I'm not a robot

1st grade math standards

Using effective teaching strategies can be a game changer for your students. Not only can they keep your students more engaged, but they also help your students learn and retain information better.Here are some of our favorite learning strategies for how to teach first grade math.Hands-On Activities and Manipulatives - First graders benefit greatly from concrete, hands-on learning experiences. Using manipulatives like counting blocks, number lines and shape tiles helps students visualize and understand abstract mathematical concepts. Here is one way to do this. When teaching addition and subtraction, you can use physical objects to represent the numbers in a problem. Allow your students to physically manipulate the items to see what the answer to the problem is. Incorporate Games and Technology - Adding educational games and technology into math lessons can make learning more engaging and interactive for your students.Online math games and apps often include interactive activities that teach and reinforce key math concepts.Prodigy Math is a great option for an online math game that involves solving math problems and learning math concepts. It can make learning feel like a fun challenge rather than a chore. Prodigy Math provides immediate feedback, helping students to correct mistakes and understand concepts more thoroughly.Storytelling and Real-Life Applications - Connecting math to real-life situations can make abstract concepts easier to understand for students. To add storytelling to your teaching arsenal, you can create simple word problems based on everyday activities. This could include shopping, cooking or playing to show students how math is used in daily life. Story problems can also be integrated into lessons to help students understand the context and purpose of the math they are learning. For example, a story about sharing apples among friends can help teach division and fractions in a context that your students will relate to. This approach not only makes math more interesting but also helps students see its practical applications.Want more ideas for crafting first grade math lessons? Check out our First Grade Math Worksheets now!Learning 1st Grade MathWhen students are in first grade learning math, they are typically 6 years old. At this age, your students will typically learn best through:Active engagementHands-on activitiesConcrete experiences6-year-olds are developing their number sense, addition and subtraction skills and concepts of measurement, time and geometry. Learning for 6-year-olds is most effective when it is interactive and involves visual and physical manipulation of objects. They benefit from repetitive practice, structured routines and clear, simple instructions. Using these practices will allow them to build confidence in their math abilities.Making Learning Fun for 6-Year-OldsTo make learning math enjoyable for six-year-olds, incorporate play and creativity into your lesson plans. Games, puzzles, and stories can transform math exercises into engaging activities that capture your students' interest. Try using board games that involve counting, or online math games that reward progress.Another effective teaching strategy is to integrate math into daily activities. For example, cooking activities can teach measurement and fractions. Or building with blocks can help students' understanding of shapes and spatial relationships. Use group activities and collaborative problem-solving to foster friendships and make learning a shared, enjoyable experience. By creating a positive and fun learning environment, you can help your students develop a love for math and learning.How Prodigy Improves First Grade MathProdigy Math is a game-based learning platform that is the perfect addition to your math lesson plan. Incorporating Prodigy into your classroom is easy. You can create and assign math problems that are tailored to your curriculum with the click of a button. You can also customize these lessons to the individual needs of your students. Prodigy Math aligns with whatever curriculum is used in your state or country. This ensures that the content is relevant and comprehensive. Prodigy's adaptive learning technology adjusts the difficulty of questions based on each student's performance. This provides a personalized learning experience that keeps students challenged and engaged.And you can track your students' progress through detailed reports on the teacher dashboard. It's clear to see where students are excelling or where they may need additional support. Making Learning Fun with ProdigyProdigy transforms math practice into an interactive adventure game. Players embark on quests, battle monsters and earn rewards by solving math problems. Students will find learning math fun with Prodigy. You may even find that they ask to learn more! Using this gamified approach not only captures students' interest but also promotes a positive attitude towards math. You will find that Prodigy is an invaluable tool for reducing math anxiety and improving student outcomes.Sign up for a free teacher account now!If you're looking for more information on the curriculum standards that your student or child will learn