Florida Mathematics (B.E.S.T.)

Grade 1: Access Points

Algebraic Reasoning

1 Solve addition problems with sums between 0 and 20 and subtraction problems using related facts.

1 Apply the commutative property of addition to find a sum of two whole numbers within 20. MA.1.AR.1.AP.1

2 Solve addition and subtraction real-world problems within 10 using objects, drawings or equations to represent the problem. MA.1.AR.1.AP.2

2 Develop an understanding of the relationship between addition and subtraction.

1 Use the relationship between addition and subtraction to explore subtraction as addition with a missing addend MA.1.AR.2.AP.1

2 Determine if addition or subtraction equations (with no more than three terms) are true or false. Sums may not exceed 10 and their related subtraction facts. MA.1.AR.2.AP.2

3 Determine the unknown whole number in an addition or subtraction equation, relating three whole numbers, with the result unknown (e.g., 8 − 2 = __, __ = 7 + 3). Sums may not exceed 10 and their related subtraction facts. MA.1.AR.2.AP.3

Data Analysis and Probability

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

1 Sort data into two categories and represent the results using tally marks or pictographs. MA.1.DP.1.AP.1

2 Interpret data represented with tally marks or pictographs to determine how many in each category and compare the values of two categories of data in terms of more or less. MA.1.DP.1.AP.2

Fractions

1 Develop an understanding of fractions by partitioning shapes into halves and fourths.

1 Partition circles and rectangles into two and four equal-sized parts. Recognize the parts of the whole as halves or fourths. MA.1.FR.1.AP.1

Geometric Reasoning

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

1 Sort and identify two- or three-dimensional figures based on their defining attributes. (e.g., number of sides, vertices, edges, faces, etc., rather than color, orientation or size). Figures are limited to circles, semi-circles, triangles, rectangles, squares, trapezoids, hexagons, spheres, cubes, rectangular prisms, cones and cylinders. MA.1.GR.1.AP.1

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2 Produce two-dimensional figures when given defining attributes. Figures are limited to triangles, rectangles and squares. MA.1.GR.1.AP.2

3 Recognize that different figures can be formed by putting together smaller two- or three-dimensional figures and that smaller figures can be formed by taking apart larger two- or three-dimensional figures. Figures are limited to semi-circles, triangles, rectangles, squares, trapezoids, hexagons, cubes, rectangular prisms, cones and cylinders. MA.1.GR.1.AP.3

4 Explore real-world objects with parts that can be modeled by a given two- or three-dimensional figure. Figures are limited to semi-circles, triangles, rectangles, squares and hexagons, spheres, cubes, rectangular prisms, cones and cylinders. MA.1.GR.1.AP.4

Measurement

1 Compare and measure the length of objects.

a Use a ruler to measure the length of an object with exact whole units to the nearest inch. MA.1.M.1.AP.A

b Explore familiar objects that can be used to develop a mental measurement benchmark to understand the relative size of an inch. MA.1.M.1.AP.B

2 Compare and order the length of up to three objects using direct comparison. MA.1.M.1.AP.2

2 Tell time and identify the value of coins and combinations of coins and dollar bills.

1 Using analog and digital clocks, express the time in hours. MA.1.M.2.AP.1

2 Identify the names and values of pennies, nickels, dimes and quarters. MA.1.M.2.AP.2

3a Find the value of a group of only pennies, only nickels or only dimes up to $1. MA.1.M.2.AP.3A

3b Find the value of a group of only one-, only five- or only ten-dollar bills up to $100. MA.1.M.2.AP.3B

Number Sense and Operations

1 Extend counting sequences and understand the place value of two-digit numbers.

1 Starting at a given number, count forward within 100 and backwards within 20 by ones. Skip count by 5s from 5 to 100. MA.1.NSO.1.AP.1

2 Read numbers from 0 to 20 written in standard form and expanded form. Generate numbers from 0 to 20 using standard form. MA.1.NSO.1.AP.2

3 Compose and decompose numbers up to 20 using tens and ones. Demonstrate each composition or decomposition with objects, drawings, and expressions or equations. MA.1.NSO.1.AP.3

4 Order (e.g., 5, 9, 13) and compare (e.g., 11 19) whole numbers up to 20. MA.1.NSO.1.AP.4

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)evelop an understanding of addition and subtraction operations with one- and wo-digit numbers.

1. Recall addition facts with sums to 5 and related subtraction facts. MA.1.NSO.2.AP.1
2. Apply a strategy for adding and subtracting two one-digit whole numbers to solve within 10. MA.1.NSO.2.AP.2
3. Identify the number that is one more and one less than a given number within 20. MA.1.NSO.2.AP.3
4. Explore the addition of a two-digit number from 11 to 19 and a one-digit number. MA.1.NSO.2.AP.4
5. Explore subtraction of a one-digit number from a two-digit number from 11 to 19. MA.1.NSO.2.AP.5