

Math Curriculum

Grade 1

Important Concepts

- Count and write numerals from 1 through 100
- Count objects using one-to-one correspondence
- Match two sets of objects using one-to-one correspondence to determine greater than or less than
- Use tally marks to track the number of objects in a set
- Comparing objects using greater than or less than
- Understand different ways to represent time
- Use time to help order events
- Understand what tools are used to measure time
- Determine time from a given tool (half hour)
- Identify characteristics of pennies, nickels, dimes, and quarter
- Count pennies
- Count by ones to identify an amount of money
- Compare monetary values
- Understand the value represented by a given coin
- Understand what coins are used for
- Name and identify two-dimensional geometric shapes
- Identify the number of sides of two-dimensional shapes
- Identify the characteristics of two-dimensional shapes
- Identify the similarities and differences of shapes
- Identify symmetrical figures
- Draw lines of symmetry in two-dimensional figures
- Use concrete materials and drawings to show symmetry
- Use fact families to demonstrate the inverse relationship between addition and subtraction
- Determine sums through 18

Vocabulary

Tally marks
Set
Greater than (or equal to)
Less than (or equal to)
Equal
Before
After
Clock (digital & analog)
Calendar
Penny
Nickel
Dime
Quarter
More
Less
Cents
Total value
Circle
Square
Rectangle
Triangle
Side
Corner
Symmetry
Symmetrical
Add
Subtract
Fact families
Number sentence
Difference
Digit
Sum
Tallies
Bar graph
Chart
Tally chart
Data
Greatest
Least

Math Curriculum

Grade 1 (con't)

Important Concepts

- Use addition and subtraction strategies to complete calculations
- Use objects to show the relationship between addition and subtraction
- Compare data on a bar graph
- Use tally charts to answer questions
- Complete a bar graph for a given set of data
- Translate information from a tally chart to a bar graph
- Understand how graphs can represent data
- Tell time using an analog clock to the hour and half hour
- Use hands to read a clock
- Select and use the appropriate tool for measurement
- Select and use the appropriate unit for measurement
- Compare objects according to length, weight, or volume
- Use a ruler to measure to the nearest inch or centimeter
- Count and write the numerals from 1 through 100
- Skip count by 2's, 5's, & 10's
- Count objects using one-to-one correspondence
- Match and compare two sets of objects using one-to-one correspondence
- Find a missing addend that makes a number sentence true
- Identify the missing symbol that makes a number sentence true
- Recognize and extend shape and number patterns
- Identify the rule for a repeating pattern
- Understand how patterns are built
- Compare 2 whole numbers using greater than, less than, or equal to up through 100
- Match a symbolic representation of numbers to appropriate whole numbers

Vocabulary

O'clock
Half past
Centimeter
Foot
Inch
Length
Standard units
Nonstandard units
Symbol
Skip count
Pattern
Rule
Even/odd
Digits
Equal
Greater than
Less than
Place value
Ones
Tens
Hundreds
Total
Value
Penny
Nickel
Dime
Quarter
Fraction
Halves
Thirds
Fourths
Whole
Part
Equal Parts
Cube
Cylinder
Pyramid
Rectangular prism
Sphere
Solid
Side

Math Curriculum

Grade 1 (con't)

Important Concepts

- Understand the meaning of the ones place value
- Understand how to read two-digit numbers
- Use manipulatives to build and compare numbers
- Count a collection of coins less than a dollar
- Use cent symbol
- Show a given amount of money using different combinations of coins
- Divide objects or sets into equal parts
- Label parts with appropriate fractions
- Match fractions to visual representation
- Understand what the numerator and denominator tell us about a fraction
- Identify three-dimensional shapes
- Recognize real-world representations of three dimensional shapes
- Compare two and three dimensional shapes

Vocabulary