

First Grade Math

| Grade | Standard | Benchmark | Know/Appli | Indicator | Sub-Ind. | Assessed | Non-Calc | Fin. Lit. | (Non-Assessed Indicators)   | Date |           | % Prof(+) |           | Comments |
|-------|----------|-----------|------------|-----------|----------|----------|----------|-----------|---|------|-----------|-----------|-----------|----------|
|       |          |           |            |           |          |          |          |           | ▲ (Assessed Indicators)   | Date | % Prof(+) | Date      | % Prof(+) |          |
| 1     | 1        | 1         | K          | 1         |          |          |          | \$        | Knows, explains, and represents whole numbers from 0 through 100 using concrete objects (2.4.K1a)   |      |           |           |           |          |
| 1     | 1        | 1         | K          | 2         |          |          |          | \$        | Compares and orders:  |      |           |           |           |          |
| 1     | 1        | 1         | K          | 2         | a        |          |          |           | Whole numbers from 0 through 100 using concrete objects (2.4.K1a).  |      |           |           |           |          |
| 1     | 1        | 1         | K          | 2         | b        |          |          |           | Fractions with like denominators (halves and fourths) using concrete objects (2.4.K1a,c).   |      |           |           |           |          |
| 1     | 1        | 1         | K          | 3         |          |          |          | \$        | Recognizes a whole, a half, and a fourth and represents equal parts of a whole (halves, fourths) using concrete objects, pictures, diagrams, fraction strips, or pattern blocks (2.4.K1a,c).                                |      |           |           |           |          |
| 1     | 1        | 1         | K          | 4         |          |          |          |           | Identifies and uses ordinal numbers first (1 <sup>st</sup> ) through tenth (10 <sup>th</sup> ) (2.4.K1a).   |      |           |           |           |          |
| 1     | 1        | 1         | K          | 5         |          |          |          | \$        | Identifies coins (pennies, nickels, dimes, quarters) and currency (\$1, \$5, \$10) and states the value of each coin and each type of currency using money models (2.4.K1d).  |      |           |           |           |          |
| 1     | 1        | 1         | K          | 6         |          |          |          | \$        | Recognizes and counts a like group of coins (pennies, nickels, dimes) (2.4.K1d).  |      |           |           |           |          |
| 1     | 1        | 1         | A          | 1         |          |          |          | \$        | Solves real-world problems using equivalent representations and concrete objects to compare and order whole numbers from 0 through 50 (2.4.A1a).  |      |           |           |           |          |
| 1     | 1        | 1         | A          | 2         |          |          |          | \$        | Determines whether or not numerical values using whole numbers from 0 through 50 are reasonable (2.4.A1a), e.g., when asked if 40 dictionaries will fit inside the student's desk, the student answers no and explains why. |      |           |           |           |          |
| 1     | 1        | 1         | A          | 3         |          |          |          | \$        | Demonstrates that smaller whole numbers are within larger whole numbers using whole numbers from 0 to 30 (2.4.A1a), e.g., if there are five pigs in a pen, there are also three pigs in the pen.                            |      |           |           |           |          |
| 1     | 1        | 2         | K          | 1         |          |          |          | \$        | Reads and writes whole numbers from 0 through 100 in numerical form.  |      |           |           |           |          |

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|       |          |           |            |           |          |          |          |           |  |      |           |           |           |          |
| 1     | 1        | 2         | K          | 2         |          |          |          | \$        | Represents whole numbers from 0 through 100 using various groupings and place value models (place value mats, hundred charts, or base ten blocks) emphasizing ones, tens, and hundreds (2.4.K1b), e.g., how many groups of tens are there in 32 or how many groups of tens and ones in 62?   |      |           |           |           |          |
| 1     | 1        | 2         | K          | 3         |          |          |          | \$        | Counts subsets of whole numbers from 0 through 100 both forwards and backwards (2.4.K1a).  |      |           |           |           |          |
| 1     | 1        | 2         | K          | 4         |          |          |          |           | Writes in words whole numbers from 0 through 10.   |      |           |           |           |          |
| 1     | 1        | 2         | K          | 5         |          |          |          | \$        | Identifies the place value of the digits in whole numbers from 0 through 100 (2.4.K1b).  |      |           |           |           |          |
| 1     | 1        | 2         | K          | 6         |          |          |          |           | Identifies any whole number from 0 through 30 as even or odd (2.4.K1a).  |      |           |           |           |          |
| 1     | 1        | 2         | K          | 7         |          |          |          | \$        | Uses the concepts of these properties with whole numbers from 0 through 100 and demonstrates their meaning using concrete objects (2.4.K1a):   |      |           |           |           |          |
| 1     | 1        | 2         | K          | 7         | a        |          |          |           | Uses the concepts of these properties with whole numbers from 0 through 100 and demonstrates their meaning using concrete objects (2.4.K1a): commutative property of addition, e.g., $3 + 2 = 2 + 3$ .   |      |           |           |           |          |
| 1     | 1        | 2         | K          | 7         | b        |          |          |           | Uses the concepts of these properties with whole numbers from 0 through 100 and demonstrates their meaning using concrete objects (2.4.K1a): zero property of addition (additive identity), e.g., $4 + 0 = 4$ .  |      |           |           |           |          |
| 1     | 1        | 2         | A          | 1         |          |          |          | \$        | Solves real-world problems with whole numbers from 0 through 50 using place value models (place value mats, hundred charts, or base ten blocks) and the concepts of these properties to explain reasoning (2.4.A1a-b):   |      |           |           |           |          |
| 1     | 1        | 2         | A          | 1         | a        |          |          |           | Solves real-world problems with whole numbers from 0 through 50 using place value models (place value mats, hundred charts, or base ten blocks) and the concepts of these properties to explain reasoning (2.4.A1a-b): commutative property of addition, e.g., group 5 students into a group of 3 and a group of 2, add to find the total; then reverse the order of the students to show that $2 + 3$ still equals 5. |      |           |           |           |          |

