1ˢᵗ grade Math
Standards, Benchmarks, Examples and Vocabulary

Strand	Standard	No.	Benchmark	Qtr.	Unit and Lessons	Example
Number and Operation	Count, Compare and represent whole numbers up to 120, with an emphasis on groups of tens and ones	1.1.1.1	Use place value to describe whole numbers between 10 and 100 in terms of tens and ones. Vocabulary: • Group of Tens • Ones	1	JUMP Math 1.13, 1.28-1.30	Recognize the numbers 21 to 29 as 2 tens and a particular number of ones. I have 7 groups of ten and 3 ones. What number am I?.
		1.1.1.2	Read, write and represent whole numbers up to 120. Representations may include numerals, addition and subtraction, pictures, tally marks, number lines and manipulatives, such as bundles of sticks and base 10 blocks. Vocabulary: • Represent • Larger Than, Greater Than, More Than, Longer Than, etc • Most, Fewest, Least • Smaller Than, Less Than, Fewer Than, Shorter Than, etc	1	JUMP Math Number Sense 1.8-1.10, 1.14, 1.15, 1.24-1.27, 1.38-1.41, 1.49, 1.64, 1.65	Today's number is 23. Represent this number 5 different ways.
		1.1.1.3	Count, with and without objects, forward and backward from any given number up to 120. Vocabulary: • Before • After • Next	1	JUMP Math Number Sense 1.1-1.7, 1.11, 1.12	What number comes after 65? What number comes before 110?
		1.1.1.4	Find a number that is ten more or ten		JUMP Math	What number is ten more than 29?

Strand	Standard	No.	Benchmark	Qtr.	Unit and Lessons	Example
			less than a given number Vocabulary: • More • Less		Number Sense 1.44, 1.45, 1.48	What number is ten less than 107?

Strand	Standard	No.	Benchmark	Qtr.	Unit and Lessons	Example
		1.1.1.5	Compare and order whole numbers up to 120. Vocabulary • Least, Greatest • Compare • Order	2	JUMP Math Number Sense 1.22, 1.37	Shardia read for 27 minutes. Josiah read for 19 minutes. Quindell read for 56 minutes. Raykisha read for 34 minutes. Write the students names in order from least to greatest number of minutes read.
	Use a variety of models and strategies to solve addition and subtraction problems in realworld and mathematical contexts	1.1.1.6	Use words to describe the relative size of numbers. Vocabulary • Equal to • Not equal to • More than • Less than • Fewer than • Is about • Nearly	2	JUMP Math Number Sense 1.20, 1.21 Measurement 1.35-1.38	Charity jumped 52 paper clips. Hue-Chee jumped 32 paper clips. Rosalyn jumped 47 paper clips. Jada jumped 56 paper clips. Who jumped nearly as far as Jada?
		1.1.1.7	Use counting and comparison skills to create and analyze bar graphs and tally charts. Vocabulary • See 1.1.1.6	4	JUMP Math Patterns and Algebra 1.7-1.15	Make a bar graph of students' birthday months and count to compare the number in each month.
		1.1.2.1	Use words, pictures, objects, length-based models (connecting cubes),	2	JUMP Math Number Sense	Jayson had 62 blocks. He gave some to Sincere. Now he has 58, how many did he

			numerals and number lines to model and solve addition and subtraction problems in part-part-total, adding to, taking away from and comparing situations.
			
			Vocabulary:
			   • Equation
			   • Number Sentence
			   • Plus
			   • Minus
			   • Equals
			   • Vocabulary found in 1.1.1
					1.31-1.36, 1.42-1.43, 1.55, 1.61
					
					Patterns and Algebra 1.10, 1.11
						give to Sincere?

