

Dual Immersion 1st Grade
Utah Core State Standards
Mathematics Curriculum Map
Granite School District

*Striving toward greater focus and coherence through
Content Standards and Practice Standards*

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How to Read the Grade Level Content Standards

Standards define what students should understand and be able to do.

Strands are larger groups of related standards. Standards from different strands may sometimes be closely related.

Strand

Strand: NUMBER AND OPERATIONS IN BASE TEN (3.NBT)

Use place value understanding and properties of operations to perform multi-digit arithmetic. A range of algorithms may be used (Standards 3.NBT.1–3).

- **Standard 3.NBT.1** Use place value understanding to round whole numbers to the nearest 10 or 100.
- **Standard 3.NBT.2** Fluently add and subtract within 1,000 using strategies and algorithms based on place value, properties of operations, and/or the relationship between addition and subtraction.
- **Standard 3.NBT.3** Multiply one-digit whole numbers by multiples of 10 in the range 10–90 (*for example, 9×80 and 5×60*) using strategies based on place value and properties of operations.

Standard

Standards for Mathematical Practice

The Standards for Mathematical Practice in First Grade describe mathematical habits of mind that teachers should seek to develop in their students. Students become mathematically proficient in engaging with mathematical content and concepts as they learn, experience, and apply these skills and attitudes (Standards 1.MP.1–8).

Standard 1.MP.1 Make sense of problems and persevere in solving them.

Explain the meaning of a problem, look for entry points to begin work on the problem, and plan and choose a solution pathway. When a solution pathway does not make sense, look for another pathway that does. Explain connections between various solution strategies and representations. Upon finding a solution, look back at the problem to determine whether the solution is reasonable and accurate, often checking answers to problems using a different method or approach.

Standard 1.MP.2 Reason abstractly and quantitatively.

Make sense of quantities and their relationships in problem situations. Contextualize quantities and operations by using images or stories. Decontextualize a given situation and represent it symbolically. Interpret symbols as having meaning, not just as directions to carry out a procedure. Know and flexibly use different properties of operations, numbers, and geometric objects.

Standard 1.MP.3 Construct viable arguments and critique the reasoning of others.

Use stated assumptions, definitions, and previously established results to construct arguments. Explain and justify the mathematical reasoning underlying a strategy, solution, or conjecture by using concrete referents such as objects, drawings, diagrams, and actions. Listen to or read the arguments of others, decide whether they make sense, ask useful questions to clarify or improve the arguments, and build on those arguments.

Standard 1.MP.4 Model with mathematics.

Identify the mathematical elements of a situation and create a mathematical model that shows the relationships among them. Identify important quantities in a contextual situation, use mathematical models to show the relationships of those quantities, analyze the relationships, and draw conclusions. Models may be verbal, contextual, visual, symbolic, or physical.

Standard 1.MP.5 Use appropriate tools strategically.

Consider the tools that are available when solving a mathematical problem, whether in a real-world or mathematical context. Choose tools that are relevant and useful to the problem at hand, such as drawings, diagrams, technologies, and physical objects and tools, as well as mathematical tools such as estimation or a particular strategy or algorithm.

Standard 1.MP.6 Attend to precision.

Communicate precisely to others by crafting careful explanations that communicate mathematical reasoning by referring specifically to each important mathematical element, describing the relationships among them, and connecting their words clearly to representations. Calculate accurately and efficiently, and use clear and concise notation to record work.

Standard 1.MP.7 Look for and make use of structure.

Recognize and apply the structures of mathematics such as patterns, place value, the properties of operations, or the flexibility of numbers. See complicated things as single objects or as being composed of several objects.

Standard 1.MP.8 Look for and express regularity in repeated reasoning.

Notice repetitions in mathematics when solving multiple related problems. Use observations and reasoning to find shortcuts or generalizations. Evaluate the reasonableness of intermediate results.

1st Grade Mathematics Curriculum Map

Granite School District Scope and Sequence Overview

Unit of Study	Go Math! Alignment	Go Math! Chapter Title	Strand and Standards
1	Chapter 1	Addition Concepts	Strand: Operations and Algebraic Thinking Standards: 1, 3, 6
2	Chapter 2	Subtraction Concepts	Strand: Operations and Algebraic Thinking Standards: 1, 6, 8
3	Chapter 3	Addition Strategies	Strand: Operations and Algebraic Thinking Standards: 2, 3, 5, 6
4	Chapter 4	Subtraction Strategies	Strand: Operations and Algebraic Thinking Standards: 1, 4, 5, 6
5	Chapter 5	Addition and Subtraction Relationships	Strand: Operations and Algebraic Thinking Standards: 1, 6, 7, 8
6	Chapter 6	Count and Model Numbers	Strand: Number and Operations in Base Ten Standards: 1, 2, 2a, 2b, 2c, 3
7	Chapter 7	Compare Numbers	Strand: Number and Operations in Base Ten Standards: 3, 5
8	Chapter 8	Two-Digit Addition and Subtraction	Strand: Operations and Algebraic Thinking Standard: 6 Strand: Number and Operations in Base Ten Standards: 4, 6
9	Chapter 9	Measurement	Strand: Measurement and Data Standards: 1, 2, 3
10	Chapter 10	Represent Data	Strand: Measurement and Data Standard: 4
11	Chapter 11	Three-Dimensional Geometry	Strand: Geometry Standards: 1, 2
12	Chapter 12	Two-Dimensional Geometry	Strand: Geometry Standards: 1, 2, 3

1st Grade

Instruction and Assessment Semester Schedule 2017-2018

It is expected that the units will be taught consecutively. The table below reflects which units and standards are assessed on each Granite Semester Benchmark test. Semester Benchmark Tests are required by Granite School District. Additional assessment options are on each Unit of Study in the GSD maps.

Approx. Number of Days of Instruction	Semester 1 Pretest 8/21 – 2/9 (required)	13	14	18	12	16	16	Semester 1 Posttest 12/11 – 2/9 (required)	Semester 2 Pretest 12/11 - 3/5 (required)	13	19	18	10	8	13	Semester 2 Posttest 3/5 – 5/25 (required)	End of Year
Number of Lesson		8	9	12	6	10	10			5	9	9	7	5	10		Getting Ready for Gr. 2 Unit
Instructional Content		Unit of Study 1	Unit of Study 2	Unit of Study 3	Unit of Study 4	Unit of Study 5	Unit of Study 6			Unit of Study 7	Unit of Study 8	Unit of Study 9	Unit of Study 10	Unit of Study 11	Unit of Study 12		
Math Standards		*1.OA.1 *1.OA.7 1.OA.2 *1.OA.8 *1.OA.3 1.NBT.1 1.OA.4 *1.NBT.2 1.OA.5 1.NBT.3 *1.OA.6								1.OA.6 1.MD.3 *1.NBT.3 *1.MD.4 *1.NBT.4 1.MD.5 1.NBT.5 1.G.1 1.NBT.6 *1.G.2 1.MD.1 1.G.3 *1.MD.2							

*Indicates emphasized standards.

Beginning and Ending of Semesters

1st Semester Aug 21, 2017 – Jan 11, 2018
 2nd Semester Jan 16, 2018 – May 25, 2018

1st Grade

Instruction and Assessment Quarterly Schedule

2017-2018

It is expected that the units will be taught consecutively. The table below reflects which units and standards are assessed on each Granite Quarterly Benchmark (GQB). Quarterly Benchmark Tests are supplemental. Additional assessment options are on each Unit of Study in the GSD maps.

Approx. Number of Days of Instruction		13	14	18		12	16	16		13	19	18		10	8	13	End of Year
Number of Lesson		8	9	12		6	10	10		5	9	9		7	5	10	
Instructional Content		Unit of Study 1	Unit of Study 2	Unit of Study 3		Unit of Study 4	Unit of Study 5	Unit of Study 6		Unit of Study 7	Unit of Study 8	Unit of Study 9		Unit of Study 10	Unit of Study 11	Unit of Study 12	Getting Ready for Gr. 2 Unit
Math Standards	GQB 1 8/21 (supplemental)	*1.OA.1 1.OA.2 *1.OA.3 1.OA.5 *1.OA.6 1.OA.8			GQB 2 10/30 (supplemental)	*1.OA.1 1.OA.4 1.OA.5 *1.OA.6 *1.OA.7 *1.OA.8 1.NBT.1 *1.NBT.2 1.NBT.3			GQB 3 1/16 (supplemental)	1.OA.6 *1.NBT.3 *1.NBT.4 1.NBT.5 1.NBT.6 1.MD.1 *1.MD.2 1.MD.3 1.MD.5			GQB 4 3/5 (supplemental)	*1.MD.4 1.G.1 *1.G.2 1.G.3			

*Indicates emphasized standards.

Beginning and Ending of Quarters

1st Quarter Aug 21, 2017 – Oct 26, 2017
 2nd Quarter Oct 30, 2017 – Jan 11, 2018
 3rd Quarter Jan 16, 2018 – Mar 28, 2018
 4th Quarter Apr 4, 2018 – May 25, 2018

1st Grade Mathematics Curriculum Map - Overview

Lesson Plan Format:

Lesson Plan Format with Go Math! References:

Unit of Study	The mathematical content is sequenced in Units of Study that will take approximately 2-3 weeks each to teach. The sequence of Units of Study provides a coherent flow to mathematics instruction throughout the year.
Go Math! Alignment	The primary textbook adopted in Granite School District for Grades K-6 is Houghton Mifflin Harcourt's Go Math!, 2015 Edition.
Math Content and Language Objectives	The Math Content and Language Objectives are to be posted for each lesson, restated to students during the lesson, and revisited at the end of each lesson. These are written as "I Can" statements. Suggested Math Language Objectives can be located on the next page.
Key Concepts for Differentiation 🔑	In an effort to assist teachers in the process of differentiation in Tier I teaching, key concepts have been identified in the curriculum maps as those specific objectives a teacher would focus on during small group instruction with struggling students. Key concepts cover minimum, basic skills and knowledge every student must master. Key concepts are NOT an alternative to teaching the entire Utah State Core Standards, rather they emphasize which concepts to prioritize for differentiation.
Vocabulary	Vocabulary cards for instruction and word walls can be found at: http://www.graniteschools.org/mathvocabulary/
Additional Resources	Each elementary school has a copy of <u>Elementary and Middle School Mathematics</u> , 7 th Edition, by John A. Van de Walle. This book is intended to be a resource for mathematical content and instructional strategy suggestions. The websites are a resource for lesson plans, teacher tutorials, content videos, student applets, and games. The resources are NOT intended to be all-inclusive. It is the teacher's responsibility to teach the Utah Core State Standards for Mathematics content, not the resources.
Assessment	There are many formative and summative assessment options: <ul style="list-style-type: none"> • Go Math! Options: Prerequisite Skills Inventory; Beginning-of-Year, Middle-of-Year, and End-of-Year Benchmark Tests; Show What You Know Diagnostic Assessments; Diagnostic Interview Assessments; Portfolio Assessment; Mid-Chapter Checkpoints; Chapter Review/Tests; Chapter Tests; Performance Assessments; Quick Checks; and, Personal Math Trainer. The assessments are intended to be used to provide immediate feedback that can be used for Tier 2 and/or Tier 3 interventions for individual students. The results may also be used to identify concepts for reteaching the whole class if needed. • Semester Benchmark Assessments – These are cumulative tests for multiple Units of Study. These are to be given as a pretest and a posttest. Students not mastering content will need Tier 2 and/or Tier 3 interventions. • Exit slips, teacher observations, daily class work, homework, and basal assessments are to be used at the teacher's discretion to help guide and direct instruction.