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| 1     | 1        | 2         | A          | 1         | b        |          |          |           | Solves real-world problems with whole numbers from 0 through 50 using place value models (place value mats, hundred charts, or base ten blocks) and the concepts of these properties to explain reasoning (2.4.A1a-b): zero property of addition, e.g., have students lay out 11 crayons, tell them to add zero (crayons). Then ask: How many crayons are there?                                       |      |           |           |           |          |
| 1     | 1        | 3         | K          | 1         |          |          |          | \$        | Estimates whole number quantities from 0 through 100 using various computational methods including mental math, paper and pencil, concrete objects, and appropriate technology (2.4.K1a).  |      |           |           |           |          |
| 1     | 1        | 3         | K          | 2         |          |          |          | \$        | Estimates to check whether or not results of whole number quantities from 0 through 100 are reasonable (2.4.K1a).  |      |           |           |           |          |
| 1     | 1        | 3         | A          | 1         |          |          |          | \$        | Adjusts original whole number estimate of a real-world problem using whole numbers from 0 through 50 based on additional information (a frame of reference) (2.4.A1a), e.g., an estimate is made about the number of tennis balls in a shoebox; about half of the tennis balls are removed from the box and counted. With this additional information, an adjustment of the original estimate is made. |      |           |           |           |          |
| 1     | 1        | 4         | K          | 1         |          |          |          | \$        | Computes with efficiency and accuracy using various computational methods including mental math, paper and pencil, concrete objects, and appropriate technology (2.4.K1a).   |      |           |           |           |          |
| 1     | 1        | 4         | K          | 2         |          |          | N        | \$        | States and uses with efficiency and accuracy basic addition facts with sums from 0 through 10 and corresponding subtraction facts.   |      |           |           |           |          |
| 1     | 1        | 4         | K          | 3         |          |          |          |           | Skip counts by 2s, 5s, and 10s through 50 (2.4.K1a).   |      |           |           |           |          |
| 1     | 1        | 4         | K          | 4         |          |          |          |           | Uses repeated addition (multiplication) with whole numbers to find the sum when given the number of groups (ten or less) and given the same number of <b>concrete objects</b> in each group (ten or less) (2.4.K1a), e.g., three plates of cookies with 10 cookies on each plate means $10 + 10 + 10 = 30$ cookies.  |      |           |           |           |          |

