

Mathematics - Level 1

Number Sense and Operations MA.L1.NS0

- 1 Recite number names sequentially within 100 and extend counting sequences. Develop an understanding for the place value of two-digit numbers.** MA.L1.NS0.1
- 1 Recite the number names to 100 by ones and by tens. MA.L1.NS0.1.1
 - 2 Starting at a given number, count forward and backwards within 120 by ones. Skip count by 2s to 20 and by 5s to 100. MA.L1.NS0.1.2
 - 3 Read numbers from 0 to 100 written in standard form, expanded form, and word form. Write numbers from 0 to 100 using standard form and expanded form MA.L1.NS0.1.3
 - 4 Compose and decompose two-digit numbers in multiple ways using tens and ones. Demonstrate each composition or decomposition with objects, drawings, and expressions or equations. MA.L1.NS0.1.4
 - 5 Plot, order, and compare whole numbers up to 100 using the number line and terms less than, equal to, or greater than. MA.L1.NS0.1.5
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2 MA.L1.NS0.2

- 1 Explore addition of two whole numbers from 0 to 10 and related subtraction facts. MA.L1.NS0.2.1
 - 2 Recall addition facts with sums to 10 and related subtraction facts with automaticity. MA.L1.NS0.2.2
 - 3 Add two whole numbers with sums from 0 to 20 and subtract using related facts with procedural reliability. MA.L1.NS0.2.3
 - 4 Identify the number that is one more, one less, ten more, and ten less than a given two-digit number. MA.L1.NS0.2.4
 - 5 Explore the addition of a two-digit number and a one-digit number with sums to 100. MA.L1.NS0.2.5
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Fractions MA.L1.FR

Not. Not a focus standard at this level NOT

Algebraic Reasoning MA.L1.AR

- 1a Solve addition problems with sums between 0 and 20 and subtraction problems using related facts.** MA.L1.AR.1A
- 1 Apply properties of addition to find a sum of three or more whole numbers. MA.L1.AR.1A.1
 - 2 Solve addition and subtraction real-world problems using objects, drawings, or equations to represent the problem. MA.L1.AR.1A.2

1b Solve addition problems with sums between 0 and 100 and related subtraction problems. MA.L1.AR.1B

- 1 Solve one- and two-step addition and subtraction real-world problems. MA.L1.AR.1AB.1

2a Develop an understanding of the equal sign. MA.L1.AR.2A

- 1 Explain why addition or subtraction equations are true using objects or drawings. MA.L1.AR.2A.1

2b Develop an understanding of the relationship between addition and subtraction. MA.L1.AR.2B

- 1 Restate a subtraction problem as a missing addend problem using the relationship between addition and subtraction. MA.L1.AR.2B.1
- 2 Determine and explain if equations involving addition or subtraction are true or false. MA.L1.AR.2B.2
- 3 Determine the unknown whole number in an addition or subtraction equation, relating three whole numbers, with the unknown in any position. MA.L1.AR.2B.3

Measurement MA.L1.M

1 Compare and measure the length of objects. MA.L1.M.1

- 1 Express the length of an object, up to 20 units long, as a whole number of lengths by laying non-standard objects end to end with no gaps or overlaps. MA.L1.M.1.1
- 2 Estimate the length of an object to the nearest inch. Measure the length of an object to the nearest inch or centimeter. MA.L1.M.1.2
- 3 Compare and order the length of up to three objects using direct and indirect comparison. MA.L1.M.1.3

Geometric Reasoning MA.L1.GR

1 Identify and analyze two- and three-dimensional figures based on their defining attributes. MA.L1.GR.1

- 1 Identify, compare, and sort two- and three-dimensional figures based on their attributes. Figures are limited to circles, semi-circles, triangles, rectangles, squares, trapezoids, hexagons, spheres, cubes, rectangular prisms, cones, and cylinders. MA.L1.GR.1.1
 - 2 Sketch two-dimensional figures when given defining attributes. Figures are limited to triangles, rectangles, squares, and hexagons. MA.L1.GR.1.2
 - 3 Compose and decompose two- and three-dimensional figures. Figures are limited to semi-circles, triangles, rectangles, squares, trapezoids, hexagons, cubes, rectangular prisms, cones, and cylinders. MA.L1.GR.1.3
 - 4 Given a real-world object, identify parts that are modeled by two- and three-dimensional figures. Figures are limited to semi-circles, triangles, rectangles, squares and hexagons, spheres, cubes, rectangular prisms, cones, and cylinders. MA.L1.GR.1.4
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**Data and
Probability** MA.L1.DP

1 Collect, represent and interpret data using pictographs and tally marks. MA.L1.DP.1

- 1 Collect data into categories and represent the results using tally marks or pictographs. MA.L1.DP.1.1
- 2 Interpret data represented with tally marks or pictographs by calculating the total number of data points and comparing the totals of different categories. MA.L1.DP.1.2