Georgia Mathematics

Grade 1

Mathematical Practices

0 Display perseverance and patience in problem-solving. Demonstrate skills and strategies needed to succeed in mathematics, including critical thinking, reasoning, and effective collaboration and expression. Seek help and apply feedback. Set and monitor goals. 1.MP

- 0.1 Make sense of problems and persevere in solving them. 1.MP.1
- 0.2 Reason abstractly and quantitatively. 1.MP.2
- 0.3 Construct viable arguments and critique the reasoning of others. 1.MP.3
- 0.4 Model with mathematics. 1.MP.4
- 0.5 Use appropriate tools strategically. 1.MP.5
- 0.6 Attend to precision. 1.MP.6
- 0.7 Look for and make use of structure. 1.MP.7
- 0.8 Look for and express regularity in repeated reasoning. 1.MP.8

Numerical Reasoning

1 Extend the count sequence to 120. Read, write, and represent numerical values to 120 and compare numerical values to 100. 1.NR.1

- 1.1 Count within 120, forward and backward, starting at any number. In this range, read and write numerals and represent a number of objects with a written numeral. 1.NR.1.1
- 1.2 Explain that the two digits of a 2-digit number represent the amounts of tens and ones. 1.NR.1.2
- 1.3 Compare and order whole numbers up to 100 using concrete models, drawings, and the symbols >, =, and <. 1.NR.1.3

2 Explain the relationship between addition and subtraction and apply the properties of operations to solve real-life addition and subtraction problems within 20. 1.NR.2

- 2.1 Use a variety of strategies to solve addition and subtraction problems within 20. 1.NR.2.1
- 2.2 Use pictures, drawings, and equations to develop strategies for addition and subtraction within 20 by exploring strings of related problems. 1.NR.2.2
- 2.3 Recognize the inverse relationship between subtraction and addition within 20 and use this inverse relationship to solve authentic problems. 1.NR.2.3

Skip to main content

- .4 Fluently add and subtract within 10 using a variety of strategies. 1.NR.2.4

2.5 Use the meaning of the equal sign to determine whether equations involving addition and subtraction are true or false. 1.NR.2.5

2.6 Determine the unknown whole number in an addition or subtraction equation relating to three whole numbers. 1.NR.2.6

2.7 Apply properties of operations as strategies to solve addition and subtraction problem situations within 20. 1.NR.2.7

5 Use concrete models, the base ten structure, and properties of operations to add and subtract within 100. 1.NR.5

5.1 Use a variety of strategies to solve applicable, mathematical addition and subtraction problems with one- and two-digit whole numbers. 1.NR.5.1

5.2 Given a two-digit number, mentally find 10 more or 10 less than the number, without having to count; explain the reasoning used. 1.NR.5.2

5.3 Add and subtract multiples of 10 within 100. 1.NR.5.3

Patterning & Algebraic Reasoning

3 Identify, describe, extend, and create repeating patterns, growing patterns, and shrinking patterns found in real-life situations. 1.PAR.3

3.1 Investigate, create, and make predictions about repeating patterns with a core of up to 3 elements resulting from repeating an operation, as a series of shapes, or a number string. 1.PAR.3.1

3.2 Identify, describe, and create growing, shrinking, and repeating patterns based on the repeated addition or subtraction of 1s, 2s, 5s, and 10s. 1.PAR.3.2

Geometric & Spatial Reasoning

4 Compose shapes, analyze the attributes of shapes, and relate their parts to the whole. 1.GSR.4

4.1 Identify common two-dimensional shapes and three-dimensional figures, sort and classify them by their attributes and build and draw shapes that possess defining attributes. 1.GSR.4.1

4.2 Compose two-dimensional shapes (rectangles, squares, triangles, half-circles, and quarter-circles) and three-dimensional figures (cubes, rectangular prisms, cones, and cylinders) to create a shape formed of two or more common shapes and compose new shapes from the composite shape. 1.GSR.4.2

4.3 Partition circles and rectangles into two and four equal shares. 1.GSR.4.3

Measurement & Data Reasoning

6 Use appropriate tools to measure, order, and compare intervals of length and time, as well as denominations of money to solve real-life, mathematical problems and analyze graphical displays of data to answer relevant questions. 1.MDR.6

6.1 Estimate, measure, and record lengths of objects using non-standard units, and compare and order up to three objects using the recorded measurements. Describe the objects compared. 1.MDR.6.1

Skip to main content

6.2 Tell and write time in hours and half-hours using analog and digital clocks, and measure elapsed time to the hour on the hour using a predetermined number line. 1.MDR.6.2

6.3 Identify the value of quarters and compare the values of pennies, nickels, dimes, and quarters. 1.MDR.6.3

6.4 Ask questions and answer them based on gathered information, observations, and appropriate graphical displays to compare and order whole numbers. 1.MDR.6.4