

*Mendham Township
Math Curriculum*

Grade 1

<i>Learning Outcome</i>	<i>Common Core Standards</i>	<i>Resources</i>
1st Quarter		Domain
<p>Chapter 1--Addition Concepts</p> <ul style="list-style-type: none"> • Use pictures to “add to” and find sums • Use concrete objects to solve “adding to” addition problems • Use concrete objects to solve “putting together” addition problems • Solve adding to and putting together situations using the strategy <i>make a model</i>. • Understand and apply the Additive Identity Property for Addition. • Explore the Commutative Property of Addition. • Model and record all the ways to put together numbers within 10 • Build fluency for addition within 10. 	<p><i>Operations & Algebraic Thinking</i> CC.1.OA.1 CC.1.OA.3 CC.1.OA.6 CC.1.OA.7</p>	<p><i>HMH GO MATH!</i> <i>Chapter 1</i> <i>Lessons 1.1-1.8</i></p>
<p>Chapter 2 – Subtraction Concepts</p> <ul style="list-style-type: none"> • Use pictures to show “taking from” and find differences. • Use concrete objects to solve “taking from” subtraction problems. • Use concrete objects to solve “taking apart” subtraction problems. • Solve taking from and taking apart subtraction problems using the strategy <i>make a model</i>. • Compare pictorial groups to understand subtraction. • Model and compare groups to show the meaning of subtraction. • Identify how many are left when subtracting all or 0. • Model and record all the ways to take apart numbers within 10. • Build fluency for subtraction within 10. 	<p><i>Operations & Algebraic Thinking</i> CC.1.OA.1 CC.1.OA.6 CC.1.OA.8</p>	<p><i>HMH GO MATH!</i> <i>Chapter 2</i> <i>Lessons 2.1-2.9</i></p>
<p>Chapter 3—Addition Strategies</p> <ul style="list-style-type: none"> • Understand and apply the Commutative Property of Addition for sums within 20. • Use count on 1, 2, or 3 strategy to find sums within 20. • Use doubles as a strategy to solve addition facts with sums within 20. • Use doubles to create equivalent but easier sums. 	<p><i>Operations & Algebraic Thinking</i> CC.1.OA.2 CC.1.OA.3 CC.1.OA.5 CC.1.OA.6</p>	<p><i>HMH GO MATH!</i> <i>Chapter 3</i> <i>Lessons 3.1-3.12</i></p>

<ul style="list-style-type: none"> • Use doubles plus 1 and doubles minus 1 as strategies to find sums within 20. • Use the strategies count on, doubles, doubles plus 1, and doubles minus 1 to practice addition facts within 20. • Use a ten frame to add 10 and an addend less than 10. • Use make a ten as a strategy to find sums within 20. • Use numbers to show how to use the make a ten strategy to add. • Use the Associative Property of addition to add three addends. • Understand and apply the Associative Property or Commutative Property of Addition to add three addends. • Solve adding to and putting together situations using the strategy <i>draw a picture</i>. 	CC.1.OA.7 CC.1.OA.8	
<p>Chapter 4—Subtraction Strategies</p> <ul style="list-style-type: none"> • Use count back 1, 2, or 3 strategy to subtract. • Recall addition facts to subtract numbers within 20. • Use addition as a strategy to subtract numbers within 20. • Use make a 10 as a strategy to subtract. • Subtract by breaking apart to make a ten. • Solve subtraction problem situation using the strategy <i>act it out</i>. 	Operations & Algebraic Thinking CC.1.OA.1 CC.1.OA.4 CC.1.OA.5 CC.1.OA.6 CC.1.OA.8	HMH GO MATH! Chapter 4 Lessons 4.1-4.6
<p>2nd Quarter</p>	<p>Domain</p>	
<p>Chapter 5—Addition & Subtraction Relationships</p> <ul style="list-style-type: none"> • Solve addition and subtraction problem situations using the strategy <i>make a model</i>. • Record related facts within 20. • Identify related addition and subtraction facts within 20. • Apply the inverse relationship of addition and subtraction. • Use related facts to determine unknown numbers. • Use a related fact to subtract. • Choose an operation and strategy to solve an addition or subtraction word problem. • Represent equivalent forms of numbers using sums and differences within 20. • Determine if an equation is true or false. • Add and subtract facts within 20 and demonstrate fluency for addition and subtraction within 10. 	Operations & Algebraic Thinking CC.1.OA.1 CC.1.OA.6 CC.1.OA.7 CC.1.OA.8	HMH GO MATH! Chapter 5 Lessons 5.1-5.10
<p>Chapter 6 – Count and Model Numbers</p> <ul style="list-style-type: none"> • Count by ones to extend a counting sequence up to 120. • Count by tens from any number to extend a counting sequence up to 120. 	Number & Operations in Base Ten CC.1.NBT.1 CC.1.NBT.2, 2a, 2b,2c	HMH GO MATH! Chapter 6 Lessons 6.1-6.10