Math Language Objectives



[Note: The following language objectives must be written in student-friendly terms, adapted to specific lessons, and aligned with the language needs of students.]

Reading Standards for Informational Text

- Ask and answer questions about key details in a math text.
- Describe the connection between ideas or information in a math text.
- Ask and answer questions about unknown math words in a text.
- Use text features to locate key facts or information in a math text.
- Distinguish between information provided by pictures and information provided by words in a math text.
- Use illustrations and details in a math text to describe key ideas.
- Identify similarities and differences between illustrations, descriptions or procedures on the same math topic.
- With prompting and support, read math texts.

Writing Standards

- Write opinion pieces on math topics, including reasons that support the opinion.
- Write explanatory math text using some facts.
- Use digital tools to produce math writing and collaborate with others.
- Participate in math writing projects.

Speaking and Listening Standards

- Participate in collaborative conversations about math topics.
- Ask and answer questions about key details or information presented orally or through other media.
- Ask and answer questions about information from a speaker.
- Add drawings or other visual displays to clarify math ideas.
- Produce complete sentences when appropriate to math tasks and situations.

Unit of Study 1	1 st Grade	Quarter 1	Approx. 11 – 13 days	GSD Revised 6/1/17
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Strand: Operations and Algebraic Thinking 1.OA

Represent and solve problems involving addition and subtraction within 20.

1. Use addition and subtraction within 20 to solve word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions. *For example, use objects, drawings, and equations with a symbol for the unknown number to represent the problem.*

6. Add and subtract within 20.

a. Use strategies such as counting on; making ten (for example, $8 + 6 = 8 + 2 + 4 = 10 + 4 = 14$); decomposing a number leading to a ten (for example, $13 - 4 = 13 - 3 - 1 = 10 - 1 = 9$); using the relationship between addition and subtraction (for example, knowing that $8 + 4 = 12$, one knows $12 - 8 = 4$); and creating equivalent but easier or known sums (for example, adding $6 + 7$ by creating the known equivalent $6 + 6 + 1 = 12 + 1 = 13$).

b. By the end of Grade 1, demonstrating fluency for addition and subtraction within 10.

Understand and apply properties of operations and the relationship between addition and subtraction.

3. Apply properties of operations as strategies to add and subtract. *For example: If $8 + 3 = 11$ is known, then $3 + 8 = 11$ is also known. (Commutative property of addition.) To add $2 + 6 + 4$, the second two numbers can be added to make a ten, so $2 + 6 + 4 = 2 + 10 = 12$. (Associative property of addition.) First grade students need not use formal terms for these properties.*

Strand: GSD

1. Name the months and seasons of the year in order.
2. Identify a day, week, and month on a calendar.
3. Use a calendar to determine the day of the week and date.
4. Identify ordinal numbers 1st - 12th.

Math Content Objectives	Vocabulary	Vocabulary (cont.)
<p>I can:</p> <p><u>1.OA.1</u></p> <ul style="list-style-type: none"> ☛ Solve word problems by adding. ☛ Solve word problems by subtracting. • Solve word problems by using objects. • Solve word problems by using drawings. • Use a symbol for an unknown number in an equation. 	<ul style="list-style-type: none"> • add • addend • Additive Identity Property of 0 • bar model • Commutative Property of Addition • count on • date • day • equal • equation • expression 	<ul style="list-style-type: none"> • making ten • order • plus • sum • zero

Unit of Study 1 (continued)

Math Content Objectives

1.OA.3

- Add addends in any order. (Commutative Property of Addition)
- Group numbers to add three addends. (Associative Property of Addition)
- Understand what happens when zero is added to a number. (Additive Identity Property of 0)
- Solve subtraction problems.

1.OA.6

- Add numbers within 20.
- Subtract numbers within 20.
- Fluently add numbers within 10.
- Fluently subtract numbers within 10.

GSD

- Name the months of the year in order.
- Name the seasons of the year in order.
- Use a calendar to find a day of the week and its date.
- Use ordinal numbers to count first through twelfth.

◦➤ Key Concepts for Differentiation - See p. 7.

Go Math! Utah Core Alignment	Envisions to Go Math! Alignment	Unit of Study 1 – Additional Resources
<u>Lesson 1.1</u> 1.OA.1	Lesson 1-1	<p><u>Addition Within Ten</u> VDW 7th Edition - pages 128-129; 132-140; 145-151; 168; 170-175</p>
<u>Lesson 1.2</u> 1.OA.1	Lesson 1-3	<p>Sheppard Software - Bugaballoo - Game - http://www.sheppardsoftware.com/mathgames/earlymath/bugaballooShoes.htm HMH School Publishers - Busy Bees - Game - http://www.hbschool.com/activity/busy_bees/index.html Fun School Carnival Math - Go-Go Go-Karts - Game - http://funschool.kaboose.com/formula-fusion/carnival/games/game_go-go_go-karts.html</p>
<u>Lesson 1.3</u> 1.OA.1	Lesson 1-2	<p>Ambleside Primary - Number Bond Machines - Interactive Applet - http://www.amblesideprimary.com/ambleweb/mentalmaths/numberbond.html Education Place - Find a Friend - Game - http://www.eduplace.com/kids/hmm/swfs/faf_grade1.html</p>
<u>Lesson 1.4</u> 1.OA.1	Lesson 1-7	<p>HMH School Publishers - Great Day for Number Lines - Interactive Applet - http://www.harcourtschool.com/activity/numberline1_5_04/ NLVM - Base Blocks Addition - Interactive Applet - http://nlvm.usu.edu/en/nav/frames_asid_154_g_1_t_1.html Cookie - Add Numbers - Interactive Applet - http://www.cookie.com/kids/games/add-numbers.html</p>
<u>Lesson 1.5</u> 1.OA.3	-----	<p>PBS Kids - Curious George's Busy Day - Museum of Tens Game - http://pbskids.org/curiousgeorge/busyday/ten/ Ambleside Primary School - Number Bonds Machine - Practice - http://www.amblesideprimary.com/ambleweb/mentalmaths/numberbond.html</p>
<u>Lesson 1.6</u> 1.OA.3	Lesson 2-5	<p>Education Place - Using Symbols to Add - Student Tutorial - http://eduplace.com/cgi-bin/schtemplate.cgi?template=/math/hmm/models/tm_popup.thtml&grade=1&chapter=2&lesson=3&title=Use+Symbols+to+Add&tm=tmfb0203e Education Place - Addition Facts Through Ten - Student Tutorial - http://eduplace.com/cgi-bin/schtemplate.cgi?template=/math/hmm/models/tm_popup_k.thtml&grade=K&title=Addition+Facts+Through+10&tm=tmfa0115e</p>
<u>Lesson 1.7</u> 1.OA.1	Lesson 2-10	<p>HMH School Publishers - Adding Bricks - Game - http://www.harcourtschool.com/activity/adding_bricks_k/ Education Place - eManipulative Number Line - http://www.eduplace.com/cgi-bin/schtemplate.cgi?template=/kids/hmm/manip/mn_popup.thtml&filename=nmb1_prim&title=Number%20Line&grade=K</p>
<u>Lesson 1.8</u> 1.OA.6	Lessons 1-8, 2-4	<p>Education Place - eManipulatives Counters - http://www.eduplace.com/cgi-bin/schtemplate.cgi?template=/kids/hmm/manip/mn_popup.thtml&filename=1cc_prim&title=Counters&grade=K Education Place - eManipulatives Connecting Cubes - http://www.eduplace.com/cgi-bin/schtemplate.cgi?template=/kids/hmm/manip/mn_popup.thtml&filename=connectingcubes&title=Connecting%20Cubes&grade=K Illuminations - "Finding Addition Patterns" Lesson - http://illuminations.nctm.org/LessonDetail.aspx?ID=L97 UEN - "Double Those Ducks!" Lesson - http://www.uen.org/Lessonplan/preview.cgi?LPid=21396 UEN - "Add a Quack, Quack Here" Lesson - http://www.uen.org/Lessonplan/preview.cgi?LPid=16221 UEN - "Add It Up" Lesson - http://www.uen.org/Lessonplan/preview.cgi?LPid=14355</p>

Unit of Study 1 – Additional Resources - Continued

Properties

[VDW 7th Edition - pages 153-154; 171](#)

[Learnthings - Commutative Property - Student Tutorial](http://www.ngfl-cymru.org.uk/vtc/count_on_me/eng/Introduction/starteractivity.htm) - http://www.ngfl-cymru.org.uk/vtc/count_on_me/eng/Introduction/starteractivity.htm

[Learnthings - Same or Different \(Commutative Property\) - Interactive Applet](http://www.ngfl-cymru.org.uk/vtc/count_on_me/eng/Introduction/mainsessionpart1.htm) - http://www.ngfl-cymru.org.uk/vtc/count_on_me/eng/Introduction/mainsessionpart1.htm

Ordinal Numbers 1st - 12th

[Education Place - Ordinal Numbers - Student Tutorial](http://www.eduplace.com/cgi-bin/schtemplate.cgi?template=/kids/hmm/help/eh_popup.shtml&grade=1&chapter=11&lesson=2&title=Ordinal+Numbers&tm=tmfb1102e) - http://www.eduplace.com/cgi-bin/schtemplate.cgi?template=/kids/hmm/help/eh_popup.shtml&grade=1&chapter=11&lesson=2&title=Ordinal+Numbers&tm=tmfb1102e

[ABC - Count Us In - Game 4](http://www.abc.net.au/countusin/games/game4.htm) - http://www.abc.net.au/countusin/games/game4.htm

[YouTube - Learn and Practice Ordinal Numbers - Video](http://www.youtube.com/watch?v=eGivAwgIITU) - http://www.youtube.com/watch?v=eGivAwgIITU

