

Common Core Mathematics Standards: Grade 1

Checking Our Pulse

- How has the year gone so far in math?
- How are your students doing?
- Topics of concern?

Today's Number

Today's number is 12
Talk to your neighbor about what you know about the number 12.
Write down some "pictures" of 12
Write a pair of numbers that you can put together to make 12.
After you find one pair find another pair.
Go back to your picture of 12... write an equation to match each picture.

- Action
- 3 sets
- 3 candy canes on tree. My dad adds 4. my mom added 5 more.

Today's Number

- What is the benefit of these types of activities?
- How do your students do with these types of activities?
- Write a "today's number" activity for your classroom.
- Pick an appropriate start number
- You need to include at least 3 different parts
- Include 2-3 follow up questions that you can ask.

Task analysis...

- For each task:
- Write the equation based on how the task is written
- Use cubes to model how students would solve each task
- Write the one-step equation that models how you would solve the task with cubes

Task Sort

- What do you notice about all/most of the tasks?
- Difficult tasks?
- Easy tasks?
- What makes a task difficult/easy?
- Algebra??? Really... where ?

Tasks

- Let's look at the table with types of mathematical tasks
- Which task types look familiar?
- Which of the 1st grade tasks are most difficult why?
- Look at middle section at the bottom (compare tasks)- what is the difference between 1st and 2nd grade types of tasks?

Math Games

- What is the purpose of playing games in math?

Make 10

- Get 5 number cards each.
- You have a match when you have 2 cards that have a sum of 10.
- If you don't have matches you can ask your classmate or draw from the pile. After 3 attempts to make a match you lose your turn.

Close to 15

- Turn over 5 number cards. Pick 3 of them to get a sum that is close to 15 as possible.
- Students should build each number and the sum with cubes (ten frames would help)
- Want to keep score?
 - Students' score is their distance from 15.
 - Keep playing and keep track of your score.

Ten Plus

- Make columns on your paper:
less than 10, 10, 11, 12, 13, 14, 15, 16, 17, 18
- Draw Two Number Cards and build them with cubes on your Ten Frame
- If your sum is greater than 10 rewrite the equation as $10 + \underline{\quad}$.
- For example if your number cards are 7+5 you would write $10+2$ in your 12 column.

- $5 + 8 = 13 = 10 + 3$

- $5 + 8 = 10 + 3$

2 apart

- Get 5 number cards each.
- You have a match when you have 2 cards that have a difference of 2.
- If you don't have matches you can ask your classmate or draw from the pile. After 3 attempts to make a match you lose your turn.

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- <http://elemath.pbworks.com>
Professional Dev. resources- these materials
Planning resources- links to tasks and lessons