Revised: 4/26/24
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JC Schools 1st Grade Yearly Math Standards

Units	Priority Standards	Supporting Standards
Getting Started	**Standards for Mathematical Practice** 1. Make sense of problems and persevere in solving them 2. Reason abstractly and quantitatively 3. Construct viable arguments and critique the reasoning of others 4. Model with mathematics 5. Use appropriate tools strategically 6. Attend to precision 7. Look for and make use of structure 8. Look for and express regularity in repeated reasoning	
Module 1 Counting, Comparison, and Addition	**1.RA.A.3** Develop the meaning of the equal sign and determine if equations involving addition and subtraction are true or false. **1.RA.C.8** Demonstrate fluency with addition and subtraction within 10. *(Fluency refers to accuracy and efficiency and does not equate to memorization.)* **1.DS.A.2** Draw conclusions from object graphs, picture graphs, T-charts and tallies.	**1.NBT.A.1** Understand that 10 can be thought of as a bundle of 10 ones called a “ten.” **1.NBT.A.3** Compare two two-digit numbers using the symbols <, >, =. **1.RA.B.5** Use properties as strategies to add and subtract. **1.RA.C.7** Add and subtract within 20. **1.DS.A.1** Collect, organize and represent data with up to three categories.
Module 2	**1.RA.A.1**	**1.NS.A.3** Count backward from a given number between 20 and 1.

Addition and Subtraction Relationships	Use addition and subtraction within 20 to solve problems. **1.RA.C.8** Demonstrate fluency with addition and subtraction within 10. *(Fluency refers to accuracy and efficiency and does not equate to memorization.)*	**1.RA.A.3** Develop the meaning of the equal sign and determine if equations involving addition and subtraction are true or false. **1.RA.A.4** Determine the unknown whole in an addition or subtraction equation relating three whole numbers. **1.RA.B.6** Demonstrate that subtraction can be solved as an unknown addend number. **1.RA.C.7** Add and subtract within 20. **1.DS.A.1** Collect, organize and represent data with up to three categories **1.DS.A.2** Draw conclusions from object graphs, picture graphs, T-charts and tallies.
Module 3 Properties of Operations to Make Easier Problems	**1.NBT.A.2** Understand two-digit numbers are composed of ten(s) and one(s). **1.RA.A.1** Use addition and subtraction within 20 to solve problems **1.RA.C.8** Demonstrate fluency with addition and subtraction within 10. *(Fluency refers to accuracy and efficiency and does not equate to memorization.)*	**1.NS.A.1** Count to 120, starting at any number less than 120. **1.NS.A.2** Read and write numerals and represent a number of objects with a written numeral. **1.NBT.A.1** Understand that 10 can be thought of as a bundle of 10 ones called a “ten.” **1.RA.A.2**

		Solve problems that call for addition of three whole numbers whose sum is within 20 **1.RA.B.5** Use properties as strategies to add and subtract **1.RA.C.7** Add and subtract within 20.
Module 4 Comparison and Composition of Length Measurements	**1.RA.A.1** Use addition and subtraction within 20 to solve problems. **1.GM.B.6** Compare the lengths of two objects indirectly by using a third object.	**1.NBT.A.1** Understand that 10 can be thought of as a bundle of 10 ones called a “ten.” **1.NBT.A.3** Compare two two-digit numbers using the symbols <, >, =. **1.GM.B.5** Order three objects by length. **1.GM.B.7** Demonstrate the ability to measure length or distance of objects. **1.GM.C.9** Know the value of a penny, nickel, dime, and quarter.
Module 5 Place Value Concepts to Compare, Add and Subtract	**1.NBT.A.2** Understand two-digit numbers are composed of ten(s) and one(s). **1.NBT.A.3** Compare two two-digit numbers using the symbols <, >, =. **1.NBT.B.7** Add or subtract a multiple of 10 from another 2-digit number and justify the solution.	**1.NS.A.1** Count to 120 starting at any number less than 120. **1.NS.A.2** Read and write numerals and represent a number of objects with a written numeral. **1.NBT.A.1** Understand that 10 can be thought of as a bundle of 10 ones called a “ten.” **1.NBT.B.5**

	1.RA.A.3 Develop the meaning of the equal sign and determine if equations involving addition and subtraction are true or false.	Add within 100. **1.NBT.B.6** Calculate 10 more or 10 less than a given number mentally without having to count. **1.GM.C.8** Tell and write time in hours and half hours using analog and digital clocks.
Module 6 Attributes of Shapes- Advancing Place Value, Addition and Subtraction	**1.NBT.B.7** Add or subtract a multiple of 10 from another 2-digit number and justify the solution. **1.RA.A.1** Use addition and subtraction within 20 to solve problems. **1.GM.A.1** Distinguish between defining attributes vs. non-defining attributes; build and draw shapes that possess defining attributes. **1.GM.A.2** Compose and decompose two- and three-dimensional shapes to build an understanding of part-whole relationships and the properties of the original and composite shapes. **1.GM.A.4** Partition circles and rectangles into two or four equal shares, and describe the shares and the wholes verbally.	**1.NS.A.1** Count to 120 starting at any number less than 120. **1.NS.A.2** Read and write numerals and represent a number of objects with a written numeral. **1.NS.A.4** Count by 5s to 100 starting at any multiple of five. **1.NBT.A.4** Count by 10s to 120 starting at any number. **1.NBT.B.5** Add within 100. **1.GM.A.3** Recognize two- and three-dimensional shapes from different perspectives and orientations. **1.GM.C.8** Tell and write time in hours and half hours using analog and digital clocks.