[UEN - "Who's On First?" Lesson](http://www.uen.org/Lessonplan/preview.cgi?LPid=21353) - http://www.uen.org/Lessonplan/preview.cgi?LPid=21353

[YouTube - Ordinal Numbers - Video](http://www.youtube.com/watch?v=fR8KyCt5XtA&feature=related) - http://www.youtube.com/watch?v=fR8KyCt5XtA&feature=related

Calendar

[HMH School Publishers - Days of Fun - Interactive Applet](http://www.harcourtschool.com/activity/days_of_fun/) - http://www.harcourtschool.com/activity/days_of_fun/

[Softschools - Calendar Quiz - Assessment](http://www.softschools.com/math/calendar/activities/calendar_game/) - http://www.softschools.com/math/calendar/activities/calendar_game/

[Beacon Learning Center - It's a Date! - Interactive Applet](http://www.beaconlearningcenter.com/WebLessons/ItsADate/default.htm#page2) - http://www.beaconlearningcenter.com/WebLessons/ItsADate/default.htm#page2

[UEN - "A Chick Called Saturday" Lesson](http://www.uen.org/Lessonplan/preview.cgi?LPid=10690) - http://www.uen.org/Lessonplan/preview.cgi?LPid=10690

Seasons

[UEN - "Exploring the Seasons" Lesson](http://www.uen.org/Lessonplan/preview.cgi?LPid=21402) - http://www.uen.org/Lessonplan/preview.cgi?LPid=21402

[UEN - "Five Senses and Four Seasons Quilt" Lesson](http://www.uen.org/Lessonplan/preview.cgi?LPid=10664) - http://www.uen.org/Lessonplan/preview.cgi?LPid=10664

[UEN - "Seasons" Lesson](http://www.uen.org/Lessonplan/preview.cgi?LPid=10661) - http://www.uen.org/Lessonplan/preview.cgi?LPid=10661

Unit of Study 1 - Additional Resources - Continued

Literature

Animals on Board by Stuart J. Murphy
Caps, Hats, Socks, and Mittens: A Book About the Four Seasons by Louise Borden
Cat Show by Jayne Harvey
Cats Add Up! by Dianne Ochiltree
A Chick Called Saturday by Joyce Dunbar
Chicken Soup with Rice by Maurice Sendak
Circle of Seasons by Gerda Muller
Counting at the Zoo by Laurie Chilek
Counting Crocodiles by Judy Sierra
A Day by Robin Nelson
The First Day of Winter by Denise Fleming
First, Second by Daniil Kharms
Fish Eyes by Lois Ehlert
Five Little Penguins Slipping on the Ice by Steve Metzger
The Hershey's Kisses Addition Book by Jerry Pallotta
I Can Add Up by Ray Gibson
M & M's Addition Book by Barbara Barbieri McGrath
Math Fables by Greg Tang
Mission Addition by Loreen Leedy
Months by Robin Nelson
More or Less by Rebecca Fjelland Davis
One Guinea Pig Is Not Enough by Kate Duke
Pepper's Journal by Stuart J. Murphy
Quack and Count by Keith Baker
Seasons by Robin Nelson
The Seasons of Arnold's Apple Tree by Gail Gibbons
Seven Blind Mice by Ed Young
Ten Flashing Fireflies by Philemon Sturges
10 Little Rubber Ducks by Eric Carle
Today is Monday by Eric Carle
A Week by Robin Nelson

Assessment Options

- **Go Math! Assessment Options:** Show What You Know Diagnostic Assessment; Mid-Chapter Checkpoint; Quick Checks; Portfolio Assessment; Chapter 1 Review/Test; Chapter 1 Test; Diagnostic Interview Assessment; Personal Math Trainer.
- **Daily/Weekly Formative Assessment Options:** Exit Slips, Observation, Daily Work, Homework.

Unit of Study 2	1 st Grade	Quarter 1	Approx. 12 – 14 days	GSD Revised 6/1/17
Strand: Operations and Algebraic Thinking				1.OA
Represent and solve problems involving addition and subtraction within 20.				
1. Use addition and subtraction within 20 to solve word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions. <i>For example, use objects, drawings, and equations with a symbol for the unknown number to represent the problem.</i>				
6. Add and subtract within 20.				
a. Use strategies such as counting on; making ten (for example, $8 + 6 = 8 + 2 + 4 = 10 + 4 = 14$); decomposing a number leading to a ten (for example, $13 - 4 = 13 - 3 - 1 = 10 - 1 = 9$); using the relationship between addition and subtraction (for example, knowing that $8 + 4 = 12$, one knows $12 - 8 = 4$); and creating equivalent but easier or known sums (for example, adding $6 + 7$ by creating the known equivalent $6 + 6 + 1 = 12 + 1 = 13$).				
b. By the end of Grade 1, demonstrating fluency for addition and subtraction within 10.				
Work with addition and subtraction equations.				
8. Determine the unknown whole number in an addition or subtraction equation relating three whole numbers. <i>For example, determine the unknown number that makes the equation true in each of the equations $8 + ? = 11$, $5 = ? - 3$, $6 + 6 = ?$.</i>				
Math Content Objectives	Vocabulary			
<p>I can:</p> <p>1.OA.1</p> <ul style="list-style-type: none"> ☞ Solve word problems by adding. ☞ Solve word problems by subtracting. • Solve word problems by using objects. • Solve word problems by using drawings. • Use a symbol for an unknown number in an equation. <p>1.OA.6</p> <ul style="list-style-type: none"> • Add numbers within 20. • Subtract numbers within 20. • Fluently add numbers within 10. ☞ Fluently subtract numbers within 10. <p>1.OA.8</p> <ul style="list-style-type: none"> • Find a missing number in an addition problem. • Find a missing number in a subtraction problem. <p>☞ Key Concepts for Differentiation - See p. 7.</p>	<ul style="list-style-type: none"> • bar model • compare • difference • equal • equation • expression • fewer • minus • more • subtract • take away 			

Go Math! Utah Core Alignment	Envisions to Go Math! Alignment	Unit of Study 2 - Additional Resources
<u>Lesson 2.1</u> 1.OA.1	Lesson 1-4	<p><u>Subtraction Within Ten</u> VDW 7th Edition - pages 149; 151-153 Education Place - Subtract in Vertical Form - Student Tutorial - http://eduplace.com/cgi-bin/schtemplate.cgi?template=/math/hmm/models/tm_popup.html&grade=1&chapter=3&lesson=7&title=Subtract+in+Vertical+Form&tm=tmfb0307e</p>
<u>Lesson 2.2</u> 1.OA.1	Lesson 1-5	<p>BBC - The Little Animals Activity Centre - Game - http://www.bbc.co.uk/schools/laac/numbers/ch2.shtml</p>
<u>Lesson 2.3</u> 1.OA.1	Lesson 1-8	<p>Sheppard Software - Matching Subtraction - Interactive Applet - http://www.sheppardsoftware.com/mathgames/matching/matching_subtraction.htm</p>
<u>Lesson 2.4</u> 1.OA.1	-----	<p>Cookie - Mission Subtraction - Game - http://www.cookie.com/preschool/games/mission-subtraction.html</p> <p>Toy Theater - Bug Catcher - Game - http://toytheater.com/bug-catcher.php</p>
<u>Lesson 2.5</u> 1.OA.8	Lesson 1-6	<p>Education Place - Subtraction Facts Through 10 - Student Tutorial - http://eduplace.com/cgi-bin/schtemplate.cgi?template=/math/hmm/models/tm_popup_k.html&grade=K&title=Subtraction+Facts+Through+10&tm=tmfa0116e</p> <p>Education Place - eManipulatives Connecting Cubes - http://www.eduplace.com/cgi-bin/schtemplate.cgi?template=/kids/hmm/manip/mn_popup.html&filename=connectingcubes&title=Connecting%20Cubes&grade=K</p> <p>UEN - "Addition and Subtraction in Center Time" Lesson - http://www.uen.org/Lessonplan/preview.cgi?LPid=14164</p>
<u>Lesson 2.6</u> 1.OA.1	-----	<p><u>Literature</u></p>
<u>Lesson 2.7</u> 1.OA.8	-----	<p><u>Elevator Magic</u> by Stuart J. Murphy</p> <p><u>The Hershey's Kisses Subtraction Book</u> by Jerry Pallotta</p> <p><u>How Many Feet in the Bed</u> by Diane Johnston Hamm</p> <p><u>How Many Mice?</u> by Michael Garland</p>
<u>Lesson 2.8</u> 1.OA.1	-----	<p><u>Little Quacks Hide and Seek</u> by Lauren Thompson</p> <p><u>Monster Musical Chairs</u> by Stuart J. Murphy</p> <p><u>More or Less</u> by Rebecca Fjelland Davis</p>
<u>Lesson 2.9</u> 1.OA.6	Lesson 2-9	<p><u>Splash!</u> by Ann Jonas</p> <p><u>Ten Little Fish</u> by Audrey Wood & Bruce Wood</p> <p><u>Ten Sly Piranhas</u> by William Wise</p> <p><u>Turtle Splash! Countdown at the Pond</u> by Cathryn Falwell</p>
Assessment Options		<ul style="list-style-type: none"> • Go Math! Assessment Options: Show What You Know Diagnostic Assessment; Mid-Chapter Checkpoint; Quick Checks; Portfolio Assessment; Chapter 2 Review/Test; Chapter 2 Test; Diagnostic Interview Assessment; Personal Math Trainer. • Daily/Weekly Formative Assessment Options: Exit Slips, Observation, Daily Work, Homework.

