Arkansas Mathematics Standards

Grade 1

Adopted 2023

Grade 1

Number & Place Value

Counting

A. Extend the counting sequence. 1.NPV.A

1. Count forward and back within 120 by ones and tens from any given whole number. 1.NPV.1
2. Skip count forward by multiples of fives within 120. 1.NPV.2

Place Value

B. Understand the base ten place value system. 1.NPV.B

3. Explain the place value of ones and tens in two-digit numbers, using concrete models, diagrams, numbers, or words. 1.NPV.3
4. Read, write, and represent whole numbers up to 120, using concrete models or drawings, word form, base ten numerals, and expanded form. 1.NPV.4
5. Use concrete models or drawings to subtract multiples of 10 from multiples of 10 (within the range of 10-90), relate the strategy to a written expression or equation, and explain the reasoning used to solve. 1.NPV.5
6. Use mental strategies to find 10 more or 10 less than a given two-digit number. 1.NPV.6

Comparison

C. Use place value understanding to compare numbers. 1.NPV.C

7. Compare two two-digit numbers using symbols (<, =, >) based on the value of tens and ones in the given numbers. 1.NPV.7

Fraction Foundations

D. Build a conceptual understanding of fractions. 1.NPV.D

8. Partition circles and rectangles into two and four equal shares, describing the shares using the words halves, fourths, and quarters; understand that decomposing into more equal pieces creates smaller pieces. 1.NPV.8

Computation & Algebraic Reasoning

Operations & Properties

A. Perform operations using place value understanding and properties of operations. 1.CAR.A

1. Add and subtract fluently within 10 with mastery by the end of first grade. 1.CAR.1
2. Use computational fluency to add and subtract within 20 using manipulatives and/or a variety of strategies. 1.CAR.2
3. Apply properties of operations to add and subtract within 20. 1.CAR.3
4. Use concrete models or drawings to add within 100, including a two-digit number and a one-digit number as well as a two-digit number and a multiple of ten; relate strategy used to a written expression or equation and explain reasoning. 1.CAR.4
5. Demonstrate the relationship between addition and subtraction by solving problems, using an inverse operation. 1.CAR.5

Problem Solving

B. Solve real-world problems. 1.CAR.B

6. Solve real-world problems involving addition and subtraction within 20. Problem types include: adding to, taking from, putting together, taking apart, and comparing with unknowns present throughout the addition and subtraction problem. 1.CAR.6
7. Solve real-world problems involving addition of three whole numbers whose sum is less than or equal to 20. 1.CAR.7

Algebraic Concepts

C. Develop and apply understanding of foundational algebraic concepts. 1.CAR.C

8. Apply understanding of the equal sign to determine if equations involving addition and subtraction are true or false. 1.CAR.8
9. Determine the unknown whole number in an addition or subtraction equation relating three whole numbers. 1.CAR.9

Geometry & Measurement

Shapes

A. Analyze attributes of shapes to develop generalizations about their properties. 1.GM.A

1. Understand the difference between defining attributes (e.g., triangles are closed and three-sided shapes) and non-defining attributes (e.g., color, orientation, overall size), using that understanding to build and draw shapes that exhibit defining attributes. 1.GM.1
2. Create a composite shape using two-dimensional or three-dimensional shapes.
Two-dimensional include: rectangle, square, trapezoid, triangle, hexagon, half circle, and quarter circle
Three-dimensional include: cube, rectangular prism, cone, and cylinder 1.GM.2

Length & Width

B. Investigate measurement with non-standard units. 1.GM.B

3. Express the length of an object as a whole number of units by laying multiple copies of a shorter object end-to-end, understanding that the length of one object is equal to the number of same-size units that span the object with no gaps or overlaps. 1.GM.3
4. Order three objects by their length, indirectly comparing the lengths of two objects by using a third object. 1.GM.4

Time & Money

C. Explore time and money values and concepts. 1.GM.C

5. Tell and write time to the nearest hour and half hour using analog clocks; understand how to read hours and minutes using digital clocks. 1.GM.5
6. Identify coins by name and value, including penny, nickel, dime, and quarter. 1.GM.6
7. Count collections of like coins including pennies, nickels, and dimes to determine their total value up to 100 cents. 1.GM.7

Data Analysis

Charts, Graphs, & Tables

A. Organize and analyze data. 1.DA.A

1. Organize, represent, and interpret data with up to three categories (e.g., tally tables, picture graphs, bar graphs). 1.DA.1
2. Ask and answer questions about the total number represented such as how many in each category and how many more or less in one category compared to another. 1.DA.2