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| Created on: | July 21, 2011 |
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| Revised on: | July 16, 2015 |
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| **OCEAN COUNTY MATHEMATICS CURRICULUM** |
| **Content Area**: **Mathematics** |
| **Course Title: Elementary** | **Grade Level: 1** |
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|  | **Unit Plan 1** **Operations & Algebraic Thinking** |  | **Introduced: September – December Ongoing** |  |
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|  | **Unit Plan 2 Measurement & Data** |  | **Introduced: January - February Ongoing** |  |
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|  | **Unit Plan 3****Number & Operations in Base 10** |  | **Introduced: March - April Ongoing** |  |
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|  | **Unit Plan 4** **Geometry** |  | **Introduced: May – June Ongoing** |  |
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| **Standards for Mathematical Practice***The following standards for mathematical practice should be incorporated in all units.* |
| MP.1 Make sense of problems and persevere in solving them. | * Find meaning in problems
* Look for entry points
* Analyze, conjecture and plan solution pathways
* Monitor and adjust
* Verify answers
* Ask themselves the question: “Does this make sense?”
 |
| MP.2 Reason abstractly and quantitatively. | * Make sense of quantities and their relationships in problems
* Learn to contextualize and decontextualize
* Create coherent representations of problems
 |
| MP.3 Construct viable arguments and critique the reasoning of others. | * Understand and use information to construct arguments
* Make and explore the truth of conjectures
* Recognize and use counterexamples
* Justify conclusions and respond to arguments of others
 |
| MP.4 Model with mathematics. | * Apply mathematics to problems in everyday life
* Make assumptions and approximations
* Identify quantities in a practical situation
* Interpret results in the context of the situation and reflect on whether the results make sense
 |
| MP.5 Use appropriate tools strategically. | * Consider the available tools when solving problems
* Are familiar with tools appropriate for their grade or course (pencil and paper, concrete models, ruler, protractor, calculator, spreadsheet, computer programs, digital content located on a website, and other technological tools)
* Make sound decisions of which of these tools might be helpful
 |
| MP.6 Attend to precision. | * Communicate precisely to others
* Use clear definitions, state the meaning of symbols and are careful about specifying units of measure and labeling axes
* Calculate accurately and efficiently
 |
| MP.7 Look for and make use of structure. | * Discern patterns and structures
* Can step back for an overview and shift perspective
* See complicated things as single objects or as being composed of several objects
 |
| MP.8 Look for and express regularity in repeated reasoning. | * Notice if calculations are repeated and look both for general methods and shortcuts
* In solving problems, maintain oversight of the process while attending to detail
* Evaluate the reasonableness of their immediate results
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| **OCEAN COUNTY MATHEMATICS CURRICULUM****Unit Overview** |
| **Content Area:** Mathematics **Grade** 1 |
| **Domain (Unit Title):** Operations & Algebraic Thinking |
| **Cluster:** 1.0A |
| **Cluster Summary*** Represent and solve problems involving addition and subtraction
* Understand and apply properties of operations and the relationship between addition and subtraction
* Add and subtract within 20
* Work with addition and subtraction equations

**Primary Interdisciplinary Connections:**

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| **Science** | experiments, manipulate data, environmental studies, life cycle of plants and animals |
| **Social Studies** | economics, weather patterns, geography, and sociology |
| **Language Arts** | word problem comprehension, create math stories, opened ended math questions |
| **Technology** | interactive SmartBoard lessons, independent centers, classroom websites, use digital tools to access, manage, evaluate, and synthesize information |

**21st Century Themes:**

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| **Global Awareness** | Students work with word problems containing names and locations around the world to develop understanding of diverse cultures and lifestyles.  |
| **Financial Literacy** | Students use addition and subtraction to make appropriate financial choices.  |
| **Communication** | Students use mathematical arguments to articulate thoughts and ideas with peers and teachers.  |