Unit of Study 3	1 st Grade	Quarter 1	Approx. 15 – 18 days	GSD Revised 6/1/17
Strand: Operations and Algebraic Thinking				1.OA
Represent and solve problems involving addition and subtraction within 20.				
2. Solve word problems that call for addition of three whole numbers whose sum is less than or equal to 20. For example, use objects, drawings, and equations with a symbol for the unknown number to represent the problem.				
5. Relate counting to addition and subtraction. For example, by counting on 2 to add 2.				
6. Add and subtract within 20.				
a. Use strategies such as counting on; making ten (for example, $8 + 6 = 8 + 2 + 4 = 10 + 4 = 14$); decomposing a number leading to a ten (for example, $13 - 4 = 13 - 3 - 1 = 10 - 1 = 9$); using the relationship between addition and subtraction (for example, knowing that $8 + 4 = 12$, one knows $12 - 8 = 4$); and creating equivalent but easier or known sums (for example, adding $6 + 7$ by creating the known equivalent $6 + 6 + 1 = 12 + 1 = 13$).				
b. By the end of Grade 1, demonstrating fluency for addition and subtraction within 10.				
Understand and apply properties of operations and the relationship between addition and subtraction.				
3. Apply properties of operations as strategies to add and subtract. For example: If $8 + 3 = 11$ is known, then $3 + 8 = 11$ is also known. (Commutative property of addition.) To add $2 + 6 + 4$, the second two numbers can be added to make a ten, so $2 + 6 + 4 = 2 + 10 = 12$. (Associative property of addition.) First grade students need not use formal terms for these properties.				
Math Content Objectives	Vocabulary			
<p>I can:</p> <p>1.OA.2</p> <ul style="list-style-type: none"> Solve word problems by adding three numbers. <p>1.OA.3</p> <ul style="list-style-type: none"> Add addends in any order. (Commutative Property of Addition) Group numbers to add three addends. (Associative Property of Addition) Understand what happens when zero is added to a number. (Additive Identity Property of 0) Solve subtraction problems. <p>1.OA.5</p> <ul style="list-style-type: none"> Use counting strategies to add. Use counting strategies to subtract. <p>1.OA.6</p> <ul style="list-style-type: none"> Add numbers within 20. Subtract numbers within 20. Fluently add numbers within 10. Fluently subtract numbers within 10. <p>Key Concepts for Differentiation - See p. 7.</p>	<ul style="list-style-type: none"> add addend Associative Property of Addition Commutative Property of Addition count on decompose doubles doubles minus 1 doubles plus 1 equation expression making ten sum 			

Go Math! Utah Core Alignment	Envisions to Go Math! Alignment	Unit of Study 3 - Additional Resources
<p><u>Lesson 3.1</u> 1.OA.3</p> <p><u>Lesson 3.2</u> 1.OA.5</p> <p><u>Lesson 3.3</u> 1.OA.6</p> <p><u>Lesson 3.4</u> 1.OA.6</p> <p><u>Lesson 3.5</u> 1.OA.6</p> <p><u>Lesson 3.6</u> 1.OA.6</p> <p><u>Lesson 3.7</u> 1.OA.6</p> <p><u>Lesson 3.8</u> 1.OA.6</p> <p><u>Lesson 3.9</u> 1.OA.6</p> <p><u>Lesson 3.10</u> 1.OA.3</p> <p><u>Lesson 3.11</u> 1.OA.3</p> <p><u>Lesson 3.12</u> 1.OA.2</p>	<p>Lesson 2-5</p> <p>Lessons 2-1, 3-2</p> <p>Lessons 2-2, 3-3</p> <p>Lessons 3-4</p> <p>Lesson 2-3</p> <p>Lesson 3-8</p> <p>Lesson 3-1</p> <p>Lesson 3-6</p> <p>Lesson 3-7</p> <p>Lessons 5-8, 5-9</p> <p>Lesson 5-5</p> <p>Lesson 5-4</p>	<p>Addition Strategies Within 20 VDW 7th Edition - pages 128-129; 132-140; 145-151; 168; 170-175 Cookie - Mission Addition - Interactive Applet - http://www.cookie.com/preschool/games/mission-addition.html Education Place - Make a Ten to Add - Student Tutorial - http://eduplace.com/cgi-bin/schtemplate.cgi?template=/math/hmm/models/tm_popup.html&grade=1&chapter=19&lesson=3&title=Make+a+Ten+to+Add&tm=tmfb1903e Education Place - Make 10 to Add - Student Tutorial - http://eduplace.com/cgi-bin/schtemplate.cgi?template=/math/hmm/models/tm_popup.html&grade=2&chapter=2&lesson=5&title=Make+10+to+Add&tm=tmfc0205e Education Place - Add Three Numbers - Student Tutorial - http://eduplace.com/cgi-bin/schtemplate.cgi?template=/math/hmm/models/tm_popup.html&grade=1&chapter=15&lesson=6&title=Add+Three+Numbers&tm=tmfb1506e Education Place - eManipulatives Addition Table - http://www.eduplace.com/cgi-bin/schtemplate.cgi?template=/kids/hmm/manip/mn_popup.html&filename=tables_add&title=Addition%20Table&grade=1 Education Place - Using Doubles to Add - Student Tutorial - http://eduplace.com/cgi-bin/schtemplate.cgi?template=/math/hmm/models/tm_popup.html&grade=1&chapter=5&lesson=3&title=Use+Doubles+to+Add&tm=tmfb0503e Education Place - Rock Hopper - Game - http://www.eduplace.com/kids/hmm/swfs/rockhopper_grade1.html ABC - Count Us In - Game 1 - http://www.abc.net.au/countusin/games/game1.htm Toy Theater - Addition Pull - Game - http://toytheater.com/addition-pull.php Toy Theater - Addition Bingo - Game - http://toytheater.com/bingo.php Dositey - Adding Three Numbers - Game - http://www.dositey.com/addsub/mystery1AA.htm HMH School Publishers - Addition Surprise - Game - http://www.harcourtschool.com/activity/add/add.html</p> <p>Properties VDW 7th Edition - pages 153-154; 171 Purplemath - Basic Number Properties - Teacher Tutorial - http://www.purplemath.com/modules/numbprop.htm Ohio Department of Education - "Commutative Property - Grade One" Lesson - http://ims.ode.state.oh.us/ODE/IMS/Lessons/Content/CMA_LP_S04_BE_L01_I04_01.pdf</p> <p>Literature <u>Double the Ducks</u> by Stuart J. Murphy <u>Help Me Learn Addition</u> by Jean Marzollo <u>Twelve Ways to Get to 11</u> by Eve Merriam</p>
<p>Assessment Options</p>		<ul style="list-style-type: none"> • Go Math! Assessment Options: Show What You Know Diagnostic Assessment; Mid-Chapter Checkpoint; Quick Checks; Portfolio Assessment; Chapter 3 Review/Test; Chapter 3 Test; Diagnostic Interview Assessment; Personal Math Trainer. • Daily/Weekly Formative Assessment Options: Exit Slips, Observation, Daily Work, Homework.

Unit of Study 4	1 st Grade	Quarter 2	Approx. 9 – 12 days	GSD Revised 6/1/17
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Strand: Operations and Algebraic Thinking 1.OA

Represent and solve problems involving addition and subtraction within 20.

1. Use addition and subtraction within 20 to solve word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions. *For example, use objects, drawings, and equations with a symbol for the unknown number to represent the problem.*
5. Relate counting to addition and subtraction. *For example, by counting on 2 to add 2.*
6. Add and subtract within 20.
 - a. Use strategies such as counting on; making ten (for example, $8 + 6 = 8 + 2 + 4 = 10 + 4 = 14$); decomposing a number leading to a ten (for example, $13 - 4 = 13 - 3 - 1 = 10 - 1 = 9$); using the relationship between addition and subtraction (for example, knowing that $8 + 4 = 12$, one knows $12 - 8 = 4$); and creating equivalent but easier or known sums (for example, adding $6 + 7$ by creating the known equivalent $6 + 6 + 1 = 12 + 1 = 13$).
 - b. By the end of Grade 1, demonstrating fluency for addition and subtraction within 10.

Understand and apply properties of operations and the relationship between addition and subtraction.

4. Understand subtraction as an unknown-addend problem. *For example, subtract $10 - 8$ by finding the number that makes 10 when added to 8.*

Math Content Objectives	Vocabulary	
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<p>I can:</p> <p><u>1.OA.1</u></p> <ul style="list-style-type: none"> ☞ Solve word problems by adding. ☞ Solve word problems by subtracting. • Solve word problems by using objects. • Solve word problems by using drawings. • Use a symbol for an unknown number in an equation. <p><u>1.OA.4</u></p> <ul style="list-style-type: none"> • Use addition to solve subtraction problems. <p><u>1.OA.5</u></p> <ul style="list-style-type: none"> • Use counting strategies to add. • Use counting strategies to subtract. <p><u>1.OA.6</u></p> <ul style="list-style-type: none"> • Add numbers within 20. ☞ Subtract numbers within 20. • Fluently add numbers within 10. ☞ Fluently subtract numbers within 10. <p>☞ Key Concepts for Differentiation - See p. 7.</p>	<ul style="list-style-type: none"> • add • addend • count back • count up • decompose • difference • equal • equation • expression • making ten • minus • plus • subtract • sum • take away 	
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Go Math! Utah Core Alignment	Envisions to Go Math! Alignment	Unit of Study 4 - Additional Resources
<u>Lesson 4.1</u> 1.OA.5	Lesson 2-6	<p><u>Subtraction Strategies Within 20</u> VDW 7th Edition - pages 149; 151-153; 175-177 Education Place - Subtract in Vertical Form - Student Tutorial - http://eduplace.com/cgi-bin/schtemplate.cgi?template=/math/hmm/models/tm_popup.shtml&grade=1&chapter=3&lesson=7&title=Subtract+in+Vertical+Form&tm=tmfb0307e</p>
<u>Lesson 4.2</u> 1.OA.4	Lesson 2-7	<p>Education Place - Use Addition to Subtract - Student Tutorial - http://eduplace.com/cgi-bin/schtemplate.cgi?template=/math/hmm/models/tm_popup.shtml&grade=2&chapter=3&lesson=4&title=Use+Addition+to+Subtract&tm=tmfc0304e</p>
<u>Lesson 4.3</u> 1.OA.4	Lesson 2-8	<p>Education Place - Count Back to Subtract - Assessment - http://www.eduplace.com/kids/hmm/practice/quiz.html?qzid=hmm07_ep/gr1/0601&qseq=5,8,7,10,6,2,9,0,11,4&at=0&curq=0&score=0&UNIT=2</p>
<u>Lesson 4.4</u> 1.OA.6	Lesson 4-2	<p>Toy Theater - Subtraction Bingo - Game - http://toytheater.com/bingo.php</p>
<u>Lesson 4.5</u> 1.OA.6	Lesson 4-3	<p>NGFL - Count on Me Quiz - Game - http://www.ngfl-cymru.org.uk/vtc/count_on_me/eng/Introduction/mainsessionpart2.htm</p> <p>UEN - “Add a Quack, Quack Here” Lesson - http://www.uen.org/Lessonplan/preview?LPid=16221</p>
<u>Lesson 4.6</u> 1.OA.1	Lesson 4-1	<p><u>Literature</u> <u>Elevator Magic</u> by Stuart J. Murphy <u>Ready, Set , Hope</u> by Stuart J. Murphy</p>
Assessment Options		<ul style="list-style-type: none"> • Go Math! Assessment Options: Show What You Know Diagnostic Assessment; Mid-Chapter Checkpoint; Quick Checks; Portfolio Assessment; Chapter 4 Review/Test; Chapter 4 Test; Diagnostic Interview Assessment; Soar to Success; Standards Practice Pages. • Daily/Weekly Formative Assessment Options: Exit Slips, Observation, Daily Work, Homework.

