

Unit 5

Identifying, Composing, and Partitioning Shapes

Grade 1 Math

Description: Students think about attributes of shapes and practice composing and decomposing geometric shapes. Students connect to part-whole relationships through geometry, and then connect understanding to tell time to the hour and half-hour. Daily fluencies with addition and subtraction continues.

Louisiana Student Standards for Mathematics (LSSM) Instructional Outcomes

Measurement	
Tell and write time and money.	
1.MD.3	Tell and write time in hours and half-hours using analog and digital clocks. Recognize and identify coins, their names, and their values.
Geometry	
1.G.1	Distinguish between defining attributes (e.g, triangles are closed and three-sided) versus non-defining attributes (e.g., color, orientation, overall size); build and draw shapes to possess defining attributes.
1.G.2	Compose two-dimensional shapes (rectangles, squares, trapezoids, triangles, half-circles, and quarter-circles) and three-dimensional shapes (cubes, right rectangular prisms, right circular cones, and right circular cylinders) to create a composite shape, and compose new shapes from the composite shape. (Note: Students do not need to learn the formal names such as right rectangular prisms.)
1.G.3	Partition circles and rectangles into two and four equal shares, describe the shares using the words <i>halves</i> , <i>fourths</i> , and <i>quarters</i> , and use the phrases <i>half of</i> , <i>fourth of</i> , and <i>quarter of</i> . Describe the whole as two of or four of the shares. Understand for these examples that decomposing into more equal shares creates smaller shares.

Enduring Understandings:

- Students will identify two-dimensional and three-

Essential Questions:

- How can I tell about shapes?
- Where can shapes be found in my world?
- How can I sort and tell about shapes?

dimensional shapes based on defining attributes of the shape.

- Students will use two-dimensional and three-dimensional shapes to compose new shapes.
- Students will decompose two-dimensional and three-dimensional shapes to create new shapes, with a focus on decomposing circles and rectangles into halves and fourths.

- How are shapes alike? Different?
- How can I use two-dimensional and three-dimensional shapes to compose new shapes?