

**GRADE 1- A YEAR AT A GLANCE
2015-2016**

<p style="text-align: center;"><u>Unit #1</u></p> <p>1ST 3 WEEKS K.CC 1,2,3,6,7 & K.G 2,6</p> <ul style="list-style-type: none"> • Establish centers & routines by reviewing K skills & games. Some examples are; <ul style="list-style-type: none"> ➤ Compare ➤ Collect 20 together ➤ Racing Bears ➤ Roll and Record Three ➤ Toss The Chips • 1.OA.6 – Add to 10 only • 1.NBT.1 • 1.NBT.2 – a & b (thru the teens) • 1.NBT.3 – Numbers within 20 • 1.MD.3 – <u>Just</u> time to the hour • 1.MD.4 – <u>Just</u> interpret surveys • 1.MD.MA.5 – Coin names and values 	<p style="text-align: center;"><u>Unit #2</u></p> <ul style="list-style-type: none"> • 1.OA.1 • 1.OA.3 – commutative property (use this term) only ($8+3 = 3+8$) • 1.OA.4 • 1.OA.5 • 1.OA.6 – add & subtract w/in 20 • 1.OA.7 • 1.OA.MA.9 • 1.NBT.2 – a & b, introd. c • 1.NBT.3 – numbers to 100 • 1.MD.1 • 1.MD.3 – go to the hour • 1.MD.4 • 1.MD.MA.5- combining like coins •
<p style="text-align: center;"><u>Unit #3</u></p> <ul style="list-style-type: none"> • 1.OA.2- 3 addends • 1.OA.3 – Associative property • 1.OA.6- Add and subtract w/in 20 • 1.OA.7- = versus not = • 1.OA.8 • 1.NBT.5 • 1.MD.1 • 1.MD.2 • 1.MD.3- ½ hour • 1.MD.4- Analyzing and representing • 1.MD.MA.5- comparative values, notation 	<p style="text-align: center;"><u>Unit #4</u></p> <ul style="list-style-type: none"> • 1.NBT.4 • 1.NBT.6 • 1.MD.2 • 1.MD.3 • 1.MD.4 • 1.G.1 • 1.G.2 • 1.G.3

***Once a standard is introduced, it should be reviewed and built upon throughout the year. It may continue to be tested in other units.