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| 1     | 1        | 4         | K          | 5         |          |          |          |           | Uses repeated subtraction (division) with whole numbers when given the total number of <b>concrete objects</b> in each group to find the number of groups (2.4.K1a), e.g., there are 9 pencils. If each student gets 2 pencils, how many students get pencils? $9 - 2 - 2 - 2 - 2$ or 9 minus 2 four times means four students get 2 pencils each and there is 1 pencil left over. <i>or</i> There are 30 pieces of candy to put equally into five bowls, how many pieces of candy will be in each bowl? $30 - 5 - 5 - 5 - 5 - 5 - 5$ means there are six in each bowl. |      |           |           |           |          |
| 1     | 1        | 4         | K          | 6         | a        |          |          |           | Performs and explains these computational procedures (2.4.K1a-b): adds whole numbers with sums through 99 without regrouping using concrete objects, e.g., 42 straws (bundled in 10s) + 21 straws (bundled in 10s) = 63 straws (bundled in 10s)   |      |           |           |           |          |
| 1     | 1        | 4         | K          | 6         | b        |          |          |           | Performs and explains these computational procedures (2.4.K1a-b): subtracts two-digit whole numbers without regrouping using concrete objects, e.g., 63 cubes – 21 cubes = 42 cubes.  |      |           |           |           |          |
| 1     | 1        | 4         | K          | 7         |          |          |          | §         | Shows that addition and subtraction are inverse operations using concrete objects (2.4.K1a).  |      |           |           |           |          |
| 1     | 1        | 4         | A          | 1         |          |          |          | §         | Solves one-step real-world addition or subtraction problems with various groupings of two-digit whole numbers <b>without</b> regrouping (2.4.A1a-b), e.g., Jo has 48 crayons and 16 markers in her desk. How many more crayons does she have than markers? This problem could be solved using base 10 models or a number line or by saying $48 - 10 = 38$ and $38 - 6 = 32$ .   |      |           |           |           |          |
| 1     | 2        | 1         | K          | 1         | a        |          |          |           | Uses concrete objects, drawings, and other representations to work with types of patterns (2.4.K1a): repeating patterns, e.g., an AB pattern is like 1-2, 1-2, ...; an ABC pattern is like dog-horse-pig, dog-horse-pig, ...; an AAB pattern is like $\Delta$ - $\Delta$ -O, $\Delta$ - $\Delta$ -O, ...  |      |           |           |           |          |
| 1     | 2        | 1         | K          | 1         | b        |          |          |           | Uses concrete objects, drawings, and other representations to work with types of patterns (2.4.K1a): growing (extending) patterns, e.g., 1, 2, 3, ...   |      |           |           |           |          |
| 1     | 2        | 1         | K          | 2         | a        |          |          |           | Uses the following attributes to generate patterns: counting numbers related to number theory (2.4.K1.a), e.g., evens, odds, or skip counting by 2s, 5s, or 10s   |      |           |           |           |          |

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| 1     | 2        | 1         | K          | 2         | b        |          |          | \$        | Uses the following attributes to generate patterns: whole numbers that increase (2.4.K1a), e.g., 11, 21, 31, ... or like 2, 4, 6, ...  |      |           |           |           |          |
| 1     | 2        | 1         | K          | 2         | c        |          |          |           | Uses the following attributes to generate patterns: geometric shapes (2.4.K1f), e.g., ▲, ■, ◇, ▲, ■, ◇, ...  |      |           |           |           |          |
| 1     | 2        | 1         | K          | 2         | d        |          |          |           | Uses the following attributes to generate patterns: measurements (2.4.K1a), e.g., counting by inches or feet   |      |           |           |           |          |
| 1     | 2        | 1         | K          | 2         | e        |          |          |           | Uses the following attributes to generate patterns: the calendar (2.4.K1a), e.g., January, February, March, ...  |      |           |           |           |          |
| 1     | 2        | 1         | K          | 2         | f        |          |          | \$        | Uses the following attributes to generate patterns: money and time (2.4.K1d), e.g., 10¢, 20¢, 30¢, ... or 1:00, 1:30, 2:00, ...  |      |           |           |           |          |
| 1     | 2        | 1         | K          | 2         | g        |          |          |           | Uses the following attributes to generate patterns: g. things related to daily life (2.4.K1a), e.g., seasons, temperature, or weather.   |      |           |           |           |          |
| 1     | 2        | 1         | K          | 2         | h        |          |          |           | Uses the following attributes to generate patterns: things related to size, shape, color, texture, or movement (2.4.K1a); e.g., tall-short, tall-short, tall-short, ...; or snapping fingers, clapping hands, or stomping feet (kinesthetic patterns). |      |           |           |           |          |
| 1     | 2        | 1         | K          | 3         |          |          |          | \$        | Identifies and continues a pattern presented in various formats including numeric (list or table), visual (picture, table, or graph), verbal (oral description), kinesthetic (action), and written (2.4.K1a).  |      |           |           |           |          |
| 1     | 2        | 1         | K          | 4         | a        |          |          |           | Generates (2.4.K1a): repeating patterns for the AB pattern, the ABC pattern, and the AAB pattern.  |      |           |           |           |          |
| 1     | 2        | 1         | K          | 4         | b        |          |          |           | Generates (2.4.K1a): growing patterns that add 1, 2, 5, or 10.   |      |           |           |           |          |
| 1     | 2        | 1         | A          | 1         | a        |          |          |           | Generalizes the following patterns using pictorial, oral, and/or written descriptions including the use of concrete objects: whole number patterns (2.4.A1a).  |      |           |           |           |          |
| 1     | 2        | 1         | A          | 1         | b        |          |          |           | Generalizes the following patterns using pictorial, oral, and/or written descriptions including the use of concrete objects: patterns using geometric shapes (2.4.A1c).  |      |           |           |           |          |
| 1     | 2        | 1         | A          | 1         | c        |          |          |           | Generalizes the following patterns using pictorial, oral, and/or written descriptions including the use of concrete objects: calendar patterns (2.4.A1a).  |      |           |           |           |          |