 **College and Career Readiness:**

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| Mathematics programs develops a deep understanding of mathematics by building a strong foundation of number sense at the elementary level before moving into more advanced content. Students will learn to make sense of problems and persevere in problem solving, reason abstractly and quantitatively, construct viable arguments and critique the reasoning of others, model with mathematics, use appropriate tools strategically, attend to precision, look for and make use of a structure, and look for and express regularity in repeated reasoning. |

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| **Learning Targets** |
| **Content Standards** |
| **Number** | **Common Core Standard for Mastery** |
| 1.0A.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, e.g., by using objects, drawings, and equations with a symbol for the unknown number to represent the problem. |
| 1.0A.2 | Solve word problems that call for addition of three whole numbers whose sum is less than or equal to 20, e.g., by using objects, drawings, and equations with a symbol for the unknown number to represent the problem. |
| 1.0A.3 | Apply properties of operations as strategies to add and subtract.2 Examples: 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.) |
| 1.0A.4 | Understand subtraction as an unknown-addend problem. For example, subtract 10 - 8 by finding the number that makes 10 when added to 8. |
| 1.0A.5 | Relate counting to addition and subtraction (e.g., by counting on 2 to add 2). |
| 1.0A.6 | Add and subtract within 20, demonstrating fluency for addition and subtraction within 10. Use strategies such as counting on; making ten (e.g., 8 + 6 = 8 + 2 + 4 = 10 + 4 = 14); decomposing a number leading to a ten (e.g., 13 - 4 = 13 - 3 - 1 = 10 - 1 = 9); using the relationship between addition and subtraction (e.g., knowing that 8 + 4 = 12, one knows 12 - 8 = 4); and creating equivalent but easier or known sums (e.g., adding 6 + 7 by creating the known equivalent 6 + 6 + 1 = 12 + 1 = 13). |
| 1.0A.7 | Understand the meaning of the equal sign, and determine if 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. |
| 1.0A.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 = \_. |
| **Number** | **Common Core Standard for Introduction** |
| 2.0A.3 | Determine whether a group of objects (up to 20) has an odd or even number of members, e.g., by pairing objects or counting them by 2s; write an equation to express an even number as a sum of two equal addends. |
| **Unit Essential Questions*** What is addition and how is it used?
* What is subtraction and how is it used?
* How are addition and subtraction related?
 | **Unit Enduring Understandings***Students will understand that…** addition and subtraction are used to model real-world situations such as computing saving or spending, finding the number of days until a special day or determining an amount needed to earn a reward.
* fluency with addition and subtraction facts helps to quickly find answers to important questions.
 |
| Unit Objectives*Students will know…** to use addition and subtraction to take numbers apart and put them back together in order to understand number relationships.
* to look for and make use of structure.
* which strategies to use to problem solve.
 | Unit Objectives*Students will be able to…*represent and solve problems involving addition and subtraction.understand and apply properties of operations and the relationship between addition and subtraction.add and subtract within 20.work with addition and subtraction equations. |

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| **OCEAN COUNTY MATHEMATICS CURRICULUM****Evidence of Learning** |
| **Suggested Formative Assessments*** Teacher Observation ∙ Anecdotal Records
* Performance Assessments ∙ Exit Slips/Slate Assessments
* Daily Classwork ∙ Math Portfolio/Journals
* Games ∙ Pre-assessment
* Oral Assessments/Conferences
 |
| **Suggested Summative Assessments*** Tests
* Quizzes
* National/State/District Assessments
 |
| **Suggested Modifications (ELLs, Special Education, Gifted and Talented)**Low Level StrategiesModified Classwork and Homework AssignmentsTeacher TutoringParent- Teacher CommunicationAnchor Charts and Visual AidsFlexible GroupingTeacher- Student Goal SettingTechnology IntegrationCenters | Response to InterventionHigh Level StrategiesMulti- Step and Higher Level Math ProblemsEnrich ProblemsExtend ActivitiesCentersStudent Driven ActivitiesStudent Choice ActivitiesPeer Tutoring |
| **Suggested Activities for Lesson Plans:**

