

Rising 1st Grade Mathematics Scope and Sequence

	Mathematics Skills and Concepts 60–65 minutes per day		Problem-Solving and Discourse 10–15 minutes per day		STEAM 45 minutes per day	
	Mathematics Focus	Standards	Mathematical Practice and Card Title	Standard	Challenge Title and STEAM Step	Standard
Day 1	Empty Jar	Understand the relationship between numbers and quantities. Represent a group of objects with a written numeral.	Think Using Quantities “Smiley Stickers”	Make sense of quantities and their relationships in problems.	<i>Staying Afloat</i> Define the Problem	Make sense of problems and plan, solve, justify, and evaluate solutions.
Day 2					<i>Staying Afloat</i> Design	
Day 3	Chart Away	Use number names and counting sequence to count forward within 100.	Use Tools Strategically “Comparing Cubes”	Consider and use available tools when solving problems.	<i>Staying Afloat</i> Build and Test	Apply mathematics to solve problems arising in everyday life, society, and the workplace.
Day 4					<i>Staying Afloat</i> Improve	
Day 5	Chant Forward	Demonstrate understanding that the last number name said tells the number of objects counted. Starting at a given number, count forward within 100.	Construct and Critique Arguments “Bena’s Birds”	Use assumptions, definitions, and previously established results to construct arguments.	<i>Staying Afloat</i> Reflect and Share	Make sense of problems and plan, solve, justify, and evaluate solutions.
Day 6					<i>Objects in Motion</i> Learn Content, Understand the Challenge, and Brainstorm	Explore how objects move and what happens when they collide.

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Day 7	Build a Number	Recite number names to 100. Generate a number that is one more or one less within 20.	Generalize Your Thinking “Up Next”	Look for and express regularity in repeated reasoning.	<i>Objects in Motion</i> Design and Build	Apply mathematics to solve problems arising in everyday life, society, and the workplace.
Day 8					<i>Objects in Motion</i> Test and Reflect	
Day 9	Comparing Numbers: I Want More	Count and compare sets of objects within 20 using less than, greater than, and equal to.	Think Using Quantities “Bunch of Balloons”	Make sense of quantities and their relationships in problems.	<i>Objects in Motion</i> Redesign and Rebuild	Make sense of problems and plan, solve, justify, and evaluate solutions.
Day 10					<i>Objects in Motion</i> Retest and Share	
Day 11	Adding Stories	Solve and represent addition within 10.	Think Using Quantities “Dots on Cubes”	Make sense of quantities and their relationships in problems.	<i>Playing with Wind</i> Define the Problem	Make sense of problems and plan, solve, justify, and evaluate solutions.
Day 12					<i>Playing with Wind</i> Design	Use appropriate tools, including real objects and techniques, to solve problems.

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Day 13	Scoop and Subtract	Solve and represent subtraction within 10.	Think Using Quantities “Windy Day”	Make sense of quantities and their relationships in problems.	<i>Playing with Wind</i> Build and Test	Apply mathematics to solve problems arising in everyday life, society, and the workplace.
Day 14					<i>Playing with Wind</i> Improve	
Day 15	Missing Parts	Compose and decompose numbers within 10. Solve addition and subtraction word problems within 10.	Use Tools Strategically “Math and Science Books”	Consider and use available tools when solving problems.	<i>Playing with Wind</i> Reflect and Share	Make sense of problems and plan, solve, justify, and evaluate solutions.
Day 16					<i>Properties of Matter</i> Learn Content, Understand the Challenge, and Brainstorm	Identify physical characteristics and properties of objects and materials.
Day 17	Shake, Shake, Shake!	Decompose numbers less than or equal to 10 in one or more ways.	Analyze the Structure “Bailey’s Balloons”	Observe closely to discern a pattern or structure in a problem.	<i>Properties of Matter</i> Design and Build	Apply mathematics to solve problems arising in everyday life, society, and the workplace.
Day 18					<i>Properties of Matter</i> Test and Reflect	Explore how objects move and what happens when they collide.

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Day 19	Teen Numbers	Use concrete and pictorial models to represent whole numbers within 20.	Construct and Critique Arguments “Tens and Ones”	Use assumptions, definitions, and previously established results to construct arguments.	<i>Properties of Matter</i> Redesign and Rebuild	Make sense of problems and plan, solve, justify, and evaluate solutions.
Day 20					<i>Properties of Matter</i> Retest and Share	
Day 21	Make a Teen	Compose and decompose numbers within 20 using tens and ones.	Generalize Your Thinking “Counting with Koi”	Look for and express regularity in repeated reasoning.	<i>Folding Paper</i> Define the Problem	Make sense of problems and plan, solve, justify, and evaluate solutions.
Day 22					<i>Folding Paper</i> Design	Correctly name shapes regardless of their orientations or overall sizes.
Day 23	Sort and Count	Collect, classify, and sort objects into given categories.	Generalize Your Thinking “Sorting Shapes”	Look for and express regularity in repeated reasoning.	<i>Folding Paper</i> Build and Test	Apply mathematics to solve problems arising in everyday life, society, and the workplace.
Day 24					<i>Folding Paper</i> Improve	Explore how objects move and what happens when they collide.
Day 25	Culminating Activity	Folding Paper Reflect and Share	Make sense of problems and plan, solve, justify, and evaluate solutions.	n/a	n/a	n/a