

# Grade 1

Adopted 2022

## Numbers & Operations

### 1. Count, compare, and represent whole numbers up to 100, with an emphasis on grouping in terms of tens and ones. 1.N.1

1. Recognize numbers to 20 without counting (subitize) the quantity of structured arrangements. 1.N.1.1
2. Use concrete representations to describe whole numbers between 10 and 100 in terms of tens and ones. Know that 10 is equivalent to 10 ones and 100 is equivalent to 10 tens. 1.N.1.2
3. Read, write, discuss, and represent whole numbers up to 100. Representations may include numerals, words, addition and subtraction, pictures, tally marks, number lines, and manipulatives. 1.N.1.3
4. Count forward, with objects, from any given number up to 100 by 1s, 2s, 5s and 10s. 1.N.1.4
5. Count forward, without objects, by multiples of 1s, 2s, 5s, and 10s, up to 100. 1.N.1.5
6. Find a number that is 10 more or 10 less than a given number up to 100. 1.N.1.6
7. Compare and order whole numbers from 0 to 100. 1.N.1.7
8. Use knowledge of number relationships to locate the position of a given whole number, up to 20, on an open number line. 1.N.1.8
9. Use words such as "more than," "less than," and "equal to" to describe the relative value of numbers. 1.N.1.9

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### 2. Solve addition and subtraction problems with sums and minuends of up to 10 in real-world and mathematical contexts. 1.N.2

1. Represent and solve problems using addition and subtraction with sums and minuends of up to 10. 1.N.2.1
2. Determine if equations involving addition and subtraction are true. 1.N.2.2
3. Demonstrate fluency with basic facts of addition and subtraction with sums and minuends of up to 10. 1.N.2.3

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### 3. Develop foundational ideas for fractions. 1.N.3

1. Partition a regular polygon using physical models and recognize when those parts are equal. 1.N.3.1
2. Partition (fair share) sets of objects into two and three equal groups. 1.N.3.2

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**4. Identify coins and their values.** 1.N.4

1. Identify pennies, nickels, dimes, and quarters by name and value. 1.N.4.1
  2. Write a number with the cent symbol to describe the value of a coin. 1.N.4.2
  3. Determine the value of a collection of pennies, nickels, or dimes up to one dollar, counting by 1s, 5s, and 10s. 1.N.4.3
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**Algebraic Reasoning & Algebra****1. Identify patterns found in real-world and mathematical problems.** 1.A.1

1. Identify, create, complete, and extend repeating, increasing, and decreasing patterns in a variety of contexts (e.g., quantity, numbers, or shapes). 1.A.1.1
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**Geometry & Measurement****1. Recognize and compose two- and three-dimensional shapes.** 1.GM.1

1. Identify regular and irregular trapezoids and hexagons by pointing to the shape when given the name. 1.GM.1.1
  2. Compose larger, defined shapes using smaller two-dimensional shapes. 1.GM.1.2
  3. Compose structures with three-dimensional shapes. 1.GM.1.3
  4. Recognize three-dimensional shapes such as cubes, cones, cylinders, pyramids, and spheres. 1.GM.1.4
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**2. Select and use nonstandard and standard units to describe length and volume/capacity.** 1.GM.2

1. Use nonstandard and standard measuring tools to measure the length of objects. 1.GM.2.1
  2. Illustrate that the length of an object is the number of same-size units of length that, when laid end-to-end with no gaps or overlaps, reach from one end of the object to the other. 1.GM.2.2
  3. Measure the same object/distance with units of two different lengths, and describe how and why the measurements differ. 1.GM.2.3
  4. Describe a length to the nearest whole unit using a number with standard and nonstandard units. 1.GM.2.4
  5. Use standard and nonstandard tools to identify volume/capacity. Compare and sort containers that hold more, less, or the same amount. 1.GM.2.5
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**3. Describe and measure concepts of time.** 1.GM.3

1. Tell time to the hour and half-hour (analog and digital). 1.GM.3.1
  2. Describe and measure calendar time by days, weeks, months, and years. 1.GM.3.2
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## Data & Probability

### 1. Collect, organize, and interpret categorical and numerical data. 1.D.1

1. Collect, sort, and organize data in up to three categories using representations (e.g., tally marks, tables, Venn diagrams). 1.D.1.1
2. Use data to create pictographs and bar graphs that demonstrate one-to-one correspondence. 1.D.1.2
3. Draw conclusions from pictographs and bar graphs. 1.D.1.3