## Diocese of Bridgeport - Math Standards - Grade 1

## COUNTING

STANDARD SKILLS VOCABULARY

| C | Extend the counting Sequence | Count to 120 starting at any number <br> -Read and write numerals up to 120 <br> Represent an amount of objects as a written numeral <br> - Locate numbers on a number line | Number names zero-one hundred-twenty <br> write, read, name, make, count, count on, count back, identify, <br> amount, number line, digit, ones, tens, hundreds, even, odd |
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STANDARD

| $\begin{array}{\|c\|} \hline \text { BVOT } \\ \hline 1.1 \end{array}$ | Understand place value of and compare twodigit numbers | -Understand that a two-digit number represents amounts of tens and ones <br> - Understand that a bundle of ten ones is the same as one ten <br> -Understand that the numbers 11-19 are composed of a ten and less than ten ones <br> - Understand that 20 is the same as two tens <br> -Compare 2 two-digit numbers using $>,<$, or $=$ | Compare, read, write, expand, represent, identify, number line, less, more, bigger, smaller, zero, <,>,= , equals, amounts, ones, tens, hundreds, doubles, greater than, less than, place value |
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| $\begin{array}{\|c} \hline \text { BVOT } \\ \hline 1.2 \end{array}$ | Solve addition and subtraction problems | -Use place value understanding to add and subtract within 100 <br> - Add a two-digit number and a one-digit number <br> - Add a two-digit number and a multiple of ten <br> -Use models, strategies, drawing, and place value charts, grids and manipulatives <br> -Solve addition and subtraction word problems | Fact family, add, combine, add on, plus, plus sign, equal sign, equal, sum, addends, take away,,,$+-=$ subtract, minus, take apart, take away, difference, solve, model, show, draw, value, digit, explain, describe, turn around fact, sentence, subtraction sign |
| $\begin{array}{\|c} \text { BVOT } \\ 1.2 A \end{array}$ | Fluently solve addition and subtraction problems within 20 | - Solve addition and subtraction word problems <br> - Demonstrate fluency of mental addition and subtraction strategies within 10 <br> - Use strategies such as counting on and making ten | Mental math, strategy, "make tens", fluently, pattern, estimate |
| $\begin{aligned} & \text { BVOT } \\ & \text { 1.2B } \end{aligned}$ | Understand an apply the relationship between addition and subtraction | -Use relationship to solve addition and subtraction word problems -Use relationship to solve for unknown | Relationship, estimate, about, more, less, difference, sum, fact families, inverse operations |
| $\begin{aligned} & \text { BVOT } \\ & \text { 1.2C } \end{aligned}$ | Represent addition and subtraction problems | -Represent addition and subtraction problems with models and equations - Represent addition and subtraction word problems | Model, equation, draw, describe |
| $\begin{array}{\|c\|} \hline \text { BVOT } \\ \hline 1.3 \end{array}$ | Draw conclusions about equality and fairness | -Identify equal amounts and unequal amounts | Equal, un-equal, balanced, equivalent |
| $\begin{array}{\|c\|} \hline \text { BVOT } \\ \hline 1.4 \end{array}$ | Understand patterns and relationships | -Identify and extend change in quantity and quality patterns | Change, different, bigger, smaller, same, pattern, repeat, again, before, after, continue |

## DATA, MEASUREMENT and MONEY

STANDARD

| $\begin{gathered} \text { DMM } \\ 1.1 \end{gathered}$ | Measure and compare length with units | -Express the length of an object as a whole number length of smaller objects (measure a desk in paper clips) <br> - Understand concepts of capacity and temperature <br> -Measure with no gaps or overlaps <br> - Order up to three objects by length | Size, length, units, longer, shorter, smaller, bigger, whole, measure, units, gaps, overlaps, order, metric, US customary, centimeter, foot, inch, cup, liter, pint, capacity, quart, temperature, thermometer, degrees |
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| $\begin{gathered} \text { DMM } \\ 1.2 \end{gathered}$ | Determine the value of and express time and money | Time <br> -Tell time in hours and half-hours using analog and digital clocks <br> -Write time in hours and half-hours <br> - Identify the days of the week and months of the year <br> -Answer questions about time such has, "What day will it be tomorrow?" <br> - Understand that calendars and clocks are used to measure time <br> Money <br> -Identify the name and value of coins and bills <br> -Express money in oral and written form <br> - Determine sets of coins with equal value <br> - Identify cent and dollar signs | Calendar, clock, hours, minutes, half-hour, seconds, days, months, weeks, years, Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday, January, February, March, April, May, June, July, August, September, October, November, December, tomorrow, today, yesterday, date, o'clock Penny, nickel, dime, quarter, bills, amount, value, coins, equal, dollar sign, cent sign |
| $\begin{gathered} \text { DMM } \\ 1.3 \end{gathered}$ | Represent and interpret data | - Organize data <br> -Represent data in tables, charts, and graphs <br> - Interpret data with up to three categories <br> -Ask and answer questions about the total number of data points, how many in each category, how many more or less in one category than another - Use simple games and events to begin to understand possible and impossible | Data, sort, classify, order, graph, table, chart, categories, size, shape, amount, less, more, possible, impossible, record, tally, bar graph, collect, Venn diagram, impossible, possible, certain |

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## GEOMETRY

STANDARD

| $\begin{gathered} \text { G } \\ 1.1 \end{gathered}$ | Reason with shapes | Distinguish between defining (Triangles are closed three sided shapes) and non- defining attributes (color, size, orientation) Build and draw shapes based on defining attributes Describe location, directions, and position of objects | Sides, closed, curved, straight, size, color, orientation, squares, triangles, rectangles, circles, half- circles, quarter circles, cubes, rectangular prism, cones, top, bottom, beside, behind, in front, above, next to, under |
| :---: | :---: | :---: | :---: |
| $\begin{gathered} G \\ 1.1 \mathrm{~A} \end{gathered}$ | Compose two or three dimensional shapes | - Compose two- dimensional shapes: rectangles, squares, trapezoids, triangles, circles, half- circles, quarter-circles <br> -Compose three- dimensional shapes: cubes, right rectangular prisms, right circular cones, and right circular prisms * Note students do not need to know formal names* <br> - Compose a composite shape <br> -Compose new shape from composite shape | Draw, make, create, examine, corners, inside, outside, points, near, far, beside, close, behind, left, right, up, down, side, next to, lines, corners, amount, more, less |
| $\begin{gathered} \text { G } \\ 1.1 \mathrm{~B} \end{gathered}$ | Partition shapes into equal shares | Partition circles into two or four equal parts <br> Partition rectangles into two or four equal parts Describe parts using the words: halves, fourths and quarters Describe wholes as two of or four of the equal parts Become familiar with fractions on a number line | Half, halves, fourths, quarters, equal, whole, parts, shares, fraction, number line, |

