1st Grade Objective Analysis

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Number & Operations (N)	
1.N.1 Count, compare, and represent whole numbers up to 100, with an emphasis on groups of tens and ones.	**1.N.1.1** Recognize numbers to 20 without counting (subitize) the quantity of structured arrangements. **Clarification statement:** Subitizing is defined as instantly recognizing the quantity of a set without having to count. "Subitizing" is not a vocabulary word and is not meant for student discussion at this age.
	1.N.1.2 Use concrete representations to describe whole numbers between 10 and 100 in terms of tens and ones.
	1.N.1.3 Read, write, discuss, and represent whole numbers up to 100. Representations may include numerals, addition and subtraction, pictures, tally marks, number lines and manipulatives, such as bundles of sticks and base 10 blocks.
	1.N.1.4 Count forward, with and without objects, from any given number up to 100 by 1s, 2s, 5s and 10s.
	1.N.1.5 Find a number that is 10 more or 10 less than a given number up to 100.
	1.N.1.6 Compare and order whole numbers from 0 to 100.
	1.N.1.7 Use knowledge of number relationships to locate the position of a given whole number on an open number line up to 20.
	1.N.1.8 Use objects to represent and use words to describe the relative size of numbers, such as more than, less than, and equal to.
1.N.2 Solve addition and subtraction problems up to 10 in real-world and mathematical contexts.	**1.N.2.1** Represent and solve real-world and mathematical problems using addition and subtraction up to ten.
	1.N.2.2 Determine if equations involving addition and subtraction are true.
	1.N.2.3 Demonstrate fluency with basic addition facts and related subtraction facts up to 10.
1.N.3 Develop foundational ideas for fractions.	**1.N.3.1** Partition a regular polygon using physical models and recognize when those parts are equal.
	1.N.3.2 Partition (fair share) sets of objects into equal groupings.
1.N.4 Identify coins and their values.	**1.N.4.1** Identifying pennies, nickels, dimes, and quarters by name and value.
	1.N.4.2 Write a number with the cent symbol to describe the value of a coin.
	1.N.4.3 Determine the value of a collection of pennies, nickels, or dimes up to one dollar counting by ones, fives, or tens.
Algebraic Reasoning & Algebra (A)	
1.A.1 Identify patterns found in real- world and mathematical situations.	**1.A.1.1** Identify, create, complete, and extend repeating, growing, and shrinking patterns with quantity, numbers, or shapes in a variety of real-world and mathematical contexts.
1.GM.1 Recognize, compose, and decompose two- and three-dimensional shapes.Geometry & Measurement (GM)	
1.GM.1 Recognize, compose, and decompose two- and three-dimensional shapes.	**1.GM.1.1** Identify trapezoids and hexagons by pointing to the shape when given the name.
	1.GM.1.2 Compose and decompose larger shapes using smaller two-dimensional shapes.
	1.GM.1.3 Compose structures with three-dimensional shapes.
	1.GM.1.4 Recognize three-dimensional shapes such as cubes, cones, cylinders, and spheres.
1.GM.2 Select and use nonstandard and standard units to describe length and volume/capacity.	**1.GM.2.1** Use nonstandard and standard measuring tools to measure the length of objects to reinforce the continuous nature of linear measurement.
	1.GM.2.2 Illustrate that the length of an object is the number of same-size units of length that, when laid end-to-end with no gaps or overlaps, reach from one end of the object to the other.
	1.GM.2.3 Measure the same object/distance with units of two different lengths and describe how and why the measurements differ.

	1.GM.2.4 Describe a length to the nearest whole unit using a number and a unit.
	1.GM.2.5 Use standard and nonstandard tools to identify volume/capacity. Compare and sort containers that hold more, less, or the same amount.

1.GM.3 Tell time to the half and full hour.	**1.GM.3.1** Tell time to the hour and half-hour (analog and digital).

Data & Probability (D)	
1.D.1 Collect, organize, and interpret categorical and numerical data.	**1.D.1.1** Collect, sort, and organize data in up to three categories using representations (e.g., tally marks, tables, Venn diagrams).
	1.D.1.2 Use data to create picture and bar-type graphs to demonstrate one-to-one correspondence.
	1.D.1.3 Draw conclusions from picture and bar-type graphs.

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