Unit of Study 5	1 st Grade	Quarter 2	Approx. 13 – 15 days	GSD Revised 6/1/17
Strand: Operations and Algebraic Thinking				1.OA

Represent and solve problems involving addition and subtraction within 20.

1. Use addition and subtraction within 20 to solve word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions. *For example, use objects, drawings, and equations with a symbol for the unknown number to represent the problem.*
6. Add and subtract within 20.
 - a. Use strategies such as counting on; making ten (for example, $8 + 6 = 8 + 2 + 4 = 10 + 4 = 14$); decomposing a number leading to a ten (for example, $13 - 4 = 13 - 3 - 1 = 10 - 1 = 9$); using the relationship between addition and subtraction (for example, knowing that $8 + 4 = 12$, one knows $12 - 8 = 4$); and creating equivalent but easier or known sums (for example, adding $6 + 7$ by creating the known equivalent $6 + 6 + 1 = 12 + 1 = 13$).
 - b. By the end of Grade 1, demonstrating fluency for addition and subtraction within 10.

Work with addition and subtraction equations.

7. Understand the meaning of the equal sign, and determine whether equations involving addition and subtraction are true or false. *For example, which of the following equations are true and which are false? $6 = 6$, $7 = 8 - 1$, $5 + 2 = 2 + 5$, $4 + 1 = 5 + 2$.*
8. Determine the unknown whole number in an addition or subtraction equation relating three whole numbers. *For example, determine the unknown number that makes the equation true in each of the equations $8 + ? = 11$, $5 = ? - 3$, $6 + 6 = ?$.*

Math Content Objectives	Vocabulary	Vocabulary (cont.)
<p>I can:</p> <p>1.OA.1</p> <ul style="list-style-type: none"> • Solve word problems by adding. • Solve word problems by subtracting. • Solve word problems by using objects. • Solve word problems by using drawings. • Use a symbol for an unknown number in an equation. <p>1.OA.6</p> <ul style="list-style-type: none"> ☞ Add numbers within 20. ☞ Subtract numbers within 20. • Fluently add numbers within 10. • Fluently subtract numbers within 10. <p>1.OA.7</p> <ul style="list-style-type: none"> ☞ Understand what an equal sign means. • Tell if an equation is true or false. <p>1.OA.8</p> <ul style="list-style-type: none"> ☞ Find a missing number in an addition problem. ☞ Find a missing number in a subtraction problem. <p>☞ Key Concepts for Differentiation - See p. 7</p>	<ul style="list-style-type: none"> • add • addend • bar model • Commutative Property of Addition • difference • equal • equal sign • equation • expression • fact family • false • minus • plus • related facts 	<ul style="list-style-type: none"> • is the same as • subtract • sum • take away • true

Go Math! Utah Core Alignment	Envisions to Go Math! Alignment	Unit of Study 5 – Additional Resources
<u>Lesson 5.1</u> 1.OA.1	-----	<u>Related Facts/ Fact Family</u> VDW 7 th Edition - pages 26-27; 134-136; 151-152; 175; 204-207 Education Place - Relate Addition and Subtraction - Student Tutorial - http://eduplace.com/cgi-bin/schtemplate.cgi?template=/math/hmm/models/tm_popup.html&grade=1&chapter=16&lesson=4&title=Relate+Addition+and+Subtraction&tm=tmfb1604e
<u>Lesson 5.2</u> 1.OA.6	Lesson 4-4	Education Place - Fact Families - Student Tutorial - http://eduplace.com/cgi-bin/schtemplate.cgi?template=/math/hmm/models/tm_popup.html&grade=1&chapter=20&lesson=6&title=Fact+Families&tm=tmfb2006e
<u>Lesson 5.3</u> 1.OA.6	Lesson 4-5	Education Place - Fact Families - Student Tutorial - http://eduplace.com/cgi-bin/schtemplate.cgi?template=/math/hmm/models/tm_popup.html&grade=1&chapter=6&lesson=5&title=Fact+Families&tm=tmfb0605e Sadlier-Oxford - More Fact Families - Interactive Applet - http://www.sadlier-oxford.com/math/enrichment/gr1/ch6/0106b.htm
<u>Lesson 5.4</u> 1.OA.6	Lesson 4-6	The School Bell - “Number Family Booklets” Lesson - http://www.theschoolbell.com/Links/math/number_families/main/circle_mats.html IXL - Addition: Related Addition Facts - Assessment - http://www.ixl.com/math/grade-1/related-addition-facts UEN - “A Family of Facts” Lesson - http://www.uen.org/Lessonplan/preview.cgi?LPid=21441
<u>Lesson 5.5</u> 1.OA.8	Lesson 4-7	<u>Basic Addition and Subtraction Facts to 20</u> VDW 7 th Edition - pages 167-177
<u>Lesson 5.6</u> 1.OA.8	-----	Sheppard Software - Matching Addition - Game - http://www.sheppardsoftware.com/mathgames/matching/matching_addition.htm Oswego - Sum Sense - Game - http://www.oswego.org/ocsd-web/games/SumSense/sumadd.html Education Place - Extra Practice - Part/Part/Whole Model -
<u>Lesson 5.7</u> 1.OA.1	Lesson 4-8	http://www.eduplace.com/kids/hmm/practice/quiz.html?qzid=hmm07_ep/gr1/0607&qseq=7,6,5,0,10,9,2,11,3,8&at=0&fb=tr&score=20&curq=2&UNIT=2 EM Games - Addition and Subtraction Trains - Game -
<u>Lesson 5.8</u> 1.OA.6	-----	http://media.emgames.com/emgames/demosite/playdemo.html?activity=M1A041&activitytype=dcr ICT Games - The Adding 9 Fairy - Game - http://www.ictgames.com/fairy2.html ICT Games - Special Space Jumps - Game - http://www.ictgames.com/spacejumps.html
<u>Lesson 5.9</u> 1.OA.7	Lessons 5-2, 5-7	HMH School Publishers - Flower Power - Interactive Applet - http://www.harcourtschool.com/activity/flower_power/ Funschool - Paint Brush Math - Interactive Applet - http://funschool.kaboose.com/formula-fusion/games/game_paint_brush_math.html?g=ag1_ds2
<u>Lesson 5.10</u> 1.OA.6	Lesson 5-1	Oswego - Are You a Math Magician? - Interactive Applet - http://oswego.org/ocsd-web/games/mathmagician/maths1.html HMH School Publishers - Seashell Search - Interactive Applet - http://www.harcourtschool.com/activity/seashell_search/index.html ABC - Count Us In - Game 8 - http://www.abc.net.au/countusin/games/game8.htm Pearson - Number Jungle - Game - http://www.pearsonschool.com/live/images/custom/envisionmath_ca/games/monkey.html Sheppard Software - Subtraction Harvest - Game - http://www.sheppardsoftware.com/mathgames/earlymath/subHarvest.htm

Unit of Study 5 - Additional Resources - Continued

Equal Sign/Balanced Expressions

[VDW 7th Edition - pages 258-262](#)

[PBS Kids Cyberchase - Poodles Weigh In - Game](http://pbskids.org/cyberchase/math-games/poodle-weigh-in/) - <http://pbskids.org/cyberchase/math-games/poodle-weigh-in/>

[Illuminations - "Comparing Connecting Cubes" Lesson](http://illuminations.nctm.org/LessonDetail.aspx?ID=L40) - <http://illuminations.nctm.org/LessonDetail.aspx?ID=L40>

Literature

[Equal Shmequal](#) by Virginia Kroll

[Seven Little Rabbits](#) by John Becker

[The Wolf's Chicken Stew](#) by Keiko Kasza

Assessment Options

- **Go Math! Assessment Options:** Show What You Know Diagnostic Assessment; Mid-Chapter Checkpoint; Quick Checks; Portfolio Assessment; Chapter 5 Review/Test; Chapter 5 Test; Diagnostic Interview Assessment; Performance Assessment Chapters 1-5; Personal Math Trainer.
- **Daily/Weekly Formative Assessment Options:** Exit Slips, Observation, Daily Work, Homework.

Extend the counting sequence.
 1. Count to 120, starting at any number less than 120. In this range, read and write numerals and represent a number of objects with a written numeral.

Understand place value.
 2. Understand that the two digits of a two-digit number represent amounts of tens and ones. Understand the following as special cases:
 a. 10 can be thought of as a bundle of ten ones, called a “ten.”
 b. The numbers from 11 to 19 are composed of a ten and one, two, three, four, five, six, seven, eight, or nine ones.
 c. The numbers 10, 20, 30, 40, 50, 60, 70, 80, 90 refer to one, two, three, four, five, six, seven, eight, or nine tens (and 0 ones).

3. Compare two two-digit numbers based on meanings of the tens and ones digits, recording the results of comparisons with the symbols $>$, $=$, and $<$.

Math Content Objectives	Vocabulary	
<p>I can:</p> <p><u>1.NBT.1</u></p> <ul style="list-style-type: none"> Count to 120 starting at any number. Read numbers to 120. Write numbers to 120. Write a number to show how many objects are in a group. <p><u>1.NBT.2a</u></p> <p>☛ Understand a group of ten ones is the same as ten.</p> <p><u>1.NBT.2b</u></p> <p>☛ Understand that numbers 11-19 are a group of ten and more ones.</p> <p><u>1.NBT.2c</u></p> <p>☛ Understand numbers 10, 20, 30, 40, 50, 60, 70, 80, and 90 are groups of ten and zero ones.</p> <p><u>1.NBT.3</u></p> <ul style="list-style-type: none"> Use $>$, $=$, and $<$ to compare 2 two-digit numbers. <p>☛ Key Concepts for Differentiation - See p. 7.</p>	<ul style="list-style-type: none"> column digit equal expression hundred number numeral object ones place value row ten tens zero 	