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| Beam Me Up | Addition game to 20 |
| Number Bonds to 20 | Fun addition and subtraction activity for children to practice number bonds to 20. This activity will increase rapid recall of number facts  |
| Addition Stories  | Interactive way to make fun number sentences |

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| **Teacher Notes:** |

OCEAN COUNTY MATHEMATICS CURRICULUM RESOURCES

**Math Domain:** Operations & Algebraic Thinking **Grade:** 1

# Cluster :

* + Represent and solve problems involving addition and subtraction
	+ Understand and apply properties of operations and the relationship between addition and subtraction
	+ Add and subtract within 20
	+ Work with addition and subtraction equations

**Content Standard:** 1.0A.1 1.0A.2 1.0A.3 1.0A.4 1.0A.5 1.0A.6 1.0A.7 1.0A.8

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| **Websites** | **Brief Description** |
| <http://www.ixl.com/?gclid=CJbknti0_qkCFUJn5Qodbx7uxg> | Individual game / activities forindependent practice |
| <http://coolmath4kids.com/> | Individual game / activities forindependent practice |
| <http://www.mathwire.com/games/addsubgames.html> | Printable games / activities |
| <http://internet4classrooms.com/> | Games, power points, instructionalaides |
| <http://faculty.usiouxfalls.edu/arpeterson/firstgradesmartboard.htm> | Smart Board activities and lessons |
| <http://www.softschools.com/math/games/fishing_sub.jsp> | Subtraction fishing game, arcade- type games |
| <http://www.brainpopjr.com/> | Instructional student videos |
| <http://streaming.discoveryeducation.com/> | Student activities, instructionalaides |
| **Math Literature**:* *Animals on Board*, Stuart Murphy

*Anno’s Magic Seeds*, Mitsumasa Anno*The Bag I’m Taking to Grandma’s*, Shirley Neitzel*Domino Addition*, Lynette Long* *City by Numbers*, Stephen T. Johnson
* *Elevator Magic*, Stuart Murphy *A Fair Bear Share*, Stuart Murphy
* *The Great Math Tattle Battle*, Anne Bowen

*Billy’s Beetle*, Mick Inkpen *Cat’s Add Up*, Marilyn Burns* *The Great Pet Sale*, Mick Inkpen
* *Centipede’s 100 Shoes*, Tony Ross
* *Twenty is Too Many,* Pete Duke
* *Missing Mittens,* Stuart J. Murphy
 | Addition* Standard notation, 1-20
* Subtraction
* Addition and Subtraction
* Adding and Subtracting money
* Addition and Subtraction to 100
* Number stories
* Odd and Even
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| **OCEAN COUNTY MATHEMATICS CURRICULUM****Unit Overview** |
| **Content Area:** Mathematics **Grade:** 1 |
| **Domain:** Measurement and Data |
| **Cluster**: 1.MD |
| **Cluster Summary*** Measure lengths indirectly and by iterating length units
* Tell and write time
* Represent and interpret data

**Primary Interdisciplinary Connections:**

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| --- | --- |
| **Science** | measure, record, and compare data, create tables and graphs to represent data |
| **Social Studies** | survey, record, and compare data, ecomonics |
| **Language Arts** | write informational/ explanatory texts in which a topic is named, facts and procedure are provided, and a sense of closure is given |
| **Technology** | interactive SmartBoard lessons, independent centers, classroom websites, use digital tools to access, manage, evaluate, and synthesize information |

**21st Century Themes:**

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| **Global Awareness** | Students work with word problems containing names and locations around the world to develop understanding of diverse cultures and lifestyles.  |
| **Communication** | Students use mathematical arguments to articulate thoughts and ideas with peers and teachers.  |
| **Civic Literacy**  | Students understand the skills of mapping, gridding, and compass directions.  |
| **Economic Literacy** | Students understand the role of economics in society and understand how to make appropriate personal economic choices.  |

 **College and Career Readiness:**

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| Mathematics programs develops a deep understanding of mathematics by building a strong foundation of number sense at the elementary level before moving into more advanced content. Students will learn to make sense of problems and persevere in problem solving, reason abstractly and quantitatively, construct viable arguments and critique the reasoning of others, model with mathematics, use appropriate tools strategically, attend to precision, look for and make use of a structure, and look for and express regularity in repeated reasoning. |

