Instructional Vocabulary

Grade 1 Math

Unit 1: Numeration 0-30

- **Digit** – any numeral from 0 – 9
- **Quantity** – the number or amount represented in a set
- **Standard form** – a way of writing numbers using digits (e.g., 24)
- **Subitize** – the ability to visually recognize a small amount of objects and know how many there are without counting
- **Unitize** – the foundation of our base-ten system which involves counting and grouping of 1s to 10s and 10s to 100s

Unit 2: Organized Data

- **Bar-type graph** – a graph where each bar is divided into individual cells to demonstrate one-to-one correspondence for each piece of data
- **Picture graph** – a graph composed of pictures where each picture represents one unit of data
- **Real-object graph** – a graph where concrete objects are placed in individual cells to represent one piece of data

Unit 3: Geometry: Two-Dimensional Figures

- **Attribute** – describes how one or more things are alike or different
- **Side** – a line segment of a two-dimensional figure
- **Two-dimensional figure** – a flat figure
- **Vertex (vertices)** – a point or corner where two sides meet

Unit 4: Concrete and Pictorial Patterns

- **Additive pattern** – a pattern that changes from one value to another in a predictable manner
- **Even pattern** – a number string or number sequence that only contains even numbers
- **Odd pattern** – a number string or number sequence that only contains odd numbers
- **Pattern core** – the shortest string of elements that repeat
- **Repeating pattern** – a repeated arrangement using shapes, colors, numbers, etc.
- **Skip counting pattern** – automatized rhythmic interval counting by a number other than one

Unit 5: Numeration 30-50

- **10-long** – a base-ten block that represents a value of 10
- **Expanded notation** – the representation of a number using place value (e.g., 47 is 4 groups of 10 and 7 ones or 40 + 7)
- **Standard form** – a way of writing numbers using digits (e.g., 47)
- **Unit** – a base-ten block that represents a value of 1

Unit 6: Developing Sums and Minuends to 10

- **Commutative property** – the mathematical property that if one changes the order of the addends, the sum will remain the same
- **Difference** – the answer to a subtraction problem
- **Fact family** – use the same three numbers to make combinations of addition and subtraction equations or number sentences
- **Pip** – the dot on a domino or die
- **Sum** – the answer to an addition problem

Unit 7: Number Patterns

- **Additive pattern** – a pattern that changes from one value to another in a predictable manner
- **Even pattern** – a number string or number sequence that only contains even numbers
- **Number string or number sequence** – a grouping of numbers that are arranged so there is a pattern, usually written with the numbers separated by commas (e.g., 2, 7, 4, 9…)
- **Odd pattern** – a number string or number sequence that only contains odd numbers
- **Skip counting pattern** – automized rhythmic interval counting by a number other than one

Unit 8: Attributes of Coins

- **Coin value** – describes what the coin is worth monetarily

Unit 9: Numeration 50-80

- **None identified**

Unit 10: Measurement: Time and Temperature

- **Analog clock** – a clock or watch that has numbers 1 – 12 on its face and two hands to show the time
- **Digital clock** – a clock or watch that shows time by numbers; it has no clock hands
- **Duration** – the amount of time something takes
- **Temperature** – refers to how “hot” or “cold” an object may be
- **Transitive reasoning** – a logical relationship between terms, events, or situations (e.g., If freezer pop A is colder than freezer pop B, and freezer pop C is colder than freezer pop A, then freezer pop C is the coldest freezer pop.)

Unit 11: Developing Sums and Minuends to 18

- **None Identified**

Unit 12: Numeration 80-99

- **None Identified**

Unit 13: Geometry: Two and Three-Dimensional Figures

- **Attribute** – describes how one or more things are alike or different
- **Curved surface** – a surface with no edges
- **Edge** – the line segment where two faces meet on a three-dimensional figure
- **Face** – a flat surface in the shape of a two-dimensional figure
- **Side** – a line segment of a two-dimensional figure
- **Three–dimensional figure** – a solid figure
- **Two-dimensional figure** – a flat figure
- **Vertex (vertices)** – a point or corner where two sides meet

Unit 14: Fractions and Probability

- **Certain event** – an event that will always happen
- **Impossible event** – an event that will never happen
- **Fractional parts of a set** – a part of a group or set of objects
- **Fractional parts of a whole** – fair shares or equal parts of a whole

Unit 15: Operations: Sums and Minuends to 18

- **None identified**

Unit 16: Measurement: Length, Area, Capacity, Weight/Mass

- **Area** – the amount of surface that is contained within a boundary
- **Capacity** – the maximum amount a container will hold
- **Estimate** – to make a well-informed guess
- **Heft** – to lift something in order to estimate its weight
- **Length** – how long something is from end to end