

# **First Grade Mathematics**

The purpose of this document is to clarify what students should know and be able to do in Quarter 2.

The Competencies listed in the table below are developed from the Texas Essential Knowledge and Skills (TEKS) for that grade level. The chart defines which quarter the Competency is reported (Q1 = Grading Period 1, Q2 = Grading Period 2, etc.).

Teachers will report on the competencies using the Grading Progressions which are comprised of four proficiency levels (developing (DV), progressing (PG), and proficient (PF)) and defines the knowledge and skills students will master on their pathway to proficiency. The Grading Progressions for each Competency are below the yearlong outline of the Competencies. The Grading Progressions define what a student knows and is able to do related to that competency at the end of a unit or quarter. To see what success on each individual competency looks like in a particular unit, please see the Public Overview document for the course.

TEKS	Competencies	Q 1	Q 2	Q 3	Q 4
1.1B, 1.1E, 1.1G	<b>C1</b> — <b>Problem Solving</b> The student analyzes word problems, utilizes a strategy, creates multiple representations, communicates mathematical thinking (oral and written), and determines an answer or solution.	x	x	х	x
1.1A, 1.1C, 1.1D, 1.1F, <b>1.2B, 1.2F,</b> <b>1.2G, 1.4C</b>	<b>C2</b> — <b>Numeration</b> The student understands how to represent and compare numbers within real-world context.	x	х	х	
1.1A, 1.1C, 1.1D, 1.1F, <b>1.5D, 1.3B, 1.5F</b>	<b>C3</b> — <b>Operations</b> The student develops an understanding of addition and subtraction within real-world context in order to solve problems.	x	x		x
1.1A, 1.1C, 1.1D, 1.1F, <b>1.6B</b>	<b>C4</b> — <b>Geometry</b> The student analyzes attributes of two-dimensional shapes and three-dimensional solids within real-world context to develop generalizations about their properties.			х	
1.1A, 1.1C, 1.1D, 1.1F, <b>1.7C,</b> 1.7E	<b>C5</b> — <b>Measurement</b> The student selects and uses units to describe length and time within real-world context.				х
1.1A, 1.1C, 1.1D, 1.1F, <b>1.8B</b>	<b>C6</b> — <b>Data Analysis</b> The student organizes data to make it useful for interpreting information and solving problems within real-world context.			х	x

Students who receive a mark of "Proficient" meet the grade level expectation for that Competency.



## Learning Progression for Competency 1: Problem Solving

The student analyzes word problems by determining the important information, utilizing a strategy, creating multiple representations, communicating mathematical thinking (oral and written), and determining an answer.

Developing	Progressing	Proficient
Identify information needed to solve the problem Represent the <b>values</b> of the problem using objects or pictures of objects	Create and use a <b>teacher-selected</b> representation to organize or record and communicate mathematical thinking such as: • number sentence • various types of manipulatives • various types of pictorial representations • graphs	Create and use <b>self-selected multiple</b> representations to organize or record and communicate mathematical thinking such as: • number sentence • various types of manipulatives • various types of pictorial representations • graphs • explaining the process to solve
	Use <b>teacher-selected strategies</b> to solve a problem such as: count objects or picture of objects number paths number lines ten frames part- whole map (strip diagram) fact strategies graphs estimation one-to-one correspondence for comparison	Use self-selected strategies to solve a problem such as: • count objects or picture of objects • number path • number lines • ten frames • part- whole map (strip diagram) • fact strategies • graphs • estimation • one-to-one correspondence for comparisons
Explain how the objects or pictures of objects represent a number	Explain the process used to solve the problem	Justify an answer by comparing it to a predicted answer



# Learning Progression for Competency 2: Numeration

The student understands how to represent and compare numbers within real-world context.

#### Compose and Decompose – Numbers up to 99; Compare and Order – Numbers up to 99

Developing	Progressing	Proficient
Write numbers in standard form when given	Compose numbers from place value models	Decompose numbers in a variety of ways using
word form		objects.
models	Decompose numbers using objects, pictures, and	
	numbers	Decompose numbers in a variety of ways using
Represent numbers using objects and pictures		pictures.
	Use place value strategies to determine a number	
Bundle objects such as craft sticks or linking cubes to	that is 10 more and 10 less than a given number	Decompose numbers in a variety of ways using
count by 10s		numbers.
	Describe comparison using comparative language	
	based on place value using:	Represent numbers using expanded form.
Generate a number that is more than or less than a	<ul> <li>linking cubes/craft sticks</li> </ul>	
given number	<ul> <li>tens and ones</li> </ul>	Explain the connection between expanded form, base
		ten representations, and place value
Describe the value of each digit in a number	Determine the appropriate symbol to represent a	
-	comparison	Represent the inverse of a comparison statement and
		explain why it is true
		, ,
		Order numbers based on place value using:
		<ul> <li>linking cubes/craft sticks</li> </ul>
		open number lines
		Explain how to order numbers using place value



### Learning Progression for Competency 3: Operations

The student develops an understanding of addition and subtraction within real-world context in order to solve problems.

#### Compose and Decompose – Numbers up to 10/Add and Subtract – Numbers within 20

Developing	Progressing	Proficient
Use two addends to compose a number	Use more than two addends to compose a number	Represent word problems involving joining and
<ul> <li>with concrete objects</li> </ul>	<ul> <li>with concrete objects</li> </ul>	separating where unknowns may be any one of the
<ul> <li>without concrete objects</li> </ul>	<ul> <li>without concrete objects</li> </ul>	unknown terms using:
		objects
Decompose a number	Represent <b>results unknown</b> word problems	<ul> <li>pictorial representations</li> </ul>
with concrete	involving joining and separating using:	<ul> <li>number sentences</li> </ul>
<ul> <li>without concrete objects</li> </ul>	• objects	
	<ul> <li>pictorial representations</li> </ul>	Solve word problems involving joining and separating
Determines the actions of the word problem		where unknowns may be any one of the unknown
• joining	Solve word problems with <b>results unknown</b>	terms using:
• separating	involving joining and separating using:	objects
<ul> <li>comparing sets</li> </ul>	• objects	<ul> <li>pictorial representations</li> </ul>
	<ul> <li>pictorial representations</li> </ul>	<ul> <li>fact strategies (e.g. making 10, doubles,</li> </ul>
Explain how the equal sign represents a	<ul> <li>fact strategies (e.g. making 10, doubles,</li> </ul>	compensation)
relationship of equality	compensation)	
		Explain the strategies used to solve problems using:
		<ul> <li>spoken words</li> </ul>
		objects
		<ul> <li>pictorial models</li> </ul>
		number sentences
		Generate and solve problem situations when given a number sentence