

First Grade Mathematics Progress Report Benchmarks 2018-2019

See Assessment in This Unit in each unit for sources of evidence.

Observations of student thinking during Classroom Routines, activities, games, and discussions should be used as additional sources of evidence.

Beginning: Requires significant teacher support and/or cues Progressing: Requires some teacher support or teacher prompting Meeting: Meets all benchmarks consistently and independently Exceeding: Meets level M and engages productively and independently with the offered extensions			
Progress Report Item	Term 1 Meeting Consistently and independently... Units 1, 2	Term 2 Meeting Consistently and independently... Units 3, 4, 5	Term 3 Meeting Consistently and independently... Units 6, 7, 8
Perseverance Makes sense of problems and perseveres at solving them	<ul style="list-style-type: none"> Looks for entry points Represents the problem Uses related problems Checks for reasonableness Revises work if something is unreasonable or unclear 	Same as Term 1	Same as Term 1
Communication Communicates mathematical thinking clearly and precisely, orally and in writing	<ul style="list-style-type: none"> Explains and justifies reasoning and can use representations to support thinking Listens to and tries to understand classmates' thinking by asking clarifying questions Reconsiders their own argument in response to the critique of others Builds on the thinking of others Specifies the points of agreement and disagreement 	Same as Term 1	Same as Term 1
Fluently adds and subtracts within 10	Unit 1 <ul style="list-style-type: none"> Fluency with +1, +2, -1, -2 facts* <ul style="list-style-type: none"> Just knows Counts on/back to add/subtract 1 or 2* Determines which of two pairs of numbers to 10 is greater. <p>*if students are not counting all, but are counting on or back, they are considered fluent at this time of year.</p>	Unit 3 <ul style="list-style-type: none"> Understands that you can count on/back to add/subtract Unit 5 <ul style="list-style-type: none"> Fluency with addition and subtraction within 10 Determines the unknown in an addition or subtraction equation relating three numbers (e.g., $5 + _ = 8$) <p>*By the end of Unit 5 students should be fluent (using efficient strategies or just knowing) with facts to 10.</p>	Same as Term 2
Story Problems Represents and solves story problems involving addition and subtraction within 20	Unit 1 <ul style="list-style-type: none"> Solves a take from story problem with result unknown. Solves an add to story problem with result unknown. Solves a put together story problem with total unknown. Understands the story and the question Uses numerical reasoning Represents problems using drawings and/or physical models 	Unit 3 <ul style="list-style-type: none"> Finds at least five solutions to a put together/take apart problem with both addends unknown. Solves story problems with 3 addends. Unit 4 <ul style="list-style-type: none"> Solves comparison story problems with difference unknown (<i>how many more?</i> and <i>how many fewer?</i>) Unit 5 <ul style="list-style-type: none"> Solves a put together/take apart problem with one addend unknown. Solves add to and take from problems with unknown change. 	Represents a story problem with an equation, and - Unit 6 <ul style="list-style-type: none"> Solves comparison story problems with a bigger or smaller unknown.

<p>Counts/Reads/Writes Numbers to 120</p> <p>SMP* 1, 6</p> <p>Note: reversals of a digit is ok; reversing the order of digits in a multi-digit number is not.</p>	<p>Unit 1</p> <ul style="list-style-type: none"> • Can count numbers to 30 with accuracy. • Can read numbers to 30 with accuracy • Can write numbers to 30 with accuracy (can be extended to 50, but expectation is to 30) 	<p>Unit 3</p> <ul style="list-style-type: none"> • Rote counts, reads, and writes numbers to 120. 	<p>Same as Term 2</p>
<p>Place value/unitizing 10s</p>	<p>N/A</p>	<p>Unit 3</p> <p>Understands ten ones as one ten, and the teen numbers as one ten and some number of ones.</p>	<p>Unit 7</p> <ul style="list-style-type: none"> • Understands that the multiples of 10 through 90 refer to 1-9 tens and 0 ones. • Uses a numeral to represent a number of objects organized into tens and ones, and, given a numeral, represent it with tens and ones. • Uses standard notation (<, >) to represent the comparison of two 2-digit numbers. • Adds or subtracts 10 to/from any 2-digit number
<p>Add/Subtract with Properties/Models/Strategies</p> <p>Uses number line, cube models, and other representations to show thinking and understanding of addition and subtraction including counting on, counting back, and fluency strategies.</p>	<p>Unit 1</p> <ul style="list-style-type: none"> • Adds and subtracts within 20 • Understands that you can count on/back to add/subtract 1 or 2 	<p>Unit 3</p> <ul style="list-style-type: none"> • Represents numbers with equivalent expressions <p>Unit 4</p> <ul style="list-style-type: none"> • Solves comparison story problems with the difference unknown (how many more, and how many fewer). <p>Unit 5</p> <ul style="list-style-type: none"> • Understands the meaning of the equals sign. 	<p>Unit 7</p> <ul style="list-style-type: none"> • Subtracts multiples of 10 from multiples of 10 using concrete models that represent tens and ones. • Adds within 100 using concrete models that represent tens and ones.
<p>Measurement, and Data</p>	<p>N/A</p>	<p>Unit 4</p> <ul style="list-style-type: none"> • Compares the lengths of two objects indirectly by using a third length. • Demonstrates accurate measuring techniques when measuring an object or distance with multiple units. • Tells time to the hour. • Understands that halves or fourths (quarters) apply to wholes divided into two (four) equal parts; partitions circles and rectangles into two and four equal parts. 	<p>Unit 6</p> <ul style="list-style-type: none"> • Represents and describes a set of data with two or three categories. • Solves comparison story problems with a bigger or smaller unknown. <p>Unit 8</p> <ul style="list-style-type: none"> • Tells time to the half hour.
<p>Geometry</p>	<p>Unit 2</p> <ul style="list-style-type: none"> • Composes and decomposes shapes in different ways • Builds and draws familiar 2-D shapes • Uses geometric language to describe and identify important attributes and uses those attributes to sort familiar 2D shapes. 	<p>N/A</p>	<p>Unit 8</p> <ul style="list-style-type: none"> • Uses geometric language to describe and identify attributes of familiar 3-D shapes. • Composes 3-D shapes. • Matches a 2-D representation of a 3-D shape to the outline of one of its faces.