

Course Title:	Grade 1 Math
Department:	Mathematics
Grade Level:	1
Time Per Day/Week:	60 minutes/day
Length of Course:	Full Year

Course Overview:
<p>Math 1 equips students with essential skills needed to meet the PA Standards in Mathematics fostering comprehension, retention and application of eligible content throughout the academic year. Building upon the foundation laid in kindergarten math, Math 1 maintains its focus on developing students' ability to think critically, communicate effectively, reason logically, and solve problems using a variety of tools and strategies. By continuing to hone these practices, students cultivate a deeper understanding of mathematical concepts, while also acquiring essential skills for real-world application.</p>

Primary Resources:
Textbook: <i>My Math</i> , McGraw-Hill (2018)
Secondary Resources (District Approved):
<i>Freckle Math</i> , Renaissance for STAR 360 Aligned Basic Facts Practice <i>Red Bird</i> , McGraw-Hill for Computer Adaptive Learning

Unit 1 Name:	Addition Concepts Operations
Domain:	Operations and Algebraic Thinking
Days in Unit:	31 days
Representative Learning Goals	
<ul style="list-style-type: none"> • Use manipulatives to model addition stories • Add two parts to make a whole • Write addition number sentences • Find sums by adding zero 	

- Write addition facts horizontally and vertically
- Write a number sentence to solve problems
- Use counters to make sums of 4 and 5 in different ways
- Use counters to make sums of 6 and 7 in different ways
- Use counters to make sums of 8 in different ways
- Use counters to make sums of 9 in different ways
- Use a ten-frame and counters to make sums of 10 in different ways
- Identify missing parts of 10
- Identify math statements as true or false

Unit 2 Name:	Subtraction Concepts
Domain:	Operations and Algebraic Thinking
Days in Unit:	21
Representative Learning Goals	
<ul style="list-style-type: none"> • Use models to represent and solve subtraction situations • Subtract parts from a whole • Write subtraction number sentences • Subtract 0 or find a difference of 0 • Subtract across and down • Draw a diagram to solve problems • Compare groups of up to 9 objects • Subtract numbers from 4 and 5 • Subtract numbers from 6 and 7 • Subtract numbers from 8 • Subtract numbers from 9 • Subtract numbers from 10 • Find related addition and subtraction facts • Determine whether math statements are true or false 	

Unit 3 Name:	Addition Strategies to 20
Domain:	Operations and Algebraic Thinking
Days in Unit:	15 Days
Representative Learning Goals	
<ul style="list-style-type: none"> • Count on from the greater number to find the sum • Use pennies to count on • Use a number line to help find the sum • Use the doubles to add strategy to help find the sum • Use the near doubles to add strategy to help find the sum • Act it out solve problems • Use counters and a ten-frame to make sums greater than 10 • Identify related addition facts 	

- Add three numbers by looking for doubles or making a ten

Unit 4 Name:	Subtraction Strategies to 20
Domain:	Operations and Algebraic Thinking
Days in Unit:	15 Days
Representative Learning Goals	
<ul style="list-style-type: none"> • Counting back by 1, 2 or 3 to subtract • Use a number line to count back to subtract • Relate doubles addition facts to subtraction facts • Write a number sentence to solve problems • Subtract using the make 10 to subtract strategy • Identify similarities in related addition and subtraction sentences • Identify similarities in fact families • Subtract to find missing addends 	

Unit 5 Name:	Place Value
Domain:	Numbers and Operations in Base Ten
Days in Unit:	21 Days
Representative Learning Goals	
<ul style="list-style-type: none"> • Count and write numbers 11 to 19 • Count groups of ten • Use dimes to count by ten • Make groups of ten and some more • Make groups of tens and ones • Make a table to solve problems • Write numbers to 100 in different ways • Identify numbers that are ten more and ten less than a given number • Use nickels to count by fives • Compare two two-digit numbers • Compare two two-digit numbers using symbols • Make groups of hundreds, tens, and ones • Count numbers up to 120 • Read and write numbers up to 120 	

Unit 6 Name:	Two-Digit Addition and Subtraction
Domain:	Numbers and Operations in Base Ten
Days in Unit:	20 Days
Representative Learning Goals	

- Add tens within 100
- Count on by tens and ones to find sums within 100
- Add tens and ones to find the sum with regrouping.
- Guess, check and revise to solve problems
- Add tens and ones to find the sum with regrouping.
- Subtract tens to find the difference
- Use a number line to count back by tens to subtract
- Relate addition and subtraction facts to solve problems

Unit 7 Name:	Organize and Use Graphs
Domain:	Measurement and Data
Days in Unit:	12 Days
Representative Learning Goals	
<ul style="list-style-type: none"> • Make and read a tally chart. • Make a table to solve problems. • Make and read a picture graph. • Interpret data on a picture graph. • Use data to make a bar graph. • Read a bar graph. 	

Unit 8 Name:	Measurement and Time
Domain:	Measurement and Data
Days in Unit:	25 Days
Representative Learning Goals	
<ul style="list-style-type: none"> • Compare the lengths of objects using indirect measurement. • Compare and order the lengths of objects • Measure the lengths of objects using nonstandard units. • Guess, check, and revise to solve problems. • Read and write time to the hour and half hour on an analog clock. • Use a digital clock to tell and write time to the hour and half hour. • Identifying coins and associating their value (penny, nickel, dime, quarter). • Counting the value of coins in real world situations 	

Unit 9 Name:	Two-Dimensional Shapes and Equal Shares
Domain:	Geometry
Days in Unit:	10 Days
Representative Learning Goals	

- Use defining attributes to identify and describe squares and rectangles
- Use defining attributes to identify and describe trapezoids and triangles
- Use defining attributes to identify and describe circles
- Compare two-dimensional shapes.
- Use two-dimensional shapes to make a composite shape
- Use two-dimensional shapes to make a composite shape and compose new shapes from the composite shape
- Use logical reasoning to solve problems.
- Partition shapes into two or four equal shares and identify how many parts are in the whole.
- Partition shapes into two equal parts
- Partition shapes into four equal parts.

Unit 10 Name:	Three-Dimensional Shapes
Domain:	Geometry
Days in Unit:	10 Days
Representative Learning Goals	
<ul style="list-style-type: none"> • Look at attributes to identify cubes and rectangular prisms • Look at attributes to identify cones and cylinders • Look for a pattern to solve problems • Combine three-dimensional shapes to make a composite shape 	

Assessments - Classroom-Based
Curriculum-Based Assessments: Quizzes, Unit Tests, Individual & Collaborative Projects, Common Assessments, Formative Assessments through Homework Checks and Classwork
Assessments - Standardized
STAR 360 Benchmark Testing

Standards
Pennsylvania Academic Standards for Mathematics