

## 1st Grade Math Standards

Standard	Content	Skills	
<b>1st Quarter</b>			*Ongoing Standard
<b>1.NBT.1</b>	<b>Counting 1-120</b>	<b>Counting to 120, starting at any number less than 120.</b>	
<b>1.OA.1</b>	<b>Addition and Subtraction Word Problems</b>	<b>Use addition and subtraction with 20 to solve word problems.</b>	
<b>1.MD.4</b>	<b>Graphing</b>	<b>Organize, represent, and interpret data up to three categories</b>	
1.OA.5	Counting Addition & Subtraction	Relate counting to addition and subtraction	
1.NBT.2a	Place Value	Understand that two digits are a two-digit number represents amounts of tens and ones (bundles)	
<b>2nd Quarter</b>			
<b>1.NBT.2</b>	<b>Place Value</b>	<b>Understand that two digits of a two-digit number represents amounts of tens and ones.</b>	
<b>1.NBT.3</b>	<b>Comparing Numbers</b>	<b>Comparing two two-digit numbers using &lt;, &gt;, and =.</b>	
<b>1.MD.3</b>	<b>Telling Time</b>	<b>Tell and write time to the hour and half hour</b>	
1.OA.3	Commutative & Associative Property	Apply properties of operations as strategies to add & subtract.	
1.OA.2	Word Problems Addition 3 whole numbers	Solve word problems that call for addition of three whole numbers whose sum is less than or equal to 20.	
<b>3rd Quarter</b>			
<b>1.OA.6</b>	<b>Math Facts Fluency</b>	<b>Add and subtract within 20, demonstrating fluency for addition and subtraction within 10.</b>	
<b>1.NBT.5</b>	<b>Mental Math Addition and Subtraction</b>	<b>Mentally add 10 more or 10 less to a given number.</b>	
<b>1.G.A.3</b>	<b>Fractions</b>	<b>Partitioning circle and rectangles into two and four equal shares using vocabulary such as halves, fourths, etc..</b>	
1.NBT.4	Two Digit Addition	Add within 100.	
1.OA.4	Subtraction missing addend	Understand subtraction as an unknown addend problem.	
<b>4th Quarter</b>			
<b>1.NBT.6</b>	<b>Subtraction</b>	<b>Subtract multiples of 10 within 10-90.</b>	
1.MD.1	Measurement	Order 3 objects by length.	
1.MD.2	Measurement	Express the length of an objects as a whole number of length units, by laying multiple copies of a shorter object end to end.	
1.GA.1	Shapes	Defining vs. Non defining attributes of a shape.	
1.GA.2	2d & 3d shapes	Composing two and three dimensional shapes	

Review Weak Areas

\*\*The standards that are **BOLD** are the non-negotiable standards