

**Content Standard A1
First Grade Level
Numeration**

State Mathematics Performance Standards K-2nd	KGBSD Student Objectives	
<p>M1.1.1 Read, write, model, order , count, and demonstrate one-to-one correspondence with whole numbers up to 100.</p> <p>M1.1.2 Use, model, and identify place value positions of 1's, 10's, and 100's.</p> <p>M1.1.3 Model and explain the processes of addition and subtraction, describing the relationship between the operations.</p> <p>M1.1.4 Select and use various representations of numbers appropriate to the purpose (e.g., original numbers to describe positions and cardinal numbers for counting and measuring).</p>	<p>1.1 Read, count, write and sequence whole numbers 0-100</p> <p>1.2 Demonstrate one to one correspondence to 50</p> <p>1.3 Recognizes numbers to 99 out of order</p> <p>2.1 Build numbers using concrete materials to 99</p> <p>2.2 Groups, states and writes equations for sets of objects to 99</p> <p>2.3 Orders two digit numbers</p> <p>3.1 Demonstrate addition and subtraction using concrete materials</p> <p>3.2 Write a number sentence for a given story using addition and subtraction</p> <p>3.3 Tell a story for a number sentence using addition and subtraction</p> <p>4.1 Identify and order ordinal numbers first to tenth</p>	

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<p>M1.1.5 Identify, model, and label simple fractions, describing and defining them as equal parts of a whole.</p> <p>M1.1.6 Identify, describe, and extend patterns counting by 2's, 5's, and 10's; adding and/or subtracting by 10/s; even and odd numbers). Inherent in the number system (e.g., skip counting by 2's, 5's and 10's; adding and/or subtracting by 10's' even and odd numbers.</p> <p>M1.1.7 Demonstrate the commutative and identity properties of addition.</p>	<p>5.1 Draws and builds models for simple fractions. (ie; whole, halves, thirds, fourths)</p> <p>5.2 Recognize and labels wholes, halves, thirds, and fourths</p> <p>5.3 Compare fractional parts for halves and whole, using objects</p> <p>5.4 Uses fractions with time and money. (ie; quarter, half, three-quarters)</p> <p>6.1 Count by 1's, 5's and 10's to 100 on a number line and a matrix</p> <p>6.2 Count by 2's to 20 on a number line, a matrix and in isolation</p> <p>6.3 Identify even/odd numbers through 50.</p> <p>6.4 Writes even/odd numbers to 20</p> <p>6.5 Counts even/odd numbers to 20</p> <p>7.1 Recall that any number plus 0 equals that number (identity property)</p> <p>7.2 Uses associative property (ie; if a & b = c, then b & a = c)</p> <p>7.3 Uses commutative property (ie; if a & b = c, then c- a + b</p>	