inside the Prodigy Math game, you've gathered all of the information in one place. To find the standards for your exact location, simply select your country and state you live in. Then scroll down to see the curriculum standards. If you're looking for a different grade, you can change that on the drop-down menu directly above the standards. Head to our math curriculum standards page now. In Grade 1, instructional time should focus on four critical areas: (1) developing understanding of addition, subtraction, and strategies for addition and subtraction within 20; (2) developing understanding of whole number relationships and place value, including grouping in tens and ones; (3) developing understanding of linear measurement and measuring lengths as iterating length units; and (4) reasoning about attributes of, and composing and decomposing geometric shapes. In Grade 1, instructional time should focus on four critical areas: (1) developing understanding of addition, subtraction, and strategies for addition and subtraction within 20; (2) developing understanding of whole number relationships and place value, including grouping in tens and ones; (3) developing understanding of linear measurement and measuring lengths as iterating length units; and (4) reasoning about attributes of, and composing and decomposing geometric shapes. Students develop strategies for adding and subtracting whole numbers based on their prior work with small numbers. They use a variety of models, including discrete objects and length-based models (e.g., cubes connected to form lengths), to model add-to, take-from, put-together, take-apart, and compare situations to develop meaning for the operations of addition and subtraction, and to develop strategies to solve arithmetic problems with these operations. Students understand connections between counting and addition and subtraction (e.g., adding two is the same as counting on two). They use properties of addition to add whole numbers and to create and use increasingly sophisticated strategies based on these properties (e.g., "making tens") to solve addition and subtraction problems within 20. By comparing a variety of solution strategies, children build their understanding of the relationship between addition and subtraction. Students develop, discuss, and use efficient, accurate, and generalizable methods to add within 100 and subtract multiples of 10. They compare whole numbers (at least to 100) to develop understanding of and solve problems involving their relative sizes. They think of whole numbers between 10 and 100 in terms of tens and ones (especially recognizing the numbers 11 to 19 as composed of a ten and some ones). Through activities that build number sense, they understand the order of the counting numbers and their relative magnitudes. Students develop an understanding of the meaning and processes of measurement, including underlying concepts such as iterating (the mental activity of building up the length of an object with equal-sized units) and the transitivity principle for indirect measurement.1 Students compose and decompose plane or solid figures (e.g., put two triangles together to make a quadrilateral) and build understanding of part-whole relationships as well as the properties of the original and composite shapes. As they combine shapes, they recognize them from different perspectives and orientations, describe their geometric attributes, and determine how they are alike and different, to develop the background for measurement and for initial understandings of properties such as congruence and symmetry. Grade 1 Overview # Operations and Algebraic Thinking # 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. Number and Operations in Base Ten # Extend the counting sequence. Understand place value. Use place value understanding and properties of operations to add and subtract. Measurement and Data # Measure lengths indirectly and by iterating length units. Tell and write time. Represent and interpret data. Geometry # Reason with shapes and their attributes. Mathematical Practices # Make sense of problems and persevere in solving them. 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 structure. Look for and express regularity in repeated reasoning. 1 Students should apply the principle of transitivity of measurement to make indirect comparisons, but they need not use this technical term. Source >> Common Core Math Standards Main Page Welcome to 1st Grade Common Core Math Standards Resource Page! This page is your go-to guide for understanding and implementing the 1st Grade Common Core State Standards for Mathematics. Below, you'll find a complete list of all the standards and skills, along with resources to help make your teaching more effective and efficient. The Common Core Math Standards are organized into broad categories called Domains, with specific skills outlined under each. Within each Domain, Clusters group related standards that progress in complexity, ensuring a clear and cohesive structure for learning at each grade level. For 1st grade, the key Domains include: Each Cluster is further broken down into Standards, which are specific skills or concepts that students are expected to learn. For example, the standard 1.NBT.B.2 focuses on understanding place value, including recognizing that the numbers 10 through 90 represent groups of tens and some ones. Click on a domains (buttons linked above) to start exploring! Cluster A: 1.NBT.A – Extend the counting sequence StandardSkillsRelated Resources1.NBT.1I can count to 120, starting at any number less than 120.I can read and write numbers and represent them with objects.