessons.aspx">http://illuminations.nctm.org/Lessons.aspx</a></p> <p><a href="http://www.commoncore.org">www.commoncore.org</a>.</p> <p><a href="http://www.corestandards.org">www.corestandards.org</a>.</p> <p><a href="http://www.illustrativemathematics.org">www.illustrativemathematics.org</a>.</p> <p><a href="http://www.mctm.org">www.mctm.org</a>.</p> <p><a href="http://www.kidzone.ws/math/">http://www.kidzone.ws/math/</a></p> <p><a href="http://www.lessonplanspage.com">http://www.lessonplanspage.com</a></p> <p><a href="http://www.theteacherscorner.net/">http://www.theteacherscorner.net/</a></p>	
---	--	--	--	--	--

<p>What are the different ways that you can count to 120 starting at any number less than 120?</p> <p>What is place value?</p> <p>What is an example of 10 more or 10 less than a number without having to count?</p>	<p>Extend the counting sequence</p> <p>Use place value understanding and properties of operations to add and subtract.</p>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Explain how each successive number is one more than the previous 1.NBT.1</li> <li><input type="checkbox"/> Count objects and sort them into groups of ten 1.NBT.2.a</li> <li><input type="checkbox"/> Draw groups of ten(s) to represent multiples of ten 1.NBT.2.a</li> <li><input type="checkbox"/> Explain and show 1 ‘ten’ as ten ones 1.NBT.2.a</li> <li><input type="checkbox"/> Write the expanded form of a number 11-19 1.NBT.2.b</li> <li><input type="checkbox"/> Explain the value of a teen number in terms of tens and ones (i.e. 12 is one group of ten and two ones) 1.NBT. 2.b</li> <li><input type="checkbox"/> Manipulate objects or draw groups of tens and ones to represent a two digit number 1.NBT. 2.b</li> <li><input type="checkbox"/> Manipulate objects or draw picture to show that 1 ten is equal to 10 ones. 1.NBT. 2.b</li> <li><input type="checkbox"/> Name the value of any digit in a two digit number (i.e. In the number <u>18</u>, the 1 = 10) 1.NBT. 2.b</li> <li><input type="checkbox"/> State the place value of any digit in a two digit number (i.e. In the number <u>18</u>, the 8 is in the tens place.) 1.NBT. 2.b</li> <li><input type="checkbox"/> Skip count by tens 1.NBT.2.c</li> <li><input type="checkbox"/> Explain the value numbers that are multiples of 10 in terms of tens and ones (i.e. 40 is 4 groups of ten and 0 ones) 1.NBT. 2.c</li> <li><input type="checkbox"/> Draw groups of tens to represent numbers that are multiples of 10 1.NBT. 2.c</li> <li><input type="checkbox"/> Manipulate objects or draw picture to show that 1 ten is equal to 10 ones. 1.NBT. 2.c</li> <li><input type="checkbox"/> Compare 2 two-digit numbers using the terms and symbols &gt; (greater than), &lt; (less than) and = (equal to) 1.NBT.3</li> <li><input type="checkbox"/> Explain why a 2-digit number is greater than or less than another 2-digit number, based on place value 1.NBT.3</li> <li><input type="checkbox"/> Draw a visual representation(or manipulate place value blocks) to show why a two-digit number is larger or smaller than another two-digit number 1.NBT.3</li> <li><input type="checkbox"/> Name the value of any digit in a two digit number (i.e. In the number <u>76</u>, the 7 = 70) 1.NBT.3</li> <li><input type="checkbox"/> State the place value of any digit in a two digit number (i.e. In the number <u>76</u>, the 7 is in the tens place.) 1.NBT.3</li> <li><input type="checkbox"/> Explain how one number is greater than or less than another 1.NBT.3</li> <li><input type="checkbox"/> Match the symbol (&gt;) with the phrase ‘greater than’ and the symbol (&lt;) with the phrase ‘less than’ 1.NBT.3</li> <li><input type="checkbox"/> Add a two-digit number to a one-digit number, using a variety of strategies and explain the strategy used 1.NBT.4</li> <li><input type="checkbox"/> Add a two-digit number to a two-digit number with and without regrouping and explain the strategy used 1.NBT.4</li> </ul>	<ul style="list-style-type: none"> <li>▪ Greatest</li> <li>▪ Order</li> <li>▪ Digit</li> <li>▪ Ten(s)</li> <li>▪ One(s)</li> <li>▪ Place value</li> <li>▪ Value</li> <li>▪ Group</li> <li>▪ Bundle</li> <li>▪ Skip count</li> <li>▪ Compare</li> <li>▪ Greater than &gt;</li> <li>▪ Less than &lt;</li> <li>▪ More</li> <li>▪ Less</li> <li>▪ Equal</li> </ul> <ul style="list-style-type: none"> <li>▪ Place value</li> <li>▪ Two-digit number</li> <li>▪ Ten(s)</li> <li>▪ Ones(s)</li> <li>▪ Group</li> <li>▪ Regroup</li> <li>▪ Add</li> <li>▪ Strategy</li> <li>▪ Ten more</li> </ul>		