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| 1     | 2        | 1         | A          | 1         | d        |          |          |           | Generalizes the following patterns using pictorial, oral, and/or written descriptions including the use of concrete objects: patterns using size, shape, color, texture, or movement (2.4.A1a).  |      |           |           |           |          |
| 1     | 2        | 1         | A          | 2         |          |          |          |           | Recognizes multiple representations of the same pattern (2.4.A1a), e.g., the AB pattern could be represented by clap, snap, clap, snap, ... or red, green, red, green, ... or square, circle, square, circle, ....   |      |           |           |           |          |
| 1     | 2        | 1         | A          | 3         | a        |          |          |           | Uses concrete objects to model a whole number pattern (2.4.A1a):counting by ones: ],]], ]]], ...   |      |           |           |           |          |
| 1     | 2        | 1         | A          | 3         | b        |          |          |           | Uses concrete objects to model a whole number pattern (2.4.A1a):counting by twos: SS, SS SS SS, SS SS,...  |      |           |           |           |          |
| 1     | 2        | 1         | A          | 3         | c        |          |          |           | Uses concrete objects to model a whole number pattern (2.4.A1a):counting by fives: xxxxx, xxxxx xxxxx xxxxx,xxxxx xxxxx, ...   |      |           |           |           |          |
| 1     | 2        | 1         | A          | 3         | d        |          |          |           | Uses concrete objects to model a whole number pattern (2.4.A1a): counting by tens: nnnnnnnnnn, nnnnnnnnnn nnnnnnnnnn nnnnnnnnnn, nnnnnnnnnn nnnnnnnnnn, ...  |      |           |           |           |          |
| 1     | 2        | 2         | K          | 1         |          |          |          |           | Explains and uses symbols to represent unknown whole number quantities from 0 through 20 (2.4.K1a).  |      |           |           |           |          |
| 1     | 2        | 2         | K          | 2         |          |          |          | \$        | Finds the unknown sum or difference of the basic facts using concrete objects (2.4.K1a), e.g., 12 dominoes – 5 dominoes = Δ dominoes or Δ cubes = 2 cubes + 4 cubes.   |      |           |           |           |          |
| 1     | 2        | 2         | K          | 3         |          |          |          | \$        | Describes and compares two whole numbers from 0 through 100 using the terms: is equal to, is less than, is greater than (2.4.K1a-b).   |      |           |           |           |          |
| 1     | 2        | 2         | A          | 1         |          |          |          | \$        | Represents real-world problems using concrete objects, pictures, oral descriptions, and symbols and the basic addition and subtraction facts with one operation and one unknown (2.4. A1a), e.g., given some marbles, Sue says: 3 red marbles and 3 blue marbles equal 6 marbles. Sue also shows and writes the problem and solution: 3 + 3 = □ or RRR + BBB = □, 3 + 3 = 6. |      |           |           |           |          |

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| 1     | 2        | 2         | A          | 2         |          |          |          |           | Generates and solves problem situations using the basic facts to find the unknown sum or difference with concrete objects (2.4.A1a), e.g., a student generates this problem: I have 6 marbles. My sister has 4. How many do we have altogether? The student shows $6 + 4 = \square$ , and $6 + 4 = 10$ .  |      |           |           |           |          |
| 1     | 2        | 3         | K          | 1         |          |          |          |           | Plots whole numbers from 0 through 100 on segments of a number line (2.4.K1a).  |      |           |           |           |          |
| 1     | 2        | 3         | K          | 2         |          |          |          | \$        | States mathematical relationships between whole numbers from 0 through 50 using various methods including mental math, paper and pencil, and concrete objects (2.4.K1a), e.g., every time a hand is added to the set, five more fingers are added to the total.   |      |           |           |           |          |
| 1     | 2        | 3         | K          | 3         |          |          |          | \$        | States numerical relationships for whole numbers from 0 through 50 in a horizontal or vertical function table (input/output machine, T-table) (2.4.K1e), e.g.,<br>Number of bicycles 1 2 3 4 5 ...<br>Total number of wheels 2 4 6 8 10 ...<br>The student states: For every bicycle added, you add two more wheels.  |      |           |           |           |          |
| 1     | 2        | 3         | A          | 1         |          |          |          | \$        | Represents and describes mathematical relationships for whole numbers from 0 through 50 using concrete objects, pictures, oral descriptions, and symbols (2.4.A1a).   |      |           |           |           |          |
| 1     | 2        | 3         | A          | 2         |          |          |          |           | Recognizes numerical patterns (counting by 2s, 5s, and 10s) through 50 using a hundred chart (2.4.A1a).   |      |           |           |           |          |
| 1     | 2        | 4         | K          | 1         | a        |          |          | \$        | Knows, explains, and uses mathematical models to represent mathematical concepts, procedures, and relationships. Mathematical models include: process models (concrete objects, pictures, diagrams, number lines, unifix cubes, hundred charts, measurement tools, or calendars) to model computational procedures and mathematical relationships, to compare and order numerical quantities, and to represent fractional parts (1.1.K1-4, 1.2.K3, 1.2.K6-7, 1.3.K1-2, 1.4.K1, 1.4.K2-7, 2.1.K1, 2.1.K1d-h, 2.1.K2a-b, 2.2.K3-4, 2.3.K1-2, 3.2.K1-6, 3.3.K1-3, 3.4.K1-3 4.2.K3-4) |      |           |           |           |          |

