

Grade 1 Math Standards and Benchmarks

Standard 1: Use a variety of strategies in the problem-solving process

Benchmarks:

- 1.1 Use pictures to represent problems
- 1.2 Use discussions with teachers and other students to understand problems
- 1.3 Justify how they went about solving a numerical problem
- 1.4 Organize information necessary for solving a problem
- 1.5 Use whole number models to represent problems

Standard 2: Understand and apply basic and advanced properties of the concepts of numbers

Benchmarks:

- 2.1 Understand that numerals are symbols used to represent quantities or attributes of real-world objects
- 2.2 Count whole numbers (i.e., both cardinal and ordinal numbers)
- 2.3 Understand symbolic, concrete, and pictorial representations of numbers
- 2.4 Understand basic whole number relationships

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Standard 3: Use basic and advanced procedures while performing the process of computation **Benchmarks:**

- 3.1 Add and subtract whole numbers
- 3.2 Solve real world problems involving addition and subtraction of whole numbers
- 3.3 Understand basic estimation strategies
- 3.4 Understand the inverse relationship between addition and subtraction

Standard 4: Understand and apply basic and advanced properties of the concepts of measurement **Benchmarks:**

- 4.1 Understand the basic measures length, width, height, weight, and temperature
- 4.2 Understand the concept of time and how it is measured
- 4.3 Know processes for telling time, counting money, and measuring length, weight, and temperature using basic standard and non-standard units
- 4.4 Make quantitative estimates of familiar linear dimensions, weights, and time intervals and checks them against measurements

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Standard 5: Understand and apply basic and advanced properties of the concepts of geometry **Benchmarks:**

- 5.1 Understand basic properties of and similarities and differences between simple geometric shapes
- 5.2 Understand the common language and basic concepts of spatial sense
- 5.3 Understand that geometric shapes are useful for representing and describing real world situations
- 5.4 Understand that patterns can be made by putting different shapes together or taking them apart
- 5.5 Know age-appropriate geometric language for describing and naming shapes
- 5.6 Understand basic concepts of symmetry in shapes

Standard 6: Understand and apply basic and advanced concepts of statistics and data analysis

- 6.1 Understand that observations about objects or events can be organized and displayed in simple graphs
- 6.2 Understand that one can find out about a group of things by studying just a few of them
- 6.3 Organize data in a variety of ways
- 6.4 Understand simple displays of data
- 6.5 Understand basic concepts of data collection and analysis

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Standard 7: Understand and apply basic and advanced concepts of probability **Benchmarks:**

- 7.1 Understand that some events are more likely to happen than others
- 7.2 Understand that some events can be predicted fairly well but others cannot because we do not always know everything that may affect an event

Standard 8: Understand and apply basic and advanced properties of functions and algebra **Benchmarks:**

- 8.1 Recognize regularities in a variety of contexts
- 8.2 Extend simple patterns