Go Math! Utah Core Alignment	Envisions to Go Math! Alignment	Unit of Study 6 - Additional Resources
<u>Lesson 6.1</u> 1.NBT.1	Lessons 7-2, 7-3	<u>Grouping Ones to Form Tens</u> VDW 7th Edition - pages 190-195 Education Place - Tens and Ones - Student Tutorial - http://eduplace.com/cgi-bin/schtemplate.cgi?template=/math/hmm/models/tm_popup.shtml&grade=1&chapter=10&lesson=2&title=Tens+and+Ones&tm=tmfb1002e
<u>Lesson 6.2</u> 1.NBT.1	Lessons 7-1, 7-4	Dositey - "Ones and Tens Place Value" Lesson - http://www.dositey.com/2008/Products/Content/Include/PVOTH/1/1/launch.php
<u>Lesson 6.3</u> 1.NBT.2b	-----	<u>Tens and Ones to 120</u> VDW 7th Edition - pages 138-139; 189-190
<u>Lesson 6.4</u> 1.NBT.2b	Lesson 8-1	ICT Games - Lifeguards - Game - http://www.ictgames.com/LIFEGUARDS.html HMH School Publishers - Count Along to 100 - Interactive Applet - http://www.harcourtschool.com/activity/count/index.html
<u>Lesson 6.5</u> 1.NBT.2a; 1.NBT.2c	Lesson 8-2	Education Place - Identify Place Value - Student Tutorial - http://eduplace.com/cgi-bin/schtemplate.cgi?template=/math/hmm/models/tm_popup.shtml&grade=2&chapter=5&lesson=3&title=Identify+Place+Value&tm=tmfc0503e Education Place - eManipulatives Base 10 Blocks - http://www.eduplace.com/cgi-bin/schtemplate.cgi?template=/kids/hmm/manip/mn_popup.shtml&filename=b10b_prim&title=Base%20Ten%20Blocks&grade=1 ICT Games - Shark Numbers - Game - http://www.ictgames.com/sharkNumbers_v2.html
<u>Lesson 6.6</u> 1.NBT.2	Lessons 8-3, 8-4	<u>Literature</u> <u>100 Days of Cool</u> by Stuart J. Murphy <u>100 School Days</u> by Anne Rockwell
<u>Lesson 6.7</u> 1.NBT.2	Lessons, 7-7, 8-5	<u>100th Day Worries</u> by Margery Cuyler <u>Seven Little Rabbits</u> by John Becker
<u>Lesson 6.8</u> 1.NBT.21; 1.NBT.3	Lesson 8-6	
<u>Lesson 6.9</u> 1.NBT.1	-----	
<u>Lesson 6.10</u> 1.NBT.1	-----	
Assessment Options	<ul style="list-style-type: none"> • Go Math! Assessment Options: Show What You Know Diagnostic Assessment; Mid-Chapter Checkpoint; Quick Checks; Portfolio Assessment; Chapter 6 Review/Test; Chapter 6 Test; Diagnostic Interview Assessment; Personal Math Trainer. • Daily/Weekly Formative Assessment Options: Exit Slips, Observation, Daily Work, Homework. 	

Unit of Study 7	1 st Grade	Quarter 3	Approx. 8 – 13 days	GSD Revised 6/1/17
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Strand: Number and Operations in Base Ten 1.NBT

Extend the counting sequence.
 3. Compare two two-digit numbers based on meanings of the tens and ones digits, recording the results of comparisons with the symbols $>$, $=$, and $<$.
Use place value understanding and properties of operations to add and subtract.
 5. Given a two-digit number, mentally find 10 more or 10 less than the number, without having to count; explain the reasoning used.

Math Content Objectives	Vocabulary	
<p>I can:</p> <p><u>1.NBT.3</u> ◦ Use $>$, $=$, and $<$ to compare 2 two-digit numbers.</p> <p><u>1.NBT.5</u></p> <ul style="list-style-type: none"> • Use mental math to add 10 to a number. • Use mental math to subtract 10 from a number. • Explain how to find 10 more or 10 less than a number. <p>◦ Key Concepts for Differentiation - See p. 7.</p>	<ul style="list-style-type: none"> • add • compare • difference • digit • equal • greater than • less than • more than • ones • place value • subtract • sum • ten • tens 	

Go Math! Utah Core Alignment	Envisions to Go Math! Alignment	Unit of Study 7 - Additional Resources
<p><u>Lesson 7.1</u> 1.NBT.3</p> <p><u>Lesson 7.2</u> 1.NBT.3</p> <p><u>Lesson 7.3</u> 1.NBT.3</p> <p><u>Lesson 7.4</u> 1.NBT.3</p> <p><u>Lesson 7.5</u> 1.NBT.5</p>	<p>Lesson 9-3</p> <p>Lesson 9-3</p> <p>Lesson 9-4</p> <p>Lessons 9-5, 9-6</p> <p>Lessons 9-1, 9-2</p>	<p><u>Comparing 2-Digit Numbers</u> VDW 7th Edition - pages 126-127 Education Place - Comparing Numbers - Student Tutorial - http://eduplace.com/cgi-bin/schtemplate.cgi?template=/math/hmm/models/tm_popup.shtml&grade=2&chapter=1&lesson=3&title=Comparing+Numbers&tm=tmfc0103e Crickweb - Compare Numbers - Interactive Applet - http://www.crickweb.co.uk/ks2numeracy-calculation.html#ncmenu Ambleside Primary - Counter Square - Model - http://www.amblesideprimary.com/ambleweb/mentalmaths/countersquare.html Topmarks - Caterpillar Ordering - Game - http://www.topmarks.co.uk/Flash.aspx?f=CaterpillarOrderingv4 UEN - "Bear Time" Lesson - http://www.uen.org/Lessonplan/preview.cgi?LPid=21444</p> <p><u>Ten More/Ten Less Than a Number</u> ICT Games - 10 Less Shoot Out - Game - http://www.ictgames.com/football2.html</p> <p><u>Literature</u> <u>More or Less</u> by Stuart Murphy</p>
<p>Assessment Options</p>		<ul style="list-style-type: none"> • Go Math! Assessment Options: Show What You Know Diagnostic Assessment; Mid-Chapter Checkpoint; Quick Checks; Portfolio Assessment; Chapter 7 Review/Test; Chapter 7 Test; Diagnostic Interview Assessment; Personal Math Trainer. • Daily/Weekly Formative Assessment Options: Exit Slips, Observation, Daily Work, Homework.

Unit of Study 8	1 st Grade	Quarter 3	Approx. 12 – 19 days	GSD Revised 6/1/17
Strand: Operations and Algebraic Thinking				1.OA
Represent and solve problems involving addition and subtraction within 20. .				
<p>6. Add and subtract within 20.</p> <p>a. Use strategies such as counting on; making ten (for example, $8 + 6 = 8 + 2 + 4 = 10 + 4 = 14$); decomposing a number leading to a ten (for example, $13 - 4 = 13 - 3 - 1 = 10 - 1 = 9$); using the relationship between addition and subtraction (for example, knowing that $8 + 4 = 12$, one knows $12 - 8 = 4$); and creating equivalent but easier or known sums (for example, adding $6 + 7$ by creating the known equivalent $6 + 6 + 1 = 12 + 1 = 13$).</p> <p>b. By the end of Grade 1, demonstrating fluency for addition and subtraction within 10.</p>				
Strand: Number and Operations in Base Ten				1.NBT
Use place value understanding and properties of operations to add and subtract.				
<p>4. Add within 100, including adding a two-digit number and a one-digit number, and adding a two-digit number and a multiple of 10, using concrete models or drawings and strategies based on place value, properties of operations, and/or the relationship between addition and subtraction; relate the strategy to a written method and explain the reasoning used. Understand that in adding two-digit numbers, one adds tens to tens, ones to ones; and that it is sometimes necessary to compose a ten.</p> <p>6. Subtract multiples of 10 in the range 10–90 from multiples of 10 in the range 10–90 (positive or zero differences), using concrete models or drawings and strategies based on place value, properties of operations, and/or the relationship between addition and subtraction; relate the strategy to a written method and explain the reasoning used.</p>				
Math Content Objectives	Vocabulary			
<p>I can:</p> <p>1.OA.6</p> <ul style="list-style-type: none"> • Add numbers within 20. • Subtract numbers within 20. • Fluently add numbers within 10. • Fluently subtract numbers within 10. <p>1.NBT.4</p> <ul style="list-style-type: none"> ☞ Add within 100. • Use models to add ones or tens to a two-digit number. ☞ Use place value to add ones or tens to a two-digit number. <p>1.NBT.6</p> <ul style="list-style-type: none"> • Use models to subtract groups of 10 from other groups of 10. • Explain how to subtract groups of 10 from other groups of 10. <p>☞ Key Concepts for Differentiation - See p. 7.</p>	<ul style="list-style-type: none"> • add • addend • count on • difference • digit • equation • expression • making ten • ones • place value • subtract • sum • tens 			

Go Math! Utah Core Alignment	Envisions to Go Math! Alignment	Unit of Study 8 - Additional Resources
<u>Lesson 8.1</u> 1.OA.6	-----	<u>Add and Subtract - Basic Facts Within 20</u> VDW 7th Edition - pages 167-177
<u>Lesson 8.2</u> 1.NBT.4	Lessons 10-1, 10-2	<u>Place Value (Tens and Ones)</u> VDW 7th Edition - 189-190
<u>Lesson 8.3</u> 1.NBT.6	Lesson 11-1	Education Place - Identify Place Value - Student Tutorial - http://eduplace.com/cgi-bin/schtemplate.cgi?template=/math/hmm/models/tm_popup.shtml&grade=2&chapter=5&lesson=3&title=Identify+Place+Value&tm=tmfc0503e Education Place - eManipulatives Base 10 Blocks - http://www.eduplace.com/cgi-bin/schtemplate.cgi?template=/kids/hmm/manip/mn_popup.shtml&filename=b10b_prim&title=Base%20Ten%20Blocks&grade=1
<u>Lesson 8.4</u> 1.NBT.4	Lesson 10-3	Education Place - Regroup Tens - Student Tutorial - http://eduplace.com/cgi-bin/schtemplate.cgi?template=/math/hmm/models/tm_popup.shtml&grade=2&chapter=12&lesson=3&title=Regroup+Tens&tm=tmfc1203e Education Place - Regroup Ones as Tens - Student Tutorial - http://eduplace.com/cgi-bin/schtemplate.cgi?template=/math/hmm/models/tm_popup.shtml&grade=2&chapter=10&lesson=3&title=Regroup+Ones+as+Tens&tm=tmfc1003e
<u>Lesson 8.5</u> 1.NBT.4	Lesson 10-5	HMH School Publishers - Numbers to 100 in Different Ways - Interactive Applet - http://www.harcourtschool.com/activity/numbers_to_100_b/
<u>Lesson 8.6</u> 1.NBT.4	Lesson 10-6	
<u>Lesson 8.7</u> 1.NBT.4	-----	<u>Two-Digit Addition and Subtraction</u> VDW 7th Edition - 214-226 ICT Games - Submarine - Game - http://www.ictgames.com/submarinenopad2.html ICT Games - Adding 10 Depthcharger - Game - http://www.ictgames.com/add10Depth/index.html
<u>Lesson 8.8</u> 1.NBT.4	Lesson 10-9	Education Place - Add with Two-Digit Numbers - Student Tutorial - http://eduplace.com/cgi-bin/schtemplate.cgi?template=/math/hmm/models/tm_popup.shtml&grade=1&chapter=21&lesson=2&title=Add+With+Two-Digit+Numbers&tm=tmfb2102e
<u>Lesson 8.9</u> 1.NBT.4; 1.NBT.6	Lessons 10-7, 10-8	Thinking Blocks - Addition and Subtraction Word Problems - Bar Model - http://www.thinkingblocks.com/ThinkingBlocks_AS/TB_AS_Main.html
		<u>Literature</u>
Assessment Options		<ul style="list-style-type: none"> • Go Math! Assessment Options: Show What You Know Diagnostic Assessment; Mid-Chapter Checkpoint; Quick Checks; Portfolio Assessment; Chapter 8 Review/Test; Chapter 8 Test; Diagnostic Interview Assessment; Performance Assessment Chapters 6-8; Personal Math Trainer. • Daily/Weekly Formative Assessment Options: Exit Slips, Observation, Daily Work, Homework.