---	--	---	---	--	--

Why do we need mental math?		<ul style="list-style-type: none"> <li><input type="checkbox"/> Draw pictures and use place value blocks to show why when adding, it might be necessary to compose a ten (regroup) 1.NBT.4</li> <li><input type="checkbox"/> Name the value of any digit in a two digit number when adding two numbers 1.NBT.4</li> <li><input type="checkbox"/> State the place value of any digit in a two digit number when adding two numbers 1.NBT.4</li> <li><input type="checkbox"/> Explain the meaning of regrouping when adding 1.NBT.4</li> <li><input type="checkbox"/> Explain/ write the relationship between addition and subtraction 1.NBT.4</li> <li><input type="checkbox"/> Add 10 more to a given number with quick recall and explain reasoning used 1.NBT.5</li> <li><input type="checkbox"/> Subtract 10 from a given number with quick recall and explain reasoning used 1.NBT.5</li> <li><input type="checkbox"/> Skip count by tens from any given number 1.NBT.5</li> <li><input type="checkbox"/> Write a sequence of numbers with the rule “add ten” or “subtract ten” starting with any number 1.NBT.5</li> <li><input type="checkbox"/> Explain how ten more or ten less is related to place value 1.NBT.5</li> <li><input type="checkbox"/> Subtract 10 from a given number that is a multiple of 10 and explain the reasoning used 1.NBT.6</li> <li><input type="checkbox"/> Explain, show using manipulatives or drawing and write about how ten less is related to place value 1.NBT.6</li> <li><input type="checkbox"/> Explain/ write how addition and subtraction are related 1.NBT.6</li> </ul>	<ul style="list-style-type: none"> <li>▪ Ten less</li> <li>▪ Skip counting</li> <li>▪ Add</li> <li>▪ Subtract</li> </ul>		
How do you compare two objects by using a third object?	<p><b>Measurement and Data (MD)</b> <b>1.MD</b> Measure lengths indirectly and by iterating length units</p>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Order three objects by length 1.MD.1</li> <li><input type="checkbox"/> Describe the lengths of three objects in terms of measurement 1.MD.1</li> <li><input type="checkbox"/> Compare the length of a two object indirectly using a third and explain how this conclusion can be made 1.MD.1</li> <li><input type="checkbox"/> Measure the length of an object using shorter, non-standard units, end-to-end with no gaps or overlaps 1.MD.2</li> <li><input type="checkbox"/> Write/ record the length of an object measured using non-standard units (could also introduce inches and centimeters) 1.MD.2</li> <li><input type="checkbox"/> Compare and contrast between standard and non-standard units 1.MD.2</li> </ul>	<ul style="list-style-type: none"> <li>▪ Length</li> <li>▪ Longer than</li> <li>▪ Shorter than</li> <li>▪ Taller than</li> <li>▪ Measure</li> <li>▪ Measurement</li> <li>▪ Order</li> <li>▪ Width</li> <li>▪ Inch(es)</li> <li>▪ Centimeter(s)</li> <li>▪ Ruler</li> </ul>		
How do you read a clock?		<ul style="list-style-type: none"> <li><input type="checkbox"/> Read &amp; write the time shown on a digital &amp; analog clock to the hour and half-hour 1.MD.3.a</li> <li><input type="checkbox"/> Draw the minute and hour hands on an analog clock to show a given time to the hour and half-hour 1.MD.3.a</li> <li><input type="checkbox"/> Manipulate the hands on an analog clock to show directionality 1.MD.3.a</li> <li><input type="checkbox"/> Match time shown on a digital clock with an analog clock to the hour and half-hour (and vice versa) 1.MD.3.a</li> </ul>	<ul style="list-style-type: none"> <li>▪ Time</li> <li>▪ Clock</li> <li>▪ Hour(s)</li> <li>▪ Minute(s)</li> <li>▪ Digital</li> <li>▪ O’Clock</li> <li>▪ Hour hand</li> <li>▪ Minute hand</li> <li>▪ Analog</li> <li>▪ Second hand</li> </ul>		