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| 1     | 2        | 4         | K          | 1         | b        |          |          | \$        | Knows, explains, and uses mathematical models to represent mathematical concepts, procedures, and relationships. Mathematical models include: place value models (place value mats, hundred charts, or base ten blocks) to compare, order, and represent numerical quantities and to model computational procedures (1.2.K2, 1.2.K5, 1.4.K6, 2.2.K3)   |      |           |           |           |          |
| 1     | 2        | 4         | K          | 1         | c        |          |          | \$        | Knows, explains, and uses mathematical models to represent mathematical concepts, procedures, and relationships. Mathematical models include: fraction models (fraction strips or pattern blocks) to compare, order, and represent numerical quantities (1.1.K2-3)   |      |           |           |           |          |
| 1     | 2        | 4         | K          | 1         | d        |          |          | \$        | Knows, explains, and uses mathematical models to represent mathematical concepts, procedures, and relationships. Mathematical models include: money models (base ten blocks or coins) to compare, order, and represent numerical quantities (1.1.K5-6, 2.1.K2f)  |      |           |           |           |          |
| 1     | 2        | 4         | K          | 1         | e        |          |          | \$        | Knows, explains, and uses mathematical models to represent mathematical concepts, procedures, and relationships. Mathematical models include: function tables (input/output machines, T-tables) to model numerical relationships (2.3.K3)  |      |           |           |           |          |
| 1     | 2        | 4         | K          | 1         | f        |          |          |           | Knows, explains, and uses mathematical models to represent mathematical concepts, procedures, and relationships. Mathematical models include: two-dimensional geometric models (geoboards, dot paper, pattern blocks, tangrams, or attribute blocks), three-dimensional geometric models (solids), and real-world objects to compare size and to model attributes of geometric shapes (2.1.K1c, 3.1.K1-3); |      |           |           |           |          |
| 1     | 2        | 4         | K          | 1         | g        |          |          | \$        | Knows, explains, and uses mathematical models to represent mathematical concepts, procedures, and relationships. Mathematical models include: two-dimensional geometric models (spinners), three-dimensional geometric models (number cubes), and concrete objects to model probability (4.1.K1-2)   |      |           |           |           |          |

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| 1     | 2        | 4         | K          | 1         | h        |          |          | \$        | Knows, explains, and uses mathematical models to represent mathematical concepts, procedures, and relationships. Mathematical models include: graphs using concrete objects, pictographs, frequency tables, horizontal and vertical bar graphs, and Venn diagrams or other pictorial displays to organize, display, and explain data (4.1.A1, 4.2.A1-2)  |      |           |           |           |          |
| 1     | 2        | 4         | K          | 1         | i        |          |          |           | Knows, explains, and uses mathematical models to represent mathematical concepts, procedures, and relationships. Mathematical models include: Venn diagrams to sort data (4.2.K4).   |      |           |           |           |          |
| 1     | 2        | 4         | K          | 2         |          |          |          | \$        | Uses concrete objects, pictures, diagrams, drawings, or dramatizations to show the relationship between two or more things.  |      |           |           |           |          |
| 1     | 2        | 4         | A          | 1         | a        |          |          | \$        | Recognizes that various mathematical models can be used to represent the same problem situation. Mathematical models include: process models (concrete objects, pictures, diagrams, number lines, unifix cubes, measurement tools, or calendars) to model computational procedures and mathematical relationships, to compare and order numerical quantities, and to model problem situations (1.1.A1-3, 1.2.A1, 1.3.A1, 1.4.A1, 2.1.A1a, 2.1.A1c-d, 2.1.A2-3, 2.2.A1-2, 2.3.A1-2, 3.2.A1-3, 3.3.A1-2, 3.4.A1, 4.2.A2) |      |           |           |           |          |
| 1     | 2        | 4         | A          | 1         | b        |          |          | \$        | Recognizes that various mathematical models can be used to represent the same problem situation. Mathematical models include: place value models (place value mats, hundred charts, or base ten blocks) to compare, order, and represent numerical quantities and to model computational procedures (1.2.A1, 1.4.A1)   |      |           |           |           |          |
| 1     | 2        | 4         | A          | 1         | c        |          |          |           | Recognizes that various mathematical models can be used to represent the same problem situation. Mathematical models include: two-dimensional geometric models (geoboards, dot paper, pattern blocks, tangrams, or attribute blocks), three-dimensional geometric models (solids), and real-world objects to compare size and to model attributes of geometric shapes (2.1.A1b, 3.1.A1-2)  |      |           |           |           |          |