– Math Task Cards– Math Sorts– Math Pixel Art– Math Game Show– Math Tri-folds Cluster B: 1.NBT.B – Understand place value StandardSkillsRelated Resources1.NBT.2I understand that 10 ones can be bundled into a group called 'a ten'. I can tell how many tens and ones are in a two-digit number.– Math Task Cards– Math Sorts– Math Pixel Art– Math Game Show– Math Tri-folds1.NBT.3Compare two two-digit numbers based on meanings of the tens and ones digits.– Math Task Cards– Math Sorts– Math Pixel Art– Math Game Show– Math Tri-folds Cluster C: 1.NBT.C – Use place value understanding and properties of operations to add and subtract StandardSkillsRelated Resources1.NBT.4I can use concrete models or drawings and strategies to help me solve problems within 100.– Math Task Cards– Math Sorts– Math Pixel Art– Math Game Show– Math Tri-folds1.NBT.5I can add or subtract 10 from a number without having to count.I can explain how I added ten or subtracted 10 in my head.– Math Task Cards– Math Sorts– Math Pixel Art– Math Game Show– Math Tri-folds1.NBT.6I can subtract multiples of 10. I can use models or drawings and strategies to explain my thinking.– Math Task Cards– Math Sorts– Math Pixel Art– Math Game Show– Math Tri-folds Cluster A: 1.OA.A – Represent and solve problems involving addition and subtraction StandardSkillsRelated Resources1.OA.1I can use addition and subtraction within 20 to solve word problems. I can use a symbol for the unknown number.– Math Task Cards– Math Sorts– Math Pixel Art– Math Game Show– Math Tri-folds1.OA.2I can solve word problems where I have to add three numbers. I can use a symbol for the unknown number.– Math Task Cards– Math Sorts– Math Pixel Art– Math Game Show– Math Tri-folds Cluster B: 1.OA.B – Understand and apply properties of operations and the relationship between addition and subtraction StandardSkillsRelated Resources1.OA.3I can use properties of addition to add and subtract.– Math Task Cards– Math Sorts– Math Pixel Art– Math Game Show– Math Tri-folds1.OA.4I can use addition to help me solve a subtraction problem.– Math Task Cards– Math Sorts– Math Pixel Art– Math Game Show– Math Tri-folds Cluster C: 1.OA.C – Add and subtract within 20 StandardSkillsRelated Resources1.OA.5I can count on to solve addition problems.I can count back to solve subtraction problems.– Math Task Cards– Math Sorts– Math Pixel Art– Math Game Show– Math Tri-folds1.OA.6I can add and subtract within 20.I can fluently add and subtract within 10.– Math Task Cards– Math Sorts– Math Pixel Art– Math Game Show– Math Tri-folds Cluster D: 1.OA.D – Work with addition and subtraction equations StandardSkillsRelated Resources1.OA.7I understand that an equation needs to be equal on both sides.I can tell if an equation is true or false.– Math Task Cards– Math Sorts– Math Pixel Art– Math Game Show– Math Tri-folds1.OA.8II can use what I know about addition and subtraction to find the missing number in an equation.– Math Task Cards– Math Sorts– Math Pixel Art– Math Game Show– Math Tri-folds Cluster A: 1.MD.A – Measure lengths indirectly and by iterating length units StandardSkillsRelated Resources1.MD.1I can put three objects in order by length. I can compare the lengths of two objects by using a third object.– Math Task Cards– Math Sorts– Math Pixel Art– Math Game Show– Math Tri-folds1.MD.2I can lay multiple copies of items end-to-end and count them to measure the length of a longer item.– Math Task Cards– Math Sorts– Math Pixel Art– Math Game Show– Math Tri-folds Cluster B: 1.MD.B – Tell and write time StandardSkillsRelated Resources1.MD.3I can tell and write time in hours and half-hours using analog and digital clocks.– Math Task Cards– Math Sorts– Math Pixel Art– Math Game Show– Math Tri-folds Cluster C: 1.MD.C – Represent and interpret data StandardSkillsRelated Resources1.MD.4I can organize and understand data.I can ask and answer questions about data.– Math Task Cards– Math Sorts– Math Pixel Art– Math Game Show– Math Tri-folds Cluster A: 1.G.A – Reason with shapes and their attributes StandardSkillsRelated Resources1.G.1I can identify and describe shapes.I can build and draw shapes.– Math Task Cards– Math Sorts– Math Pixel Art– Math Game Show– Math Tri-folds1.G.2I can combine shapes to create a new shape.I can make two-dimensional shapes or three-dimensional shapes.– Math Task Cards– Math Sorts– Math Pixel Art– Math Game Show– Math Tri-folds1.G.3I can partition circles and rectangles into two or four equal shares. I can describe the equal shares as halves, fourths, or quarters.