What is the difference between an analog and a digital clock?	Tell and write time	<ul style="list-style-type: none"> <li><input type="checkbox"/> Read &amp; write the time shown on a digital &amp; analog clock to the hour and half-hour 1.MD.3.a</li> <li><input type="checkbox"/> Draw the minute and hour hands on an analog clock to show a given time to the hour and half-hour 1.MD.3.a</li> <li><input type="checkbox"/> Manipulate the hands on an analog clock to show directionality 1.MD.3.a</li> <li><input type="checkbox"/> Match time shown on a digital clock with an analog clock to the hour and half-hour (and vice versa) 1.MD.3.a</li> </ul>	<ul style="list-style-type: none"> <li>▪ Penny</li> <li>▪ Nickel</li> <li>▪ Dime</li> <li>▪ Quarter</li> <li>▪ Coin</li> <li>▪ Cent(s)</li> <li>▪ Money</li> <li>▪ Value</li> <li>▪ Decimal Point</li> </ul>		
What are the names of coins?	Recognize and identify coins, their names and values	<ul style="list-style-type: none"> <li><input type="checkbox"/> Name the coins: penny, nickel, dime and quarter 1.MD.3.b</li> </ul>	<ul style="list-style-type: none"> <li>▪ Data</li> <li>▪ Graph</li> </ul>		

<p>How do we interpret data?</p>	<p>Represent and interpret data</p>	<ul style="list-style-type: none"> <li>❑ State the value of the coins: penny, nickel, dime and quarter 1.MD.3.b</li> <li>❑ Calculate the total value of a group of coins, up to \$1.00. 1.MD.3.b</li> <li>❑ Read and write coin amounts using decimal notation 1.MD.3.b</li> </ul>	<ul style="list-style-type: none"> <li>▪ Chart</li> <li>▪ Table</li> <li>▪ Attribute</li> <li>▪ Shape</li> <li>▪ Closed</li> <li>▪ Side(s)</li> <li>▪ Angle(s)</li> <li>▪ Two-dimensional</li> </ul>		
<p>How can you define a shape?</p>	<p><b>Geometry (G)</b> <b>1.G</b> Reason with shapes and their attributes</p>	<ul style="list-style-type: none"> <li>❑ Compare information provided in charts and graphs using the terms most, least, greater than, less than or equal to 1.MD.4</li> <li>❑ Read data in a graph, chart or table 1.MD.4</li> <li>❑ Calculate how many more or less of a quantity is displayed in a graph 1.MD.4</li> <li>❑ Calculate the total number of data points and answer how many is shown in a specific category 1.MD.4</li> <li>❑ Display a given set of data with up to three categories 1.MD.4</li> <li>❑ Explain the summative results of a collection of data or survey results 1.MD.4</li> </ul>	<ul style="list-style-type: none"> <li>▪ Triangle</li> <li>▪ Circle</li> <li>▪ Square</li> <li>▪ Rectangle</li> <li>▪ Trapezoid</li> <li>▪ Hexagon</li> <li>▪ Three-dimensional</li> </ul>		
<p>How do we use shapes to create new shapes?</p>		<ul style="list-style-type: none"> <li>❑ Name the defining attributes of two dimensional shapes (closed, number of sides, number of angles, etc) 1.G.1</li> <li>❑ Name non-defining attributes of two-dimensional shapes (color, orientation, size, etc.) 1.G.1</li> <li>❑ Build and draw shapes with specified attributes 1.G.1</li> <li>❑ Explain/ define a closed shape 1.G.1</li> <li>❑ Compare and contrast between two and three dimensional figures 1.G.2</li> <li>❑ Create two dimensional shapes using triangles, squares, rectangles, trapezoids, half-circles and quarter-circles and explain the composition created 1.G.2</li> <li>❑ Create three dimensional shapes using triangles, squares, rectangles, and circles and explain the composition created 1.G.2</li> </ul>	<ul style="list-style-type: none"> <li>▪ Cube</li> <li>▪ Prism</li> <li>▪ Cone</li> <li>▪ Cylinder</li> <li>▪ Half</li> <li>▪ Half of</li> <li>▪ Quarter</li> <li>▪ Quarter of</li> <li>▪ Fourth</li> <li>▪ Fourth of</li> <li>▪ Divide</li> <li>▪ Equal shares</li> <li>▪ Whole</li> <li>▪ Part</li> <li>▪ Fraction</li> </ul>		
<p>How would you divide shapes into equal shares?</p>		<ul style="list-style-type: none"> <li>❑ Name the faces of three dimensional shapes in terms of two dimensional shapes 1.G.2</li> <li>❑ Draw and explain two dimensional figures in terms of sides and angles 1.G.2</li> <li>❑ Draw lines to equally divide circles and rectangles into halves and fourths (quarters) 1.G.3</li> <li>❑ Explain the effects of dividing a shape in terms of the size of the divided pieces (ex. The more pieces a shape divided into (the more equal shares formed), the smaller the pieces (the smaller the shares) 1.G.3</li> <li>❑ Name and label the divided pieces of a shape using the terms halve, fourth (quarter) 1.G.3</li> <li>❑ Describe shares of a divided figure in terms of fourth of, half of and quarter of 1.G.3</li> <li>❑ Explain division of a figure in terms of part and whole 1.G.3</li> </ul>			