

Math - Grade 1

Course Description:

The Indian Community School cultivates an enduring cultural identity and critical thinking by weaving indigenous teachings with a distinguished learning environment. The curriculum for this course is developed from the [Common Core State Standards for Mathematics](#) and the framework of the [ICS Our Ways Cultural Calendar](#). In this course, first grade students will develop mathematical skills in the core areas of operations and algebraic thinking, numbers and operations in base ten, measurement and data, and geometry, along with applying mathematical practices.

Enduring Understandings:

- Multiple strategies can be used in order to solve and compare addition and subtraction problems with an unknown.
- Multiple strategies are necessary to develop fluency in solving addition and subtraction problems.
- A number of objects can be read and written with numerals to represent an amount.
- Two-digit numbers can be represented in groups of tens and ones to show place value.
- Symbols $>$, $=$, and $<$ are used in order to compare the value of two-digit numbers.
- Models or drawings and strategies based on place value, properties of operations, and/or the relationship between addition and subtraction are used to solve problems.
- Lengths of units can be compared and ordered with objects.
- Analog and digital clocks are used in order to identify time.
- Data with up to three categories can be interpreted by representing and organizing the data to ask and answer questions.
- Defining attributes can be used to identify and compose new shapes for two-dimensional and three-dimensional shapes.
- Circles and rectangles can be used to illustrate and describe two and four equal shares.

OPERATIONS AND ALGEBRAIC THINKING

- I can solve addition word problems within 20 with unknown numbers in all positions. (1.OA.A.1)
- I can solve subtraction word problems within 20 with unknown numbers in all positions. (1.OA.A.1)
- I can solve word problems by adding three numbers equal to or less than 20. (1.OA.A.2)
- I can apply strategies to add. (1.OA.B.3)
- I can apply strategies to subtract. (1.OA.B.3)
- I can write an addition problem to understand a subtraction problem. (1.OA.B.4)
- I can count on to add. (1.OA.C.5)
- I can count back to subtract. (1.OA.C.5)
- I can add and subtract fluently within 10. (1.OA.C.6)
- I can use strategies to add and subtract within 20. (1.OA.C.6)



OPERATIONS AND ALGEBRAIC THINKING (continued)

- I can identify if an addition or subtraction equation is true or false. (1.OA.D.7)
- I can solve an addition equation with an unknown whole number. (1.OA.D.8)
- I can solve a subtraction equation with an unknown whole number. (1.OA.D.8)

NUMBER AND OPERATIONS IN BASE TEN

- I can count to 120, starting at any number less than 120. (1.NBT.A.1)
- I can read numerals to 120. (1.NBT.A.1)
- I can write numerals to 120. (1.NBT.A.1)
- I can represent a number of objects with a written numeral to 120. (1.NBT.A.1)
- I can identify tens and ones as representing a two-digit number. (1.NBT.B.2)
- I can represent 10 as a bundle of ten ones. (1.NBT.B.2.A)
- I can identify numbers 11-19 as a ten and ones. (1.NBT.B.2.B)
- I can identify multiples of 10. (1.NBT.B.2.C)
- I can compare two two-digit numbers. (1.NBT.B.3)
- I can compare numbers using the symbols $>$, $=$, and $<$. (1.NBT.B.3)
- I can add a two-digit number and a one-digit number within 100. (1.NBT.C.4)
- I can add a two-digit number and a multiple of 10 within 100. (1.NBT.C.4)
- I can use models or drawings to explain my strategy to solve addition equations using one-digit and two-digit numbers within 100. (1.NBT.C.4)
- I can use models or drawings to explain my strategy to solve addition equations using two-digit numbers and multiples of 10 within 100. (1.NBT.C.4)
- I can add or subtract 10 from a given number without having to count. (1.NBT.C.5)
- I can explain how to add or subtract 10 from a given two-digit number. (1.NBT.C.5)
- I can show and explain my strategy to subtract multiples of 10 up to 90. (1.NBT.C.6)

MEASUREMENT AND DATA

- I can put three objects in order by length. (1.MD.A.1)
- I can use one object to compare the lengths of two other objects. (1.MD.A.1)
- I can express the length of an object as a whole number of unit lengths. (1.MD.A.2)
- I can estimate, measure, and compare lengths of objects. (1.MD.A.2)



MEASUREMENT AND DATA (continued)

- I can measure with non-standard units. (1.MD.A.2)
- I can tell and write time in hours using analog and digital clocks. (1.MD.B.3)
- I can tell and write time in half-hours using analog and digital clocks. (1.MD.B.3)
- I can organize data with up to three categories. (1.MD.C.4)
- I can represent data with up to three categories. (1.MD.C.4)
- I can compare data in categories to ask and answer questions. (1.MD.C.4)

GEOMETRY

- I can compare defining and non-defining attributes. (1.G.A.1)
- I can build and draw shapes with defining attributes. (1.G.A.1)
- I can compose two-dimensional shapes. (1.G.A.2)
- I can compose three-dimensional shapes. (1.G.A.2)
- I can create new shapes using two-dimensional and/or three-dimensional shapes. (1.G.A.2)
- I can divide circles and rectangles into two and four equal parts. (1.G.A.3)
- I can name equal parts as halves, fourths and quarters. (1.G.A.3)
- I can describe the whole as two of, or four of, the equal parts. (1.G.A.3)
- I can take apart a whole to make smaller, equal parts. (1.G.A.3)