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| **Learning Targets** |
| **Content Standards** |
| **Number** | **Common Core Standard for Mastery** |
| 1.MD.1 | Order three objects by length; compare the lengths of two objects indirectly by using a third object. |
| 1.MD.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. Limit to contexts where the object being measured is spanned by a whole number of length units with no gaps or overlaps. |
| 1.MD.3 | Tell and write time in hours and half-hours using analog and digital clocks. |
| 1.MD.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. |
| **Number** | **Common Core Standard for Introduction** |
| 2.MD.8 | Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using $ and ¢ symbols appropriately. Example: If you have 2 dimes and 3 pennies, how many cents do you have? |
| **Unit Essential Questions*** How can you tell one object is bigger than another?
* Why do we measure objects and time?
* How are length and time different?

How are they the same?* What kinds of questions generate data?
* What questions can be answered by a data representation?
 | **Unit Enduring Understandings***Students will understand that…** time measurement is a means to organize and structure each day and our lives, and to describe tempo in music.
* measurement helps to understand and describe the world such as comparing heights of friends, describing how heavy something is, or how much something holds.
* people use graphs and charts to communicate information and learn about a class or community, such as favorite ice cream flavors of a class.
 |
| **Unit Objectives***Students will know…** to use measurable attributes to describe countless objects.
* to use appropriate tools strategically.
* to measure accurately.
* to organize and explain random information.
 | **Unit Objectives***Students will be able to…** measure lengths indirectly and by iterating length units.
* tell and write time.
* represent and interpret data.
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| **OCEAN COUNTY MATHEMATICS CURRICULUM****Evidence of Learning** |
| **Suggested Formative Assessments*** Teacher Observation ∙ Anecdotal Records
* Performance Assessments ∙ Exit Slips/Slate Assessments
* Daily Classwork ∙ Math Portfolio/Journals
* Games ∙ Pre-assessment
* Oral Assessments/Conferences
 |
| **Suggested Summative Assessments*** Tests
* Quizzes
* National/State/District Assessments
 |
| **Suggested Modifications (ELLs, Special Education, Gifted and Talented)**Low Level StrategiesModified Classwork and Homework AssignmentsTeacher TutoringParent- Teacher CommunicationAnchor Charts and Visual AidsFlexible GroupingTeacher- Student Goal SettingTechnology IntegrationCentersResponse to InterventionHigh Level StrategiesMulti- Step and Higher Level Math ProblemsEnrich ProblemsExtend ActivitiesCentersStudent Driven ActivitiesStudent Choice ActivitiesPeer Tutoring |
| **Suggested Activities for Lesson Plans:**

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| Time Cards | Students match analog and digital clocks using cards. |
| Predict the Measurement  | Students work in pairs to estimate, measure and compare predictions. Student with the closest prediction wins a counter.  |
| Interactive Clocks | An analog display links to a digital display and the time in words.  |
| The Very Hungry Caterpillar | Measurement stacking activity to track story events  |

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| **Teacher Notes:** |

OCEAN COUNTY MATHEMATICS CURRICULUM RESOURCES

**Math Domain:** Measurement and Data **Grade:** 1

# Cluster:

* + Measure lengths indirectly and by iterating length units
	+ Tell and write time
	+ Represent and interpret data

**Content Standards:** 1.MD.1 1.MD.2 1.MD.3 1.MD.4

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| **Websites** | **Brief Description** |
| <http://www.funbrain.com/> | Independent Interactivemeasurement activities |
| <http://internet4classrooms.com/> | Independent Interactivemeasurement activities |
| <http://www.apples4theteacher.com/java/telling-time/> | Practice with interactive clocks |
| <http://faculty.usiouxfalls.edu/arpeterson/firstgradesmartboard.htm> | Interactive smart board activities |
| <http://www.brainpopjr.com/> | Instructional student videos |
| <http://streaming.discoveryeducation.com/> | Student activities, instructionalaides |
| **Math Literature:*** *It’s About Time, Max!,* Kitty Richards
* *How Big Is a Foot?,* Rolf Myller *Jack and the Beanstalk*