– Math Task Cards– Math Sorts– Math Pixel Art– Math Game Show– Math Tri-folds My friend Anni uses IXL Learning in her classroom. She is a teacher at the Tennessee School for the Deaf in Knoxville. She had showed me the program previously, and I thought it was fantastic. So when the opportunity came up to review the program I jumped at the chance. Folks, HONESTLY, hold onto your hat. This is probably one of the finest programs I have EVER seen when it comes to homeschooling, and I am a HUGE HUGE FAN. This review will be CHOCKED FULL because there is that much to talk about. DO NOT MISS THIS ONE! And we were NOT disappointed. Holy Cow! I barely know where to begin because there is just so much amazing things to cover in this review. I reviewed this program for the nine children that we homeschool here on the farm ranging in grade from pre-K to seventh grade, and every single child found the program easy to use and positive. No one complained about having to do IXL, like, EVER. Here was the breakdown in "grades" that we are on here at our house: Genevieve (Pre-K) Hannah (Pre-K) Eoin "Owen" (K) Abigail (1st) Kari (4th) Sidge (4th) Isaac (4th or 5th) Ana (6th) Gabe (7th) So how does it work keeping track of nine children on a program? Well, it's a super easy. Once we sign in to our main "family" account, a new screen pops up asking who is using the program for the day. This screen allows each child to pick his/her name and go directly into their own "learning center." (In addition, I have my own log-in as a parent as a well.) Check out how this looks below: So let's say that I want to log in as Gabe (who is in seventh grade.) There he is -- a basketball on the screen. (We were allowed to pick an icon that matched each child.) Once Gabe clicks on his name, he is brought to another screen Gabe then has his own secret word that he has to type in. (I made these super easy so that no one forgot their word.) There are then a variety of sections that the student can go to. These are all grouped under: Check out this photo below: Learning Let's start by looking at the "Learning" section. It may be a little hard to see on the screen shot, but the student has the following choices: Recommendations: This is the section up on the screen above. It has the student select their grade level to explore math and language art topics that IXL recommends for them to begin practicing. They can then pick any skill they'd like to try. Diagnostic: This is a way to see how your student is doing in different areas and figure out where they should start. This section covers only Math and Language Arts. The student answers questions to help narrow down what level they are on so that you can really focus on that when they step into the program. Just for a sample, I am including a screen shot of one of my three fourth graders. I am keeping them anonymous just to protect them. As you can see, they are mostly in about the 4th grade level on most things (which is great news for me!) As they answer more and more questions, it narrows them down more and more: Math Language Arts Science Social Studies Spanish TN Standards: Love this section! Your student (and YOU!) can see what things they should be knowing/learning for their current grade level. Awards: This is a fun section where you can work to uncover hidden pictures based on skills you have practiced. The picture below is an example of what a pre-K student gets when he/she clicks on the "awards" section. You can see that as soon as they accomplish what is requested of them, they get the opportunity to uncover that square. I really appreciate that the program really tries to make things "look" appropriate for that particular age. Fore example, check out the 8th grade "awards" page. You can tell that it is for a higher level student: AnalyticsOkay now that I've finished talking about the "Learning" section, let's spend a bit of time on the Analytics section of this program. It is broken down into the following sections: Usage: The picture below breaks down how much Ana has been on the program. It also gives a breakdown of her practice by category and her practice by day: Diagnostic: This link actually doubles with the one in the "Learning" section so refer back above for more on this. Trouble Spots: This page features a breakdown of questions that your student has missed. For example, below I checked out Isaac's trouble spots. I can choose which child, what subject, what grade levels, and also a date range. Below, I picked any trouble spots for Isaac in Science and here is what came up: Scores: In the picture below, you can see the scores for one of my students. Things they haven't done at all don't have a score. Things they have done have a score, a date, and how much time they spent on them: Questions: Here you can select a skill to view how your student is doing in that category. Progress and Improvement: This category breaks down the skill, time spent, questions, and score improvement for each student. Honestly folks, this program is simply uh-maz-ing. I cannot recommend it enough. Please take a moment to give IXL Learning a thorough look. You can pay monthly or yearly. The program runs about $20 per month for one child. However, if you buy it for the year it is about $13 a month. For four children, it is about $32 a month for the yearly membership and $23 for a yearly membership.These prices are INCREDIBLY reasonable and worth every single penny. TRUST ME! As always, feel free to message me for more information about this program.