Unit of Study 9	1 st Grade	Quarter 3	Approx. 12 days	GSD Revised 6/1/17
Strand: Measurement and Data				1.MD
<p>Measure lengths indirectly and by iterating length units.</p> <p>1. Order three objects by length; compare the lengths of two objects indirectly by using a third object.</p> <p>2. Express the length of an object as a whole number of length units, by laying multiple copies of a shorter object (the length unit) end to end; understand that the length measurement of an object is the number of same-size length units that span it with no gaps or overlaps. <i>Limit to contexts where the object being measured is spanned by a whole number of length units with no gaps or overlaps.</i></p> <p>Tell and write time.</p> <p>3. Tell and write time in hours and half-hours using analog and digital clocks.</p> <p>Identify the value of coins.</p> <p>5. Identify the values of pennies, nickels, dimes and quarters, and know their comparative values. <i>(For example, a dime is of greater value than a nickel.)</i> Use appropriate notation to designate a coin's value. <i>(For example, 5¢.)</i></p>				
Math Content Objectives	Vocabulary			
<p>I can:</p> <p><u>1.MD.1</u></p> <ul style="list-style-type: none"> • Compare and order objects by length. <p><u>1.MD.2</u></p> <ul style="list-style-type: none"> • Measure length using units. <p><u>1.MD.3</u></p> <ul style="list-style-type: none"> • Tell time to the hour. • Tell time to the half-hour. • Tell time using analog or digital clocks. <p><u>1.MD.5</u></p> <ul style="list-style-type: none"> • Identify a penny, nickel, dime, and quarter. • Identify the value of pennies, nickels, dimes and quarters. <p>• Key Concepts for Differentiation - See p. 7.</p>	<ul style="list-style-type: none"> • analog clock • compare • digital clock • dime • half hour • half past • hour • hour hand • length • longer • longest • measure • minute hand • minute • nickel • object • penny • quarter • shorter • shortest • taller • tallest • unit 			

Go Math! Utah Core Alignment	Envisions to Go Math! Alignment	Unit of Study 9 – Additional Resources
<u>Lesson 9.1</u> 1.MD.1	Lesson 12-1	<u>Measuring and Comparing Length Using Nonstandard Units</u> VDW 7th Edition - pages 373-376 Education Place - Compare, Order, and Measure Length - Student Tutorial - http://eduplace.com/cgi-bin/schtemplate.cgi?template=/math/hmm/models/tm_popup_k.html&grade=K&title=Compare,+Order,+and+Measure+Length&tm=tmfa0113e
<u>Lesson 9.2</u> 1.MD.1	Lesson 12-2	PBS Kids - Clifford Measuring Up - Game - http://pbskids.org/clifford/games/measuring_up.html PBS Kids - Curious George How Tall? - Game - http://pbskids.org/curiousgeorge/games/how_tall/how_tall.html
<u>Lesson 9.3</u> 1.MD.2	Lesson 12-3	UEN - “How Big is a Foot?” Lesson - http://www.uen.org/Lessonplan/preview?LPid=10729 UEN - “Lengths of Ladybugs” Lesson - http://www.uen.org/Lessonplan/preview.cgi?LPid=16226 UEN - “The Length of My Foot” Lesson - http://www.uen.org/Lessonplan/preview.cgi?LPid=16225
<u>Lesson 9.4</u> 1.MD.2	Lesson 12-4	UEN - “A King’s Foot is Always Best” Lesson - http://www.uen.org/Lessonplan/preview.cgi?LPid=28140
<u>Lesson 9.5</u> 1.MD.2	Lesson 12-5	<u>Time (Hours and Half Hours)</u> VDW 7th Edition - pages 382-384 PBS Kids - Curious George - Curious Clock Printable - http://pbskids.org/curiousgeorge/printables/clock.html HMH School Publishers - Willy the Watchdog - Game - http://www.harcourtschool.com/activity/willy/willy.html
<u>Lesson 9.6</u> 1.MD.3	Lesson 13-2	Education Place - Tell Time to the Hour - Student Tutorial - http://eduplace.com/cgi-bin/schtemplate.cgi?template=/math/hmm/models/tm_popup_k.html&grade=K&title=Tell+Time+to+the+Hour&tm=tmfa0111e
<u>Lesson 9.7</u> 1.MD.3	Lesson 13-3	Cambridge - Cambridge Clock - Interactive Applet - http://www.cambridge.org/elt/resources/young/interactive/clock/index.htm Education Place - Half-Hour - Student Tutorial - http://eduplace.com/cgi-bin/schtemplate.cgi?template=/math/hmm/models/tm_popup.html&grade=1&chapter=13&lesson=4&title=Half+Hour&tm=tmfb1304e
<u>Lesson 9.8</u> 1.MD.3	Lesson 13-4	<u>Money</u> VDW 7th Edition - pages 385-386 ABCya - Learning Coins - Student Tutorial - http://www.abcya.com/learning_coins.htm
<u>Lesson 9.9</u> 1.MD.3	-----	

Unit of Study 9 - Additional Resources - Continued

Literature

Bats Around the Clock by Kathi Appelt
Benny's Pennies by Pat Brisson
The Best Bug Parade by Stuart J. Murphy
The Clock Struck One: A Time-Telling Tale by Trudy Harris
Cluck O' Clock by Kes Gray
Dimes by Mary Hill
The Grouchy Ladybug by Eric Carle
How Big is a Foot? by Rolf Myller
It's About Time! by Stuart J. Murphy
Math Counts: Length by Henry Arthur Pluckrose
Math Counts: Size by Henry Arthur Pluckrose
Measuring Penny by Loreen Leedy
Monster Math School Time by Grace Maccarone
Nickels by Mary Hill
Pennies by Mary Hill
Pig Pigger Piggest by Rick Walton
Quarters by Mary Hill
Super Sand Castle Saturday by Stuart J. Murphy
What Time Is It? by Sheila Keenan
What Time is it Mr. Crocodile? By Judy Sierra

Assessment Options

- **Go Math! Assessment Options:** Show What You Know Diagnostic Assessment; Mid-Chapter Checkpoint; Quick Checks; Portfolio Assessment; Chapter 9 Review/Test; Chapter 9 Test; Diagnostic Interview Assessment; Personal Math Trainer.
- **Daily/Weekly Formative Assessment Options:** Exit Slips, Observation, Daily Work, Homework.

Unit of Study 10	1 st Grade	Quarter 4	Approx. 10 days	GSD Revised 6/1/17
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Strand: Measurement and Data 1.MD

Represent and interpret data.
 4. Organize, represent, and interpret data with up to three categories; ask and answer questions about the total number of data points, how many in each category, and how many more or less are in one category than in another.

Math Content Objectives	Vocabulary	
<p>I can:</p> <p><u>1.MD.4</u></p> <ul style="list-style-type: none"> ☛ Make a graph to show data. ☛ Answer questions about the groups of data. <p>☛ Key Concepts for Differentiation - See p. 7.</p>	<ul style="list-style-type: none"> • bar graph • category • compare • data • equal • fewer • fewest • greater than • less than • more • most • picture graph • tally chart • tally mark 	

Go Math! Utah Core Alignment	Envisions to Go Math! Alignment	Unit of Study 10 - Additional Resources
<u>Lesson 10.1</u> 1.MD.4	Lesson 6-4	<u>Bar Graphs and Picture Graphs</u> VDW 7th Edition - pages 443-444 Teachers.net - Math Graph Center - Centers - http://teachers.net/lessons/posts/2098.html
<u>Lesson 10.2</u> 1.MD.4	Lesson 6-5	UEN - "Graphing It Daily" Lesson - http://www.uen.org/Lessonplan/preview.cgi?LPid=18798 UEN - "Just Graph It!" Lesson - http://www.uen.org/Lessonplan/preview.cgi?LPid=18799 UEN - "Daily Graph" Lesson - http://www.uen.org/Lessonplan/preview.cgi?LPid=10696
<u>Lesson 10.3</u> 1.MD.4	-----	<u>Tally Charts</u> VDW 7th Edition - pages 443-444
<u>Lesson 10.4</u> 1.MD.4	-----	<u>Literature</u> The Great Graph Contest by Loreen Leedy Guess Who My Favorite Person Is by Byrd Baylor Hannah's Collections by Marthe Jocelyn Harriet's Halloween Candy by Nancy Carlson Tally O'Malley by Stuart J. Murphy
<u>Lesson 10.5</u> 1.MD.4	Lesson 6-1	
<u>Lesson 10.6</u> 1.MD.4	Lesson 6-2	
<u>Lesson 10.7</u> 1.MD.4	Lesson 6-3	
Assessment Options		<ul style="list-style-type: none"> • Go Math! Assessment Options: Show What You Know Diagnostic Assessment; Mid-Chapter Checkpoint; Quick Checks; Portfolio Assessment; Chapter 1 Review/Test; Chapter 1 Test; Diagnostic Interview Assessment; Performance Assessment Chapters 9-10; Personal Math Trainer. • Daily/Weekly Formative Assessment Options: Exit Slips, Observation, Daily Work, Homework.

Unit of Study 11	1 st Grade	Quarter 4	Approx. 8 days	GSD Revised 6/1/17
Strand: Geometry				1.G

Reason with shapes and their attributes.

1. Distinguish between defining attributes (for example, triangles are closed and three-sided) versus non-defining attributes (for example, color, orientation, overall size); build and draw shapes to possess defining attributes.
2. Compose shapes.
 - a. Compose two-dimensional shapes (rectangles, squares, trapezoids, triangles, half-circles, and quarter-circles) to create a composite shape, and compose new shapes from the composite shape.
 - b. Compose three-dimensional shapes (cubes, right rectangular prisms, right circular cones, and right circular cylinders) to create a composite shape, and compose new shapes from the composite shape. First grade students do not need to learn formal names such as “right rectangular prism.”