*Inch by Inch?,*Leo Lionni* *The Best Vacation Ever!,* Stuart Murphy *Lemonade For Sale,* Stuart Murphy
* *Welcome To The Green House,* Jane Yolen
* *26 Letters and 99 Cents*, Tana Hoban

*Deena’s Lucky Penny,* Barbara deRubertis* *LuLu’s Lemonade*, Barbara deRubertis
 | Elapsed time & fact practice* Measurement
* Graphing
* Thermometers
* Money facts
* Volume
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| **OCEAN COUNTY MATHEMATICS CURRICULUM****Unit Overview** |
| **Content Area:** Mathematics **Grade:** 1 |
| **Domain:** Number and Operations in Base Ten |
| **Cluster**: 1.NBT |
| **Cluster Summary*** Extend the counting sequence
* Understand place value
* Use place value understanding and properties of operations to add and subtract

**Primary Interdisciplinary Connections:**

|  |  |
| --- | --- |
| **Science** | scientific method, weather patterns, life cycle of plants and animals |
| **Social Studies** | calendar, timelines, dates, and events, ethnic and organizational cultures |
| **Language Arts** | create math stories,  |
| **Technology** | interactive SmartBoard lessons, independent centers, classroom websites, use digital tools to access, manage, evaluate, and synthesize information |

**21st Century Themes:**

|  |  |
| --- | --- |
| **Global Awareness** | Students work with word problems containing names and locations around the world to develop understanding of diverse cultures and lifestyles.  |
| **Communication** | Students use mathematical arguments to articulate thoughts and ideas with peers and teachers.  |
| **Financial Literacy**  | Students use place values to understand and make appropriate financial choices.  |

 **College and Career Readiness:**

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| --- |
| Mathematics programs develops a deep understanding of mathematics by building a strong foundation of number sense at the elementary level before moving into more advanced content. Students will learn to make sense of problems and persevere in problem solving, reason abstractly and quantitatively, construct viable arguments and critique the reasoning of others, model with mathematics, use appropriate tools strategically, attend to precision, look for and make use of a structure, and look for and express regularity in repeated reasoning. |

 |
| **Learning Targets** |
| **Content Standards** |
| **Number** | **Common Core Standard for Mastery** |
| 1.NBT.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. |
| 1.NBT.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. In numbers 11-19 there is composed of 1 ten and one, two, three, four, five, six,  seven, eight, or nine one 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 |
| 1.NBT.3 | Compare two, two-digit numbers based on meanings of the tens and ones digits, recording the results of comparisons with the symbols <, =, and >. |
| 1.NBT.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 and tens, ones and ones; and sometimes it is necessary to compose a ten. |
| 1.NBT.5 | Given a two-digit number, mentally find 10 more or 10 less than the number, without having to count; explain the reasoning used. |
| 1.NBT.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. |

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| **Unit Essential Questions*** Can numbers always be related to tens?
* Why not always count by 1?
* Why was a place value system developed?
* How does a position of a digit affect its value?
* How big is 100?
 | **Unit Enduring Understandings***Students will understand that…** the comparison of numbers helps to communicate and to make sense of the world.
 |
| **Unit Objectives***Students will know…** to visualize and make representations of their ideas.
* to count and order both real and imaginary objects.
* abstract and quantitative reasoning.
 | **Unit Objectives***Students will be able to…** extend the counting sequence.
* understand place value.
* use place value understanding and properties of operations to add and subtract.
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| **OCEAN COUNTY MATHEMATICS CURRICULUM****Evidence of Learning** |
| **Suggested Formative Assessments*** Teacher Observation ∙ Anecdotal Records
* Performance Assessments ∙ Exit Slips/Slate Assessments
* Daily Classwork ∙ Math Portfolio/Journals
* Games ∙ Pre-assessment
* Oral Assessments/Conferences
 |
| **Suggested Summative Assessments*** Tests
* Quizzes
* National/State/District Assessments
 |
| **Suggested Modifications (ELLs, Special Education, Gifted and Talented)**Low Level StrategiesModified Classwork and Homework AssignmentsTeacher TutoringParent- Teacher CommunicationAnchor Charts and Visual AidsFlexible GroupingTeacher- Student Goal SettingTechnology IntegrationCentersResponse to InterventionHigh Level StrategiesMulti- Step and Higher Level Math ProblemsEnrich ProblemsExtend ActivitiesCentersStudent Driven ActivitiesStudent Choice ActivitiesPeer Tutoring |
| **Suggested Activities for Lesson Plans:**

