GRADE ONE

Number and Numeration

Goal 1: Count on by 1s, 2s, 5s, and 10s past 100 and back by 1s from any number less than 100 with and without number grids, number lines, and calculators.

Goal 2: Count collections of objects accurately and reliably; estimate the number of objects in a collection.

Goal 3: Read, write, and model with manipulatives whole numbers up to 1,000; identify places in such numbers and the values of the digits in those places.

Goal 4: Use manipulatives and drawings to model halves, thirds, and fourths as equal parts of a region or a collection; describe the model.

Goal 5: Use manipulatives to identify and model odd and even numbers.

Goal 6: Use manipulatives, drawings, tally marks, and numerical expressions involving addition and subtraction of 1 or 2 digit numbers to give equivalent names for whole numbers up to 100.

Goal 7: Compare and order whole numbers up to 1,000.

Operations and Computation

Goal 1: Demonstrate appropriate fluency with addition and subtraction facts through 10+10.

Goal 2: Use manipulatives, number grids, tally marks, mental arithmetic, and calculators to solve problems involving the addition and subtraction of 1 digit whole numbers with 2 digit whole numbers; calculate and compare the values of combinations of coins.

Goal 3: Estimate reasonableness of answers to basic fact problems (e.g., Will 7+8 be more or less than 10?)

Goal 4: Identify change-to-less, comparison, and parts-and-total situations.

Data and Chance

Goal 1: Collect and organize data to create class-constructed tally charts, tables, bar graphs, and line plots.

Goal 2: Use graphs to answer simple questions and draw conclusions; find the maximum and minimum of a data set.

Goal 3: Describe events using certain, likely, unlikely, impossible, and other basic probability terms.

Measurement and Reference Frames

Goal 1: Use nonstandard tools and techniques to estimate and compare weight and length; measure length with standard measuring tools.

Goal 2: Know and compare the value of pennies, nickels, dimes, quarters, and dollar bills; make exchanges between coins.

Goal 3: identify a thermometer as a tool for measuring temperature; read temperatures on Fahrenheit and Celsius thermometers to the nearest 10.

Goal 4: Use a calendar to identify days, weeks, months, and dates; tell and show time to the nearest half and quarter hour on an analog clock.

Geometry

Goal 1: identify and describe plane and solid figures including circles, triangles, squares, rectangles, spheres, cylinders, rectangular prisms, pyramids, cones, and cubes.

Goal 2: identify shapes having line symmetry; complete line-symmetric shapes or designs.

Patterns, Functions, and Algebra

Goal 1: Extend, describe, and create numeric, visual, and concrete patterns; solve problems involving function machines, “What_s My Rule?” tables, and Frames-and-Arrows diagrams.

Goal 2: Read write, and explain expressions and number sentences using the symbols +,-,and = and the symbols > and< with cues; solve equations involving addition and subtraction.

Goal 3: Apply the Commutative and Associative Properties of Addition and the Additive Identity to basic addition fact problems.