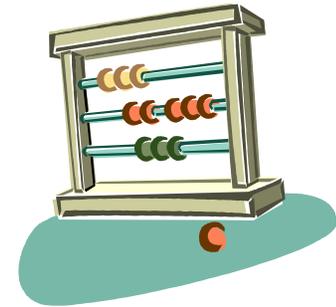## Work with Patterns and Relationships

- count to 100 by twos, fives, and tens
- develop understanding of a sequence of numbers
- *extend, analyze, and describe* patterns, and identify the rule that generates the pattern
- explore balancing equations (5+5=__+1)
- make predictions by using patterns
- develop an understanding of change over time (growth in animals or plants)
- develop an understanding of a constant rate of change in problem solving situations

Work with Data

- *interpret* data from models, charts, or graphs to answer questions
- *describe* data using more, less, or equal
- *collect, sort, and display* data
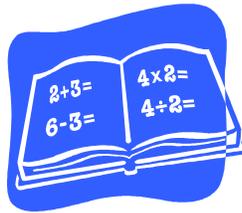- describe the probability of an event using more likely or less likely

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PARENT RESOURCE

Grade 1 Mathematics

► **Hartford School District**

► Grade 1 Mathematics

The goal of first grade mathematics instruction is for all students to achieve mathematical proficiency.

The end result is the ability to think and reason mathematically and use mathematics to solve problems. The following outline provides an overview of what students should know and be able to do by the end of first grade.

Work with Numbers

- numbers 0-100
- *read and write* numbers
- *count and match* objects and pictures to numbers
- *compare* numbers to determine which is more or less
- put numbers in *order*
- compare whole numbers to benchmark numbers such as 10, 25, and 50
- develop understanding of place value (ones, tens, hundreds) and expanded notation (10+7=17)
- develop understanding of even and odd numbers
- recognize basic fractions (halves, thirds, and fourths)
- Add and subtract simple problems in and out of context
- memorize addition facts to 10 (doubles 5+5)

Work with Shapes and Measurement

- *recognize and name* squares, rectangles, triangles, circles, rhombi, trapezoids, and hexagons
- match cylinders, rectangular prisms, triangular prisms, spheres, and cubes to objects in their environment
- recognize scales, thermometers, rulers, and measuring cups, and understand what they measure
- develop understanding of hours, days, and weeks
- tell time to the hour and half hour
- sequence events in terms of days, months, and seasons
- name the days of the week in sequence and develop understanding of yesterday, today and tomorrow
- count like and unlike coins up to a value of $1.00