Missouri Mathematics

Grade 1

Adopted 2016

Number Sense

A. Understand and use numbers up to 120. 1.NS.A

1. Count to 120, starting at any number less than 120. 1.NS.A.1
2. Read and write numerals and represent a number of objects with a written numeral. 1.NS.A.2
3. Count backward from a given number between 20 and 1. 1.NS.A.3
4. Count by 5s to 100 starting at any multiple of five. 1.NS.A.4

Number Sense and Operations in Base Ten

A. Understand place value of two-digit numbers. 1.NBT.A

1. Understand that 10 can be thought of as a bundle of 10 ones – called a "ten". 1.NBT.A.1
2. Understand two-digit numbers are composed of ten(s) and one(s). 1.NBT.A.2
3. Compare two two-digit numbers using the symbols >, = or <. 1.NBT.A.3
4. Count by 10s to 120 starting at any number. 1.NBT.A.4

B. Use place value understanding to add and subtract. 1.NBT.B

5. Add within 100. 1.NBT.B.5
6. Calculate 10 more or 10 less than a given number mentally without having to count. 1.NBT.B.6
7. Add or subtract a multiple of 10 from another two-digit number, and justify the solution. 1.NBT.B.7

Relationships and Algebraic Thinking

A. Represent and solve problems involving addition and subtraction. 1.RA.A

1. Use addition and subtraction within 20 to solve problems. 1.RA.A.1
2. Solve problems that call for addition of three whole numbers whose sum is within 20. 1.RA.A.2
3. Develop the meaning of the equal sign and determine if equations involving addition and subtraction are true or false. 1.RA.A.3
4. Determine the unknown whole number in an addition or subtraction equation relating three whole numbers. 1.RA.A.4

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Understand and apply properties of operations and the relationship between addition and subtraction. 1.RA.B

5. Use properties as strategies to add and subtract. 1.RA.B.5
6. Demonstrate that subtraction can be solved as an unknown-addend problem. 1.RA.B.6

C. Add and subtract within 20. 1.RA.C

7. Add and subtract within 20. 1.RA.C.7
8. Demonstrate fluency with addition and subtraction within 10. 1.RA.C.8

Geometry and Measurement

A. Reason with shapes and their attributes. 1.GM.A

1. Distinguish between defining attributes versus non-defining attributes; build and draw shapes that possess defining attributes. 1.GM.A.1
2. Compose and decompose two-and three-dimensional shapes to build an understanding of part-whole relationships and the properties of the original and composite shapes. 1.GM.A.2
3. Recognize two-and three-dimensional shapes from different perspectives and orientations. 1.GM.A.3
4. Partition circles and rectangles into two or four equal shares, and describe the shares and the wholes verbally. 1.GM.A.4

B. Measure lengths in non-standard units. 1.GM.B

5. Order three or more objects by length. 1.GM.B.5
6. Compare the lengths of two objects indirectly by using a third object. 1.GM.B.6
7. Demonstrate the ability to measure length or distance using objects. 1.GM.B.7

C. Work with time and money. 1.GM.C

8. Tell and write time in hours and half-hours using analog and digital clocks. 1.GM.C.8
9. Know the value of a penny, nickel, dime and quarter. 1.GM.C.9

Data and Statistics

A. Represent and interpret data. 1.DS.A

1. Collect, organize and represent data with up to three categories. 1.DS.A.1
2. Draw conclusions from object graphs, picture graphs, T-charts and tallies. 1.DS.A.2