Mathematics: Grade 1

Counting and Cardinality	**1a.** Use a number line to count up to 31 objects by matching 1 object per number. LC.1.CC.1A
	1b. Identify numerals 0-31. LC.1.CC.1B
	1c. Identify the numeral up to 31 when presented the name. LC.1.CC.1C
	1d. Write or select the numerals 0-31. LC.1.CC.1D
	1e. Recognize zero as representing none or no objects. LC.1.CC.1E
	1f. Compare 2 sets and identify the set that is either greater than or less than the other set. LC.1.CC.1F
	1g. Order up to 3 sets that have up to 10 objects in each set. LC.1.CC.1G
	1h. Order up to 3 sets with up to 20 objects in each set. LC.1.CC.1H
	1i. Order up to 3 numbers up to 31. LC.1.CC.1I
	1j. Identify the smaller or larger number given 2 numbers between 0-31. LC.1.CC.1J
Operations and Algebraic Thinking	**1a.** Use manipulatives or representations to write simple addition or subtraction equations within 20 based upon a word problem. LC.1.OA.A.1A
	1b. Solve word problems within 20. LC.1.OA.A.1B
	1c. Using objects or pictures respond appropriately to "add __" and "take away ___." LC.1.OA.A.1C
	1d. Solve one step addition and subtraction word problems where the change or result is unknown (4 + _ = 7) or (4 + 3 = __), within 20 using objects, drawings, pictures. LC.1.OA.A.1D
	2. Solve word problems that call for addition of two or three numbers whose sum is less than or equal to 20 by using objects t and drawings. LC.1.OA.A.2
	3a. Recognize zero as an additive identity. LC.1.OA.B.3A
	Use commutative properties to solve addition problems with sums up to 20 (e.g., 3 + 8 = 11 therefore 8 + 3 = __). LC.1.OA.B.3B

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	3c. Use associative property to solve addition problems with sums up to 20. LC.1.OA.B.3C
	4. Subtract within 20 by using the strategy of an unknown addend. For example, subtract 10 – 8 by finding the number that makes 10 when added to 8. LC.1.OA.B.4
	5a. Decompose a set of up to 20 objects into a group; count the quantity in each group. LC.1.OA.C.5A
	5b. Count 2 sets to find sums up to 20. LC.1.OA.C.5B
	6. Add and subtract within 20 supported by the use of manipulatives. LC.1.OA.C.6
	7a. Identify and apply addition and equal signs. LC.1.OA.D.7A
	7b. Label simple equations as = or with the phrase not equal. LC.1.OA.D.7B
	7c. Identify and apply addition, subtraction, and equal signs. LC.1.OA.D.7C
	8. Determine the unknown whole number in an addition or subtraction equation relating three whole numbers. For example, determine the unknown number that makes the equation true in each of the equations 8 + ? = 11, 5 = □ – 3, 6 + 6 = □. LC.1.OA.D.8
Number and Operations in Base Ten	**1a.** Rote count up to 31. LC.1.NBT.A.1A
	1b. Rote count up to 100. LC.1.NBT.A.1B
	2a. Build representations of numbers up to 19 by creating a group of 10 and some 1s (e.g., 13 = one 10 and three 1s). LC.1.NBT.B.2A
	2b. Identify the value of the numbers in the tens and ones place within a given number up to 31. LC.1.NBT.B.2B
	3. Compare two digit numbers up to 31 using representations and numbers (e.g., identify more tens, less tens, more ones, less ones, larger number, smaller number). LC.1.NBT.B.3
	4a. Add within 100, including adding a two-digit number and a one-digit number, and adding a two-digit number and a multiple of 10. LC.1.NBT.C.4A
	4b. Understand that in adding two-digit numbers, one adds tens and tens, ones and ones; and sometimes it is necessary to compose a ten. LC.1.NBT.C.4B
	5. Mentally add or subtract 10 from a given two-digit number without having to count. LC.1.NBT.C.5

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	6. Mentally add or subtract 10 from a given set from the 10s family (e.g., what is 10 more than 50? What is 10 less than 70?). LC.1.NBT.C.6
Measurement and Data	**1.** Order three objects by length; compare the lengths of two objects indirectly by using a third object. LC.1.MD.A.1
	2a. Measure using copies of one object to measure another. LC.1.MD.A.2A
	2b. Express length of an object as a whole number of lengths unit by laying multiple copies of a shorter object end to end. LC.1.MD.A.2B
	2c. Compare two units of measurement and identify which unit would require more or less when measuring a selected object (e.g., I can measure with paper clips or markers, which unit will require more to measure the table?). LC.1.MD.A.2C
	3a. Use time to sequence up to three events, using a digital or analog clock. LC.1.MD.B.3A
	3b. Tell time to the nearest ½ hour using digital clocks. LC.1.MD.B.3B
	4a. Select questions that ask about "How many" and represent up to three categories that can be concretely represented. LC.1.MD.C.4A
	4b. Identify 2 categories resulting from a selected question. LC.1.MD.C.4B
	4c. Analyze data by sorting into 2 categories; answer questions about the total number of data points and how many in each category. LC.1.MD.C.4C
	4d. Using a picture graph, represent each object/person counted on the graph (1:1 correspondence) for 2 or more categories. LC.1.MD.C.4D
	4e. Interpret a picture graph to answer questions about how many in each category. LC.1.MD.C.4E
	4f. Select a question about three attributes that can be concretely represented. LC.1.MD.C.4F
	4g. Identify up to three categories resulting from a selected question. LC.1.MD.C.4G
	5. Determine the value of a collection of coins up to 50 cents. (Pennies, nickels, dimes, and quarters in isolation; not to include a combination of different coins.) LC.1.MD.D.5
Geometry	**1.** Distinguish two-dimensional shapes based upon their defining attributes (i.e., size, corners, and points). LC.1.G.A.1
	2. Compose two- and three-dimensional shapes. LC.1.G.A.2
	3. Partition circles and rectangles into 2 and 4 equal parts. LC.1.G.A.3