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|-------|----------|-----------|------------|-----------|----------|----------|----------|-----------|--|------|-----------|-----------|-----------|----------|
|       |          |           |            |           |          |          |          |           | ▲ (Assessed Indicators)  | Date | % Prof(+) | Date      | % Prof(+) |          |
| 1     | 2        | 4         | A          | 1         | d        |          |          | \$        | Recognizes that various mathematical models can be used to represent the same problem situation. Mathematical models include: two-dimensional geometric models (spinners), three-dimensional geometric models (number cubes), and concrete objects to model probability (4.1.A1)           |      |           |           |           |          |
| 1     | 2        | 4         | A          | 1         | e        |          |          | \$        | Recognizes that various mathematical models can be used to represent the same problem situation. Mathematical models include: graphs using concrete objects, pictographs, frequency tables, and horizontal and vertical bar graphs to organize, display, and explain data (4.1.A1, 4.2.A1) |      |           |           |           |          |
| 1     | 3        | 1         | K          | 1         |          |          |          |           | Recognizes and draws circles, squares, rectangles, triangles, and ellipses (ovals) (plane figures/two-dimensional figures) (2.4.K1f).  |      |           |           |           |          |
| 1     | 3        | 1         | K          | 2         |          |          |          |           | Recognizes and investigates attributes of circles, squares, rectangles, triangles, and ellipses (plane figures) using concrete objects, drawings, and appropriate technology (2.4.K1f).  |      |           |           |           |          |
| 1     | 3        | 1         | K          | 3         |          |          |          |           | Recognizes cubes, rectangular prisms, cylinders, cones, and spheres (solids/three-dimensional figures) (2.4.K1f).  |      |           |           |           |          |
| 1     | 3        | 1         | A          | 1         | a        |          |          |           | Demonstrates how (2.4.A1c): a geometric shape made of several plane figures (circles, squares, rectangles, triangles, ellipses) can be separated to make two or more different plane figures;  |      |           |           |           |          |
| 1     | 3        | 1         | A          | 1         | b        |          |          |           | Demonstrates how (2.4.A1c): several plane figures (circles, squares, rectangles, triangles, ellipses) can be combined to make a new geometric shape  |      |           |           |           |          |
| 1     | 3        | 1         | A          | 1         | c        |          |          |           | Demonstrates how (2.4.A1c): several solids (cubes, rectangular prisms, cylinders, cones, spheres) can be combined to make a new geometric shape.   |      |           |           |           |          |
| 1     | 3        | 1         | A          | 2         |          |          |          |           | Sorts plane figures and solids (circles, squares, rectangles, triangles, ellipses, cubes, rectangular prisms, cylinders, cones, spheres) by a given attribute (2.4.A1c).   |      |           |           |           |          |
| 1     | 3        | 2         | K          | 1         |          |          |          |           | Uses whole number approximations (estimations) for length and weight using nonstandard units of measure (2.4.K1a), e.g., the width of the chalkboard is about 10 erasers long or the weight of one encyclopedia is about five picture books.   |      |           |           |           |          |
| 1     | 3        | 2         | K          | 2         |          |          |          | \$        | Compares two measurements using these attributes (2.4.K1a):  |      |           |           |           |          |

