

Common Core State Standards

1st Grade Benchmarks

Standards	Benchmark 1	Benchmark 2	Benchmark 3	Benchmark 4
Addition & Subtraction of Whole Numbers (1.OA.1)	Add and subtract within 10 (as it relates to objects & drawings)	Add and subtract within 10 (as it relates to equates to objects, drawings, equations, & symbols)	Add and subtract within 20 (as it relates to objects, drawings, equations, & symbols)	Add and subtract within 20 (as it relates to equates to objects, drawings, equations, & symbols)
Solve word problems (1.OA.2)	Addition of 2 whole numbers whose sum is ≤ 10	Addition of 3 whole numbers whose sum is ≤ 10	Addition of 2 whole numbers whose sum is ≤ 20	Addition of 3 whole numbers whose sum is ≤ 20
Apply properties of operations of strategies to add & subtract. (1.OA.3)	Commutative property of addition (as it connects to objects & drawings)	Commutative property of addition (as it relates to equates to objects, drawings, equations, & symbols)	Commutative & Associative properties of addition (as it relates to equates to objects, drawings, equations, & symbols)	Commutative & Associative properties of addition (as it relates to equates to objects, drawings, equations, & symbols)
Understand subtraction as an unknown-addend problem (1.OA.4)	Subtract unknown-addend problems within 10 (using objects & pictures)	Subtract unknown-addend problems within 10 (using objects, pictures, equations & symbols)	Subtract unknown-addend problems within 20 (using objects, pictures, equations & symbols)	Subtract unknown-addend problems within 20 (using objects, pictures, equations & symbols)
Add and subtract within 20 (1.OA.5)	Counting all within 10	Counting all, counting on, & 8 counting back within 10	Counting all, counting on, & counting back within 20	Counting all, counting on, & counting back within 20
Add & subtract within 20, but demonstrating fluency within 10 (1.OA.6)	Fluency with: ± 0 ± 1	Fluency with: ± 0 ± 1 \pm to 10	Fluency with: ± 0 to ± 10 , using as a strategy to add & subtract within 20	Fluency with: ± 0 to ± 10 , using as a strategy to add & subtract within 20

Understand meaning of the equal sign & determine if +/- equations are true or false (1.OA.7)	Model concept of equality using objects & pictures	Understand the meaning of the equal sign as it relates to different representations of objects, pictures, & equations	Use understanding of the equal sign to determine if equations are true or false	Use understanding of the equal sign to determine if equations are true or false
Determine the unknown whole number in an addition or subtraction equation relating three whole numbers (1.OA.8)		Unknown number in + and - within 10		Unknown number in + and - within 20
Extend the Counting Sequence (1.NBT.1)	Count to 30	Count to 50	Count to 100	Count to 120
Understand two-digits in a two-digit number represent the amount of tens and ones (1.NBT.2)	Ten can be thought of as a bundle of ten ones	Compose numbers 11 – 19 and understand that decade numbers can be composed of groups of ten		
Compare 2-digit numbers based on the meaning of the tens and ones digits (1.NBT.3)			Compare two two-digit numbers based on the meanings of the tens and ones digits	
Add within 100 (1.NBT.4)			Using models, drawings, and strategies based on place value to add a two-digit number and one-digit number and a two-digit number to a multiple of 10 within 100	Using models, drawings, and strategies based on place value to add a two-digit number to two-digit number

Given a two-digit number, find 10 more/less (1.NBT.5)			Mentally add 10 more/less to any number; represent and explain reasoning used	
Subtract multiples of 10 (1.NBT.6)				Subtract multiples of ten from decades
Order objects by length; compare objects indirectly by using a third object (1.MD.1)	Order three objects by lengths	Compare the lengths of two objects using the third object as your measuring tool		
Express length of an object as a whole number (1.MD.2)		Measure length by laying multiple copies of a shorter object end to end		
Tell and write time (1.MD. 3)		Tell and write time to the hour and half-hour		
Data Collection (1.MD.4)	Collect, and organize data into different representations	Collect, and organize data into different representations	Collect, organize, analyze, and interpret data	Collect, organize, analyze, and interpret data
Distinguish between defining attributes (1.G.1)			<ul style="list-style-type: none"> - Identify shapes and their defining attributes - distinguish between defining and non-defining attributes - build and draw shapes based on their defining attributes 	

Compose two and three dimensional shapes to make composite shapes (1.G.2)			<ul style="list-style-type: none"> - Compose 2 dimensional composite shapes from two smaller shapes - compose new shapes from the composite shapes - Fill shape puzzles in a variety of ways - Compose 3 dimensional composite shapes from two smaller shapes - compose new 3 dimensional shapes from composite shapes - Build 3 dimensional shape puzzles in a variety of ways * 	
Partition circles and rectangles into equal shares (1.G.3)				<ul style="list-style-type: none"> - Partition a region into equal shares (halves and fourths) - Understand that a whole can be broken into equal shares - identify parts as halves, fourths, and quarters

*1.G.2 focuses on spatial visualization concepts. Students do not need to know specific three dimensional shape names.