Math Content Objectives	Vocabulary	
<p>I can:</p> <p><u>1.G.1</u></p> <ul style="list-style-type: none"> • Describe the defining attributes of a shape. • Describe the non-defining attributes of a shape. • Describe the attributes of a shape that make it that shape. • Build or draw a shape with defining attributes <p><u>1.G.2</u></p> <ul style="list-style-type: none"> ☞ Make a new shape by combining other shapes. <p>☞ Key Concepts for Differentiation - See p. 7.</p>	<ul style="list-style-type: none"> • alike • attribute • compose • composite shape • cone • cube • curved surface • cylinder • different • face • flat surface • rectangular prism • solid shape • sort • sphere • three-dimensional shape • two-dimensional shape 	

Go Math! Utah Core Alignment	Envisions to Go Math! Alignment	Unit of Study 11 - Additional Resources
<u>Lesson 11.1</u> 1.G.1	Lessons 14-6, 14-7	<u>3-Dimensional Shapes (Cubes, Right Rectangular Prisms, Cones, Cylinders)</u> <u>VDW 7th Edition - pages 406-409; 412-413</u>
<u>Lesson 11.2</u> 1.G.2	Lessons 14-8, 14-9	Education Place - Identify and Sort Solid Shapes - Student Tutorial - http://eduplace.com/cgi-bin/schtemplate.cgi?template=/math/hmm/models/tm_popup_k.shtml&grade=K&title=Identify+and+Sort+Solid+Shapes&tm=tmfa0109e
<u>Lesson 11.3</u> 1.G.2	-----	Math Learning Center - "Geometry: 3-D Shapes" Lesson - http://www.mathlearningcenter.org/media/Bridges_GrK_OnlineSupplement/BKSUP-C1_Geometry3D_0709.pdf HMH School Publishers - Solid Figure Factory - Interactive Applet - http://www.harcourtschool.com/activity/solid_figure_factory/ McRel - "Shapes, Shapes, Everywhere!" Unit - http://www.mcrel.org/pdf/curriculum/5021cm_shapes.pdf
<u>Lesson 11.4</u> 1.G.2	-----	<u>Literature</u> <u>Captain Invincible and the Space Shapes</u> by Stuart J. Murphy <u>Cubes, Cones, Cylinders, & Spheres</u> by Tana Hoban
<u>Lesson 11.5</u> 1.G.1	-----	<u>The Important Book</u> by Margaret Brown <u>Jack the Builder</u> by Stuart J. Murphy
Assessment Options		<ul style="list-style-type: none"> • Go Math! Assessment Options: Show What You Know Diagnostic Assessment; Mid-Chapter Checkpoint; Quick Checks; Portfolio Assessment; Chapter 11 Review/Test; Chapter 11 Test; Diagnostic Interview Assessment; Personal Math Trainer. • Daily/Weekly Formative Assessment Options: Exit Slips, Observation, Daily Work, Homework.

Unit of Study 12	1 st Grade	Quarter 4	Approx. 13 days	GSD Revised 6/1/17
Strand: Geometry				1.G

Reason with shapes and their attributes.

1. Distinguish between defining attributes (for example, triangles are closed and three-sided) versus non-defining attributes (for example, color, orientation, overall size); build and draw shapes to possess defining attributes.
2. Compose shapes.
 - a. Compose two-dimensional shapes (rectangles, squares, trapezoids, triangles, half-circles, and quarter-circles) to create a composite shape, and compose new shapes from the composite shape.
 - b. Compose three-dimensional shapes (cubes, right rectangular prisms, right circular cones, and right circular cylinders) to create a composite shape, and compose new shapes from the composite shape. First grade students do not need to learn formal names such as “right rectangular prism.”
3. Partition circles and rectangles into two and four equal shares, describe the shares using the words *halves*, *fourths*, and *quarters*, and use the phrases *half of*, *fourth of*, and *quarter of*. Describe the whole as two of, or four of the shares. Understand that, for these examples, decomposing into more equal shares creates smaller shares.

Math Content Objectives	Vocabulary	Vocabulary (cont.)
<p>I can:</p> <p>1.G.1</p> <ul style="list-style-type: none"> Describe the defining attributes of a shape. Describe the non-defining attributes of a shape. Describe the attributes of a shape that make it that shape. Build or draw a shape with defining attributes <p>1.G.2</p> <ul style="list-style-type: none"> Make a new shape by combining other shapes. <p>1.G.3</p> <ul style="list-style-type: none"> Show and name equal parts of a circle. Show and name equal parts of a rectangle. Understand that sharing a shape into more equal pieces gives smaller shares. <p>Key Concepts for Differentiation - See p. 7.</p>	<ul style="list-style-type: none"> alike attribute circle closed figure composite shape different equal parts equal shares fourth of fourths half-circle half of halves hexagon partition quarter-circle quarter of quarters rectangle rhombus 	<ul style="list-style-type: none"> side sort square trapezoid triangle unequal parts unequal shares vertex (plural - vertices) whole

Go Math! Utah Core Alignment	Envisions to Go Math! Alignment	Unit of Study 12 – Additional Resources
<u>Lesson 12.1</u> 1.G.1	Lesson 14-1	<u>2-Dimensional Shapes (Rectangles, Squares, Trapezoids, Triangles, Half-Circles, Quarter-Circles)</u> VDW 7 th Edition - pages 400-402; 404-405; 410-412 Kiz Club - Shapes - Student Tutorial - http://www.kizclub.com/storytime/shapes/triangle.html
<u>Lesson 12.2</u> 1.G.1	Lesson 14-2	Education Place - Plane Shapes - Student Tutorial - http://eduplace.com/cgi-bin/schtemplate.cgi?template=/math/hmm/models/tm_popup.shtml&grade=1&chapter=7&lesson=2&title=Plane+Shapes&tm=tmfb0702e
<u>Lesson 12.3</u> 1.G.2	Lesson 14-4	Story Place - I Spy Shapes - Practice Activity - http://www.storyplace.org/preschool/activities/shapesonact.asp Story Place - Story of Shapes - Online Story - http://www.storyplace.org/preschool/activities/shapesonstory.asp NLVM - Pattern Blocks - Interactive Applet - http://nlvm.usu.edu/en/nav/frames_asid_170_g_2_t_2.html McRel - "Shapes, Shapes, Everywhere!" Unit - http://www.mcrel.org/pdf/curriculum/5021cm_shapes.pdf
<u>Lesson 12.4</u> 1.G.2	-----	<u>Partitioning Shapes into Halves and Fourths</u> Education Place - Equal Parts - Student Tutorial - http://eduplace.com/cgi-bin/schtemplate.cgi?template=/math/hmm/models/tm_popup.shtml&grade=1&chapter=9&lesson=1&title=Equal+Parts&tm=tmfb0901e
<u>Lesson 12.5</u> 1.G.2	Lesson 14-5	<u>Use 2-Dimensional Shapes to Create Composite Shapes</u> VDW 7 th Edition - pages 407-408 PBS Kids - Sid the Science Kid - Game - http://pbskids.org/sid/shadowshow.html NLVM - Tangrams - Interactive Applet - http://nlvm.usu.edu/en/nav/frames_asid_268_g_1_t_3.html?open=activities&from=category_g_1_t_3.html
<u>Lesson 12.6</u> 1.G.2	-----	PBS Kids - Sid the Science Kid - Game - http://pbskids.org/sid/shadowshow.html NLVM - Tangrams - Interactive Applet - http://nlvm.usu.edu/en/nav/frames_asid_268_g_1_t_3.html?open=activities&from=category_g_1_t_3.html
<u>Lesson 12.7</u> 1.G.2	-----	NLVM - Tangrams - Interactive Applet - http://nlvm.usu.edu/en/nav/frames_asid_268_g_1_t_3.html?open=activities&from=category_g_1_t_3.html
<u>Lesson 12.8</u> 1.G.3	Lesson 15-1	
<u>Lesson 12.9</u> 1.G.3	-----	
<u>Lesson 12.10</u> 1.G.3	-----	

Unit of Study 12 - Additional Resources - Continued

Literature

- Circus Shapes by Stuart J. Murphy
- Grandfather Tang's Story by Ann Tompert
- I See Shapes by Marcia Fries
- Icky Bug Shapes by Jerry Pallotta
- Mouse Shapes by Ellen Stoll Walsh
- Mummy Math: An Adventure in Geometry by Cindy Neuschwander
- The Secret Birthday Message by Eric Carle
- Shape Space by Cathryn Falwell
- Shape Spotters by Megan E. Bryant
- Shapes, Shapes, Shapes by Tana Hoban
- The Silly Story of Goldie Locks and Three Squares by Grace Maccarone
- Three Pigs, One Wolf, and Seven Magic Shapes by Grace Maccarone
- When a Line Bends... a Shape Begins by Rhonda Greene

Assessment Options

- **Go Math! Assessment Options:** Show What You Know Diagnostic Assessment; Mid-Chapter Checkpoint; Quick Checks; Portfolio Assessment; Chapter 12 Review/Test; Chapter 12 Test; Diagnostic Interview Assessment; Performance Assessment Chapters 11-12; Personal Math Trainer.
- **Daily/Weekly Formative Assessment Options:** Exit Slips, Observation, Daily Work, Homework.

Appendix

General Website Resources

Common Core Standards - Official Website - www.corestandards.org

USOE - Utah Core Links - <http://www.schools.utah.gov/core/>

Arizona Academic Standards - Common Core Explanations and Examples -

<http://www.azed.gov/standards-practices/mathematics-standards/>

North Carolina Department of Public Instruction - Common Core Instructional Support Tools -

<http://www.ncpublicschools.org/docs/acre/standards/common-core-tools/unpacking/math/6th.pdf>

Utah Standards Academy - <http://www.schools.utah.gov/CURR/main/Core-Academy.aspx>

National Library of Virtual Manipulatives (NLVM) - <http://nlvm.usu.edu/>

Illustrations - <http://illuminations.nctm.org/>

UEN - <http://www.uen.org/>

Van de Walle – Blackline Masters - http://wps.ablongman.com/ab_vandewalle_math_6/54/13858/3547876.cw/index.html

Math Playground - <http://www.mathplayground.com/>

FunBrain - <http://www.funbrain.com/>

Ask Dr. Math - <http://mathforum.org/dr.math/>

Math.com - <http://www.math.com/>

Mathwire - <http://mathwire.com/>

Education Place - <http://eduplace.com/kids/hmm/>

PBS Kids - Curious George - <http://pbskids.org/curiousgeorge/>

K-5 Math Teaching Resources - <http://www.k-5mathteachingresources.com/%202nd-grade-number-activities.html>

Fuel the Brain - <http://www.fuelthebrain.com/Game/>

CCSSMath - <http://ccssmath.org/>

Book

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