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|-------|----------|-----------|------------|-----------|----------|----------|----------|-----------|---|------|-----------|-----------|-----------|----------|
|       |          |           |            |           |          |          |          |           | ▲ (Assessed Indicators)   | Date | % Prof(+) | Date      | % Prof(+) |          |
| 1     | 3        | 2         | K          | 2         | a        |          |          |           | Compares two measurements using these attributes (2.4.K1a): longer, shorter (length)  |      |           |           |           |          |
| 1     | 3        | 2         | K          | 2         | b        |          |          |           | Compares two measurements using these attributes (2.4.K1a): taller, shorter (height);   |      |           |           |           |          |
| 1     | 3        | 2         | K          | 2         | c        |          |          |           | Compares two measurements using these attributes (2.4.K1a): heavier, lighter (weight);  |      |           |           |           |          |
| 1     | 3        | 2         | K          | 2         | d        |          |          |           | Compares two measurements using these attributes (2.4.K1a): hotter, colder (temperature).   |      |           |           |           |          |
| 1     | 3        | 2         | K          | 3         |          |          |          |           | Reads and tells time at the hour and half-hour using analog and digital clocks (2.4.K1a).   |      |           |           |           |          |
| 1     | 3        | 2         | K          | 4         |          |          |          | §         | Selects appropriate measuring tools for length, weight, volume, and temperature for a given situation (2.4.K1a).  |      |           |           |           |          |
| 1     | 3        | 2         | K          | 5         |          |          |          | §         | Measures length and weight to the nearest whole unit using nonstandard units (2.4.K1a).   |      |           |           |           |          |
| 1     | 3        | 2         | K          | 6         |          |          |          |           | States the number of days in a week and months in a year (2.4.K1a).   |      |           |           |           |          |
| 1     | 3        | 2         | A          | 1         |          |          |          | §         | Compares and orders concrete objects by length or weight (2.4.A1a).   |      |           |           |           |          |
| 1     | 3        | 2         | A          | 2         |          |          |          |           | Compares the weight of two concrete objects using a balance (2.4.A1a).  |      |           |           |           |          |
| 1     | 3        | 2         | A          | 3         |          |          |          | §         | Locates and names concrete objects that are about the same length, weight, or volume as a given concrete object (2.4.A1a).  |      |           |           |           |          |
| 1     | 3        | 3         | K          | 1         |          |          |          |           | Describes the spatial relationship between two concrete objects using appropriate vocabulary (2.4.K1a), e.g., behind, above, below, on, under, beside, or in front of.                                |      |           |           |           |          |
| 1     | 3        | 3         | K          | 2         |          |          |          |           | Recognizes that changing an object's position or orientation does not change the name, size, or shape of the object (2.4.K1a).  |      |           |           |           |          |
| 1     | 3        | 3         | K          | 3         |          |          |          |           | Describes movement of concrete objects using appropriate vocabulary (2.4.K1a), e.g., right, left, up, or down.  |      |           |           |           |          |
| 1     | 3        | 3         | A          | 1         |          |          |          |           | Shows two concrete objects or shapes are congruent by physically fitting one object or shape on top of the other (2.4.A1a).   |      |           |           |           |          |
| 1     | 3        | 3         | A          | 2         |          |          |          |           | Gives and follows directions to move concrete objects from one location to another using appropriate vocabulary (2.4.A1a), e.g., right, left, up, down, behind, or above.                             |      |           |           |           |          |
| 1     | 3        | 4         | K          | 1         |          |          |          |           | Locates and plots whole numbers from 0 through 100 on a segment of a number line (horizontal/vertical) (2.4.K1a), e.g., using a segment of a number line from 45 to 60 to locate the whole number 50. |      |           |           |           |          |

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|-------|----------|-----------|------------|-----------|----------|----------|----------|-----------|---|------|-----------|-----------|-----------|----------|
|       |          |           |            |           |          |          |          |           | ▲ (Assessed Indicators)   | Date | % Prof(+) | Date      | % Prof(+) |          |
| 1     | 3        | 4         | K          | 2         |          |          |          |           | Describes a given whole number from 0 to 100 as coming before or after another number on a number line (2.4.K1a).   |      |           |           |           |          |
| 1     | 3        | 4         | K          | 3         |          |          |          |           | Uses a number line to model addition and counting using whole numbers from 0 to 100 (2.4.K1a).  |      |           |           |           |          |
| 1     | 3        | 4         | A          | 1         |          |          |          | \$        | Solves real-world problems involving counting and adding whole numbers from 0 to 50 using a number line (2.4.A1a), e.g., Nancy has 23¢. She finds 18¢ more in her pocket. How much money does she now have?   |      |           |           |           |          |
| 1     | 4        | 1         | K          | 1         |          |          |          | \$        | Recognizes whether an outcome of a simple event in an experiment or simulation is impossible, possible, or certain (2.4.K1g).   |      |           |           |           |          |
| 1     | 4        | 1         | K          | 2         |          |          |          |           | Recognizes and states whether a simple event in an experiment or simulation including the use of concrete objects can have more than one outcome (2.4.K1g).   |      |           |           |           |          |
| 1     | 4        | 1         | A          | 1         |          |          |          |           | Makes a prediction about a simple event in an experiment or simulation, conducts the experiment or simulation, and records the results in a graph using concrete objects, a pictograph with a symbol or picture representing only one, or a bar graph (2.4.A1d-e).  |      |           |           |           |          |
| 1     | 4        | 2         | K          | 1         |          |          |          | \$        | Displays and reads numerical (quantitative) and non-numerical (qualitative) data in a clear, organized, and accurate manner including a title, labels, and whole number intervals using these <b>data displays</b> (2.4.K1h):   |      |           |           |           |          |
| 1     | 4        | 2         | K          | 1         | a        |          |          |           | Displays and reads numerical (quantitative) and non-numerical (qualitative) data in a clear, organized, and accurate manner including a title, labels, and whole number intervals using these <b>data displays</b> (2.4.K1h): graphs using concrete objects,  |      |           |           |           |          |
| 1     | 4        | 2         | K          | 1         | b        |          |          |           | Displays and reads numerical (quantitative) and non-numerical (qualitative) data in a clear, organized, and accurate manner including a title, labels, and whole number intervals using these <b>data displays</b> (2.4.K1h): pictographs with a whole symbol or picture representing one (no partial symbols or pictures), |      |           |           |           |          |

