

# Grade 1: Standards

## 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 and backwards within 120 by ones. Skip count by 2s to 20 and by 5s to 100. [MA.1.NSO.1.1](#)
  - 2 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.1.NSO.1.2](#)
  - 3 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.1.NSO.1.3](#)
  - 4 Plot, order and compare whole numbers up to 100. [MA.1.NSO.1.4](#)
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### 2 Develop an understanding of addition and subtraction operations with one- and two-digit numbers.

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

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

- 1 Apply properties of addition to find a sum of three or more whole numbers. [MA.1.AR.1.1](#)
- 2 Solve addition and subtraction real-world problems using objects, drawings or equations to represent the problem. [MA.1.AR.1.2](#)

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

- 1 Restate a subtraction problem as a missing addend problem using the relationship between addition and subtraction. [MA.1.AR.2.1](#)
  - 2 Determine and explain if equations involving addition or subtraction are true or false. [MA.1.AR.2.2](#)
  - 3 Determine the unknown whole number in an addition or subtraction equation, relating three whole numbers, with the unknown in any position. [MA.1.AR.2.3](#)
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**Measurement****1 Compare and measure the length of objects.**

- 1 Estimate the length of an object to the nearest inch. Measure the length of an object to the nearest inch or centimeter. [MA.1.M.1.1](#)
  - 2 Compare and order the length of up to three objects using direct and indirect comparison. [MA.1.M.1.2](#)
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**2 Tell time and identify the value of coins and combinations of coins and dollar bills.**

- 1 Using analog and digital clocks, tell and write time in hours and half-hours. [MA.1.M.2.1](#)
  - 2 Identify pennies, nickels, dimes and quarters, and express their values using the ¢ symbol. State how many of each coin equal a dollar. [MA.1.M.2.2](#)
  - 3 Find the value of combinations of pennies, nickels and dimes up to one dollar, and the value of combinations of one, five and ten dollar bills up to \$100. Use the ¢ and \$ symbols appropriately. [MA.1.M.2.3](#)
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**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. Name the parts of the whole using appropriate language including halves or fourths. [MA.1.FR.1.1](#)
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## Geometric Reasoning

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

- 1 Identify, compare and sort two- and three-dimensional figures based on their defining attributes. Figures are limited to circles, semi-circles, triangles, rectangles, squares, trapezoids, hexagons, spheres, cubes, rectangular prisms, cones and cylinders. [MA.1.GR.1.1](#)
  - 2 Sketch two-dimensional figures when given defining attributes. Figures are limited to triangles, rectangles, squares and hexagons. [MA.1.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.1.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.1.GR.1.4](#)
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## Data Analysis and Probability

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

- 1 Collect data into categories and represent the results using tally marks or pictographs. [MA.1.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.1.DP.1.2](#)