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| --- | --- |
| Place Value Cards | Set of cards to make decomposition of place value |
| Number Caterpillars | Number lines in the shape of caterpillars. Students practice counting forward and backward by 1s, 2s, 5s, and 10s and fill in missing numbers. |
| Number Bond to 10 Song | Oral and mental introduction or closer to a lesson |
| Life Cycle Activity | Used for butterflies, frogs, or plants. Students can use counting and place value skills.  |

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| **Teacher Notes:** |

OCEAN COUNTY MATHEMATICS CURRICULUM RESOURCES

**Math Domain:** Number and Operations in Base Ten **Grade:** 1

# Cluster:

* + Extend the counting sequence
	+ Understand place value
	+ Use place value understanding and properties of operations to add and subtract

**Content Standards**: 1.NBT.1 1.NBT.2 1.NBT.3 1.NBT.4 1.NBT.5 1.NBT.6

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| **Websites** | **Brief Description** |
| <http://www.mathplayground.com/> | Individual game / activities for independent practice |
| <http://www.havefunteaching.com/> | Instructional aides: songs, videos & games |
| <http://www.apples4theteacher.com/greater-than-less-than.html> | Interactive computer games for greater than and less than |
| <http://www.brainpopjr.com/> | Instructional student videos |
| <http://streaming.discoveryeducation.com/> | Student activities, instructional aides |
| **Math Literature:*** *The Warlord’s Beads,* Virginia Walton
* *Just Enough Carrots*, Stuart Murphy
* *Two Ways to Count to Ten,* Ruby Dee
* *Let’s Count*, Tana Hoban
* *Anno’s Counting Book*, Mitsumasa Anno
 | Place value concepts* Relation symbols
* Skip counting
* Counting
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| **OCEAN COUNTY MATHEMATICS CURRICULUM****Unit Overview** |
| **Content Area:** Mathematics **Grade**: 1 |
| **Domain:** Geometry |
| **Cluster**:1.G |
| **Cluster Summary*** Reason with shapes and their attributes

**Primary Interdisciplinary Connections:**

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| **Science** | identify and sort shapes and their properties, explore shapes of the planets and constellations,  |
| **Social Studies** | maps, signs, and symbols, coordinate grids |
| **Language Arts** | literacy books, and puzzles |
| **Technology** | interactive SmartBoard lessons, independent centers, classroom websites, use digital tools to access, manage, evaluate, and synthesize information |

**21st Century Themes:**

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| --- | --- |
| **Global Awareness** | Students work with word problems containing names and locations around the world to develop understanding of diverse cultures and lifestyles.  |
| **Communication** | Students use mathematical arguments to articulate thoughts and ideas with peers and teachers.  |
| **Civic Literacy**  | Students understand the skills of mapping, gridding, and compass directions.  |