<ul style="list-style-type: none"> • Use models and write to represent equivalent forms of tens and ones. • Use objects, pictures, and numbers to represent a ten and some ones. • Use objects, pictures, and numbers to represent tens. • Group objects to show numbers to 50 as tens and ones. • Group objects to show numbers to 100 as tens and ones. • Solve problems using the strategy <i>make a model</i>. • Read and write numerals to represent a number of 100 to 110 objects. • Read and write numerals to represent a number of 110 to 120 objects. 	CC.1.NBT.3	
<p>Chapter 7 – Compare Numbers</p> <ul style="list-style-type: none"> • Model and compare two-digit numbers to determine which is greater. • Model and compare two-digit numbers to determine which is less. • Use symbols for is less than “<”, is greater than “>”, and is equal to “=” to compare numbers. • Solve problems using the strategy <i>make a model</i>. • Identify numbers that are 10 less or 10 more than a given number. 	<p>Operations & Algebraic Thinking CC.1.OA.1</p> <p>Number & Operations in Base Ten CC.1.NBT.3 CC.1.NBT.5</p>	<p>HMH GO MATH! Chapter 7 Lessons 7.1-7.5</p>
<p>Chapter 8 – Two-Digit Addition & Subtraction</p> <ul style="list-style-type: none"> • Add and subtract within 20. • Draw a model to add tens. • Draw a model to subtract tens. • Use a hundred chart to find sums. • Use concrete models to add ones or tens to a two-digit number. • Make a ten to add a two-digit number and a one-digit number. • Use tens and ones to add two-digit numbers. • Solve and explain two-digit addition word problems using the strategy <i>draw a picture</i>. • Add and subtract within 100. 	<p>Operations & Algebraic Thinking CC.1.OA.6</p> <p>Number & Operations in Base Ten CC.1.NBT.4 CC.1.NBT.6</p>	<p>HMH GO MATH! Chapter 8 Lessons 8.1-8.9</p>
<p>3rd Quarter</p>	<p>Domain</p>	
<p>Chapter 9 – Measurement</p> <ul style="list-style-type: none"> • Order objects by length. • Use the Transitivity Principle to measure indirectly. • Measure length using nonstandard units. • Make a nonstandard measuring tool to measure length. • Solve measurement problems using the strategy <i>act it out</i>. • Write times to the hour and half hour shown on analog clocks. 	<p>Measurement & Data CC.1.MD.1 CC.1.MD.2 CC.1.MD.3</p>	<p>HMH GO MATH! Chapter 9 Lessons 9.1-9.9</p>

<ul style="list-style-type: none"> • Tell times to the hour and half hour using analog and digital clocks. • Use the hour hand to draw and write times on analog and digital clocks. 		
<p>Chapter 10 – Represent Data</p> <ul style="list-style-type: none"> • Analyze and compare data shown in a picture graph where each symbol represents one. • Make a picture graph where each symbol represents one and interpret information. • Analyze and compare data shown in a bar graph. • Make a bar graph and interpret the information. • Analyze and compare data shown in a tally chart. • Make a tally chart and interpret the information. • Solve problem situations using the strategy <i>make a graph</i>. 	<p>Measurement & Data CC.1.MD.4</p>	<p>HMH GO MATH! Chapter 10 Lessons 10.1-10.7</p>
<p>Chapter 11—Three –Dimensional Geometry</p> <ul style="list-style-type: none"> • Identify and describe three-dimensional shapes according to defining attributes. • Compose a new shape by combining three-dimensional shapes. • Use composite three-dimensional shapes to build new shapes. • Identify three-dimensional shapes used to build a composite shape using the strategy <i>act it out</i>. • Identify two-dimensional shapes on three-dimensional shapes. 	<p>Geometry CC.1.G.1 CC.1.G.2</p>	<p>HMH GO MATH! Chapter 11 Lessons 11.1-11.5</p>
<p>Chapter 12—Two-Dimensional Geometry</p> <ul style="list-style-type: none"> • Use defining attributes to sort shapes. • Describe attributes of two-dimensional shapes. • Use objects to compose new two-dimensional shapes. • Make new shapes from the composite two-dimensional shapes using the strategy <i>act it out</i>. • Decompose combined shapes into shapes. • Decompose two-dimensional shapes into parts. • Identify equal and unequal parts (or shares) into two-dimensional shapes. • Partition circles and rectangles into two and four equal shares. 	<p>Geometry CC.1.G.1 CC.1.G.2 CC.1.G.3</p>	<p>HMH GO MATH! Chapter 12 Lessons 12.1-12.10</p>
<p>4th Quarter</p>	<p>Domain</p>	
<p>Getting Ready for Grade 2</p> <ul style="list-style-type: none"> • Explore ways to expand numbers. • Identify place value. • Use place value to compare numbers. 	<p>Operations & Algebraic Thinking CC.1.OA.2 CC.1.OA.3 CC.1.OA.4</p>	<p>HMH GO MATH! Review and Enrich Chapter Lessons 1-19</p>

<ul style="list-style-type: none"> • Use addition & subtraction function tables. • Add 3 numbers. • Add a one-digit number to a two-digit number. • Add two-digit numbers. • Use repeated addition to solve problems. • Choose a nonstandard unit to measure length. • Use a nonstandard ruler. • Compare lengths. • Tell time to the hour and half hour. • Use picture and bar graphs. • Take a survey. • Identify shapes. • Partition into equal shares. 	<p>CC.1.OA.6</p> <p>Numbers & Operations in Base Ten</p> <p>CC.1.NBT.2 CC.1.NBT.3 CC.1.NBT.4 CC.1.NBT.5</p> <p>Measurement & Data</p> <p>CC.1.MD.1 CC.1.MD.2 CC.1.MD.3 CC.1.MD.4 CC.1.MD.7 CC.1.MD.10</p> <p>Geometry</p> <p>CC.1.G.1 CC.2.G.1 CC.1.G.3 CC.2.G.3</p>	
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