

# Westborough Public Schools

# Grade 1 "I can" Statements End of Year Goals

#### **Operations and Algebraic Thinking**

- 1. I can use a variety of strategies to solve addition word problems. 1.OA.1
- 2. I can use a variety of strategies to solve subtraction word problems. 1.OA.1
- 3. I can solve word problems by adding 3 whole numbers. 1.OA.2
- 4. I can use the commutative property of addition. 1.OA.3
- 5. I can use the associative property of addition. 1.OA.3
- 6. I can use an addition fact to help me answer a subtraction problem. 1.OA.4
- 7. I can use counting to help me add and subtract. 1.OA.5
- 8. I can use different strategies to add and subtract numbers within 20. 1.OA.6
- 9. I can explain the meaning of the equal sign. 1.OA.7
- 10. I can tell if addition and subtraction equations are true or false. 1.OA.7
- 11. I can find the missing number in an addition or subtraction problem. 1.OA.8

## **Number and Operations in Base Ten**

- 1. I can count to 120 from any number less than 120. 1.NBT.1
- 2. I can read and write any number up to 120. 1.NBT.1
- 3. I can represent a group of objects with a number up to 120. 1.NBT.1
- 4. I can tell how many tens and how many ones are in a number. 15. 1.NBT.2
- 5. I can compare two-digit numbers using <, =, and >. 1.NBT.3

- 6. I can use manipulatives, pictures, and models to help me solve addition and subtraction problems within 100. 1.NBT.4
- 7. I can use place value strategies to help me solve addition and subtraction problems within 100. 1.NBT.4
- 8. I can find 10 more or 10 less in my head. 1.NBT.5
- 9. I can subtract multiples of 10 under 100 and explain what I did. 1.NBT.6

#### **Measurement and Data**

- 1. I can put three objects in order from longest to shortest. 1.MD.1
- 2. I can tell the length of an object using whole numbers. 1.MD.2
- 3. I can tell and write time in hours and half-hours using a clock. 1.MD.3
- 4. I can understand and organize data. 1.MD.4
- 5. I can ask and answer questions about data. 1.MD.4

## Geometry

- 1. I can describe, build, and draw shapes. 1.G.1
- 2. I can make two-dimensional shapes. 1.G.2
- 3. I can make three-dimensional shapes. 1.G.2