 **College and Career Readiness:**

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| --- |
| Mathematics programs develops a deep understanding of mathematics by building a strong foundation of number sense at the elementary level before moving into more advanced content. Students will learn to make sense of problems and persevere in problem solving, reason abstractly and quantitatively, construct viable arguments and critique the reasoning of others, model with mathematics, use appropriate tools strategically, attend to precision, look for and make use of a structure, and look for and express regularity in repeated reasoning. |

 |
| **Learning Targets** |
| **Content Standards** |
| **Number** | **Common Core Standard for Mastery** |
| 1.G.1 | Distinguish between defining attributes (e.g., triangles are closed and three-sided) versus non-defining attributes (e.g., color, orientation, overall size); build and draw shapes to possess defining attributes. |
| 1.G.2 | Compose two-dimensional shapes (rectangles, squares, trapezoids, triangles, half-circles, and quarter-circles) or 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. |
| 1.G.3 | Partition circles and rectangles into two and four equal shares:* Describe 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 equal shares
* Understand that decomposing into more equal shares creates smaller shares
 |
| **Number** | **Common Core Standard for Introduction** |
| **Unit Essential Questions*** How do you share a whole equally?
* Why is a cube not a square?
 | **Unit Enduring Understandings***Students will understand that…** many objects in the world can be described using geometric shapes and relationships.
* geometry gives us the language to describe these objects.
 |
| **Unit Objectives***Students will know…** to use attributes of shapes to reason.
 | **Unit Objectives***Students will be able to…** build and draw two and three-dimensional shapes.
* partition circles and rectangles into halves and fourths.
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| **OCEAN COUNTY MATHEMATICS CURRICULUM****Evidence of Learning** |
| **Suggested Formative Assessments*** Teacher Observation ∙ Anecdotal Records
* Performance Assessments ∙ Exit Slips/Slate Assessments
* Daily Classwork ∙ Math Portfolio/Journals
* Games ∙ Pre-assessment
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| **Suggested Summative Assessments*** Tests
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| **Suggested Modifications (ELLs, Special Education, Gifted and Talented)**Low Level StrategiesModified Classwork and Homework AssignmentsTeacher TutoringParent- Teacher CommunicationAnchor Charts and Visual AidsFlexible GroupingTeacher- Student Goal SettingTechnology IntegrationCentersResponse to InterventionHigh Level StrategiesMulti- Step and Higher Level Math ProblemsEnrich ProblemsExtend ActivitiesCentersStudent Driven ActivitiesStudent Choice ActivitiesPeer Tutoring |
| **Suggested Activities for Lesson Plans:**

|  |  |
| --- | --- |
| What Am I? | 3D shape naming activity using the various properties of shapes |
| Sorting Shape Tree | “Tree Sort” to develop knowledge and understanding of shape properties. Used for both 2D and 3D shapes |
| Shape Hunt | Students explore indoor or outdoor surroundings to identify shapes.  |
| Interactive Polygon Explorer | Web- based resource to explore the properties of polygons. |

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| **Teacher Notes:** |

OCEAN COUNTY MATHEMATICS CURRICULUM RESOURCES

**Math Domain:** Geometry **Grade:** 1

# Cluster:

* Reason with shapes and their attributes

**Content Standards:** 1.G.1 1.G.2 1.G.3

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| **Websites** | **Brief Description** |
| <http://www.apples4theteacher.com/math.html#geometrygames> | Interactive tangram activities |
| <http://www.okaloosa.k12.fl.us/oakhill/fractions.html> | Interactive fraction activities |
| <http://www.theproblemsite.com/junior/color_shape_size.asp> | Interactive attribute activities |
| <http://www.learningtoday.com/corporate/default.asp> | Interactive 2D activities |
| <http://www.brainpopjr.com/> | Instructional student videos |
| <http://streaming.discoveryeducation.com/> | Student activities, instructionalaides |
| **Math Literature:*** *When the Doorbell Rang*, Pat Hutchins *Eating Fractions,* Bruce McMillan

*Picture Pie: A Circle Drawing Book*, Ed Emberley* *The Father Who Had 10 Children,* Bendeicte Guettier *How Hungry Are You?,* Donna Jo Napoli and Richard Tchen
* *Round As A Moon Cake: A Book of Shapes,* Roseanne Thong
* *Cubes, Cones, Cylinders and Spheres*, Tana Hoban
* *Grandfather Tang’s Story,* Ann Tompert
 | Fractions* Finding fractional parts
* Pattern Blocks
* Pyramids, Cones & Cubes
* Tangrams
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