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|-------|----------|-----------|------------|-----------|----------|----------|----------|-----------|--|------|-----------|-----------|-----------|----------|
|       |          |           |            |           |          |          |          |           | ▲ (Assessed Indicators)  | Date | % Prof(+) | Date      | % Prof(+) |          |
| 1     | 4        | 2         | K          | 1         | c        |          |          |           | Displays and reads numerical (quantitative) and non-numerical (qualitative) data in a clear, organized, and accurate manner including a title, labels, and whole number intervals using these <b>data displays</b> (2.4.K1h): frequency tables (tally marks),                          |      |           |           |           |          |
| 1     | 4        | 2         | K          | 1         | d        |          |          |           | Displays and reads numerical (quantitative) and non-numerical (qualitative) data in a clear, organized, and accurate manner including a title, labels, and whole number intervals using these <b>data displays</b> (2.4.K1h): horizontal and vertical bar graphs,                      |      |           |           |           |          |
| 1     | 4        | 2         | K          | 1         | e        |          |          |           | Displays and reads numerical (quantitative) and non-numerical (qualitative) data in a clear, organized, and accurate manner including a title, labels, and whole number intervals using these <b>data displays</b> (2.4.K1h): Venn diagrams or other pictorial displays, e.g., glyphs. |      |           |           |           |          |
| 1     | 4        | 2         | K          | 2         |          |          |          | §         | Collects data using different techniques (observations or interviews) and explains the results (2.4.K1h).  |      |           |           |           |          |
| 1     | 4        | 2         | K          | 3         |          |          |          | §         | Identifies the minimum (lowest) and maximum (highest) values in a data set (2.4.K1a).  |      |           |           |           |          |
| 1     | 4        | 2         | K          | 4         |          |          |          | §         | Determines the mode (most) after sorting by one attribute (2.4.K1a,i).   |      |           |           |           |          |
| 1     | 4        | 2         | K          | 5         |          |          |          | §         | Sorts and records qualitative (non-numerical, categorical) data sets using one attribute (2.4.K1a), e.g., color, shape, or size.   |      |           |           |           |          |
| 1     | 4        | 2         | A          | 1         |          |          |          | §         | Communicates the results of data collection and answers questions (identifying more, less, fewer, greater than, or less than) based on information from (2.4.A1e):   |      |           |           |           |          |
| 1     | 4        | 2         | A          | 1         | a        |          |          |           | Communicates the results of data collection and answers questions (identifying more, less, fewer, greater than, or less than) based on information from (2.4.A1e): graphs using concrete objects,  |      |           |           |           |          |
| 1     | 4        | 2         | A          | 1         | b        |          |          |           | Communicates the results of data collection and answers questions (identifying more, less, fewer, greater than, or less than) based on information from (2.4.A1e): a pictograph with a whole symbol or picture representing only one (no partial symbols or pictures),                 |      |           |           |           |          |
| 1     | 4        | 2         | A          | 1         | c        |          |          |           | Communicates the results of data collection and answers questions (identifying more, less, fewer, greater than, or less than) based on information from (2.4.A1e): a horizontal or vertical bar graph.   |      |           |           |           |          |

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|       |          |           |            |           |          |          |          |           | ▲ (Assessed Indicators)  | Date | % Prof(+) | Date      | % Prof(+) |          |
| 1     | 4        | 2         | A          | 2         |          |          |          | \$        | Determines categories from which data could be gathered (2.4.A1a), e.g., categories could include shoe size, height, favorite candy bar, or number of pockets in clothing. |      |           |           |           |          |