Florida Adult Basic Education

Mathematics - Level 1

Number Sense and Operations MA.L1.NSO

1 Recite number names sequentially within 100 and extend counting sequences. Develop an understanding for the place value of two-digit numbers. MA.L1.NSO.1

1. Recite the number names to 100 by ones and by tens. MA.L1.NSO.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.NSO.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.NSO.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.NSO.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.NSO.1.5

2 MA.L1.NSO.2

1. Explore addition of two whole numbers from 0 to 10 and related subtraction facts. MA.L1.NSO.2.1
2. Recall addition facts with sums to 10 and related subtraction facts with automaticity. MA.L1.NSO.2.2
3. Add two whole numbers with sums from 0 to 20 and subtract using related facts with procedural reliability. MA.L1.NSO.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.NSO.2.4
5. Explore the addition of a two-digit number and a one-digit number with sums to 100. MA.L1.NSO.2.5

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

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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