

Grade 1 – N04 within Unit 3: Numbers to 20 and Counting to 100

N04 Students will be expected to represent and partition numbers to 20. [C, CN, V]

Performance Indicators

N04.01 Represent a given number up to 20 using a variety of manipulatives, including ten-frames and created materials.

N04.02 Model a given number up to 20 using a variety of pictorial representations.

N04.03 Find examples of a given number in the environment.

~~**N04.04** Place given numerals on a number line with benchmarks 0, 5, 10, 15, and 20. (Not applicable in Unit 3)~~

N04.05 Partition any given quantity up to 20 into two parts and identify the number of objects in each part.

~~**N04.06** Model a given number using two different objects. (Not applicable in Unit 3)~~

**At this point in the year, students are continuing to develop meaning for numbers greater than 10. It would be appropriate for students to be working with any numbers from 0 to 20, however, proficiency with the full range of numbers 10 to 20 is not expected in unit 3.*

Limited	Developing	Competent	In-Depth
Student can represent numbers to 10 using manipulatives and/or pictorial representations. Student can represent numbers to 10 in two parts using manipulatives and I can identify the number of objects in each part.	Student can represent some numbers to 20 using manipulatives and/or pictorial representations. Student can represent some numbers to 20 in two parts using manipulatives and I can identify the number of objects in each part.	Student can represent a given number to 20 using a variety of manipulatives and pictorial representations (ex. ten-frames, bundling groups of objects, counters, cubes, rekenreks, created materials, etc.). Student can represent numbers to 20 in two parts using a variety of manipulatives and I can identify the number of objects in each part (ex. two-sided counters, two colours of linking cubes, rekenreks, created materials, etc.). Student can locate numbers to 20 in the environment.	Student can use materials efficiently when representing and partitioning numbers (ex. move objects into groups when counting one-to-one, subitizing, noticing patterns, identifying one more/one less).