		1.1.2.2	Compose and decompose numbers up to 12 with an emphasis on making ten.	1	JUMP Math Number Sense 1.65 Patterns and Algebra 1.8	Given 3 blocks, 7 more blocks are needed to make 10

Strand	Standard	No.	Benchmark	Qtr.	Unit and Lessons	Example
		1.1.2.3	Recognize the relationship between counting and addition and subtraction. Skip count by 2s, 5s, and 10s. Vocabulary: • Skip Count	1	JUMP Math Number Sense 1.46, 1.47, 1.53-1.56	
Algebra	Recognize and create patterns; use rules to describe patterns	1.2.2.1	Create simple patterns using objects, pictures, numbers and rules. Identify possible rules to complete or extend patterns. Patterns may be repeating, growing or shrinking. Calculators can be used to create and explore patterns.	2	JUMP Math Patterns and Algebra 1.1-1.7	Describe rules that can be used to extend the pattern 2, 4, 6, 8, ____, ____, ____ and complete the pattern 33, 43, ____, 63, ____, 83, ____
	Use number sentences involving addition and subtraction basic facts to represent and solve realworld and mathematical problems;	1.2.2.1	Represent real world situations involving addition and subtraction basic facts, using objects and number sentences.	2	JUMP Math Number Sense 1.31-1.33, 1.61-1.63	One way to represent the number of toys that a child has left after giving away 4 of 6 toys is to begin with a stack of 6 connecting cubes and then break off 4 cubes.
		1.2.2.2	Determine if equations involving addition and subtraction are true. Vocabulary: • Sum • Difference • Equation	2	JUMP Math Patterns and Algebra 1.9, 1.11, 1.12	Determine if the following number sentences are true or false. 7 = 7 7 = 8 -1 5+2 = 2+5 4 +1 = 5 + 2

create real-world situations corresponding to number sentences.			• Equal			
		1.2.2.3	Use number sense and models of addition and subtraction, such as objects and number lines, to identify the missing number in an equation such as: 2 + 4 = ? 3 + ? = 7 5 = ? − 3	2	JUMP Math Number Sense 1.16-1.19, 1.34, 1.35, 1.49-1.52	
		1.2.2.4	Use addition and subtraction basic facts to represent a given problem situation using a number sentence.	2	JUMP Math Number Sense 1.31-1.33	5 + 3 = 8 could be used to represent a situation in which 5 red balloons are combined with 3 blue balloons to make 8 total balloons.

Strand	Standard	No.	Benchmark	Qtr.	Unit and Lessons	Example
Geametry and Measurement	Describe characteristics of basic shapes. Use basic shapes to compose and decompose other objects in various	1.3.1.1	Describe characteristics of two- and three-dimensional objects, such as triangles, squares, rectangles, circles, rectangular prisms, cylinders, cones and spheres.	3	JUMP Math Number Sense Geometry 1.1-1.13 Number Sense 1.63	Triangles have three sides and cubes have eight vertices (corners).
		1.3.1.2	Compose (combine) and decompose (take apart) two- and three-dimensional figures such as triangles, squares, rectangles, circles, rectangular prisms and cylinders.	3	JUMP Math Measurement 1.33, 1.34 Geometry 1.14-1.25	Decompose a regular hexagon into 6 equilateral triangles; build prisms by stacking layers of cubes; compose an ice cream cone by combining a cone and half of a sphere. Use a drawing program to find shapes that can be made with a rectangle and a

						triangle.
	contexts.					
	Use basic concepts of measurement in real-world and mathematical situations involving length, time and money.	1.3.2.1	Measure the length of an object in terms of multiple copies of another object.	2	JUMP Math Measurement 1.1-1.15, 1.22,1.23, 1.34	
		1.3.2.2	Tell time to the hour and half-hour. Vocabulary: • a.m • p.m	3	JUMP Math Number Sense 1.24-1.32, 1.39	
		1.3.2.3	Identify pennies, nickels and dimes; find the value of a group of these coins, up to one dollar. Vocabulary: • Penny • Nickel • Dime	3	JUMP Math Number Sense 1.57-1.60	