First Grade Mathematics

The purpose of this document is to clarify what students should know and be able to do in Quarter 3.

The Competencies listed in the table below are developed from the Texas Essential Knowledge and Skills (TEKS) for that grade level. The chart defines which quarter the Competency is reported (Q1 = Grading Period 1, Q2 = Grading Period 2, etc.).

Teachers will report on the competencies using the Grading Progressions which are comprised of three proficiency levels (developing (DV), progressing (PG), and proficient (PF)) and defines the knowledge and skills students will master on their pathway to proficiency. The Grading Progressions for each Competency are below the yearlong outline of the Competencies. The Grading Progressions define what a student knows and is able to do related to that competency at the end of a unit or quarter. To see what success on each individual competency looks like in a particular unit, please see the Public Overview document for the course.

Students who receive a mark of "Proficient" meet the grade level expectation for that Competency.

Competencies	Q 1	Q 2	Q 3	Q 4
C1 — Problem Solving The student analyzes word problems, utilizes a strategy, creates multiple representations, communicates mathematical thinking (oral and written), and determines an answer or solution.		X		X
C2 — Numeration The student understands how to represent and compare numbers within real-world context.	X	X	X	
C3 — Operations The student develops an understanding of addition and subtraction within real-world context in order to solve problems.		X		X
C4 — Geometry The student analyzes attributes of two-dimensional shapes and three-dimensional solids within real-world context to develop generalizations about their properties.		X	X	
C5 — Measurement The student selects and uses units to describe length and time within real-world context.				X
C6 — Data Analysis The student organizes data to make it useful for interpreting information and solving problems within real-world context.			X	X

Learning Progression for Competency 2: Numeration

The student understands how to represent and compare numbers within real-world context.

Compose and Decompose – Numbers up to 120; Compare with symbols – Numbers up to 100; Order - Numbers up to 120

Developing	Progressing	Proficient
Write numbers in standard form when given • word form • models Represent numbers using objects and pictures Bundle objects such as craft sticks or linking cubes to count by 10s Generate a number that is more than or less than a given number Describe the value of each digit in a number	Compose numbers from place value models Decompose numbers using objects, pictures, and numbers Use place value strategies to determine a number that is 10 more and 10 less than a given number Describe comparison using comparative language based on place value using: • linking cubes/craft sticks • tens and ones Determine the appropriate symbol to represent a comparison	Decompose numbers in a variety of ways using objects. Decompose numbers in a variety of ways using pictures. Decompose numbers in a variety of ways using numbers. Represent numbers using expanded form. Explain the connection between expanded form, base ten representations, and place value Represent the inverse of a comparison statement and explain why it is true Order numbers based on place value using: • linking cubes/craft sticks • open number lines Explain how to order numbers using place value

Learning Progression for Competency 4: Geometry

The student analyzes attributes of two-dimensional shapes and three-dimensional solids within real-world context to develop generalizations about their properties.

Developing	Progressing	Proficient
Identify two-dimensional shapes as: • circles • triangles • rectangles • squares (special rectangles) • rhombus • hexagon Describe the attributes of two-dimensional shapes with language such as number of sides and vertices Build or draw two-dimensional shapes when given attributes	Distinguish between attributes that define and do not define a two-dimensional shape Compose two-dimensional shapes by joining two, three, or four figures to produce a target shape Classify and sort regular and irregular two-dimensional shapes based on their attributes regardless of how they are turned or their size Explain how shapes were classified or sorted	Identify three-dimensional solids found in the real-world • cylinders • cones • spheres • cubes • rectangular prisms • triangular prisms Describe the attributes of two-dimensional and three-dimensional figures including two-dimensional components such as: • shape of faces • number of faces • shape of base • number of edges • number of vertices Distinguish between attributes that define and do not define a three-dimensional figure

Learning Progression for Competency 6: Data Analysis

The student organizes data to make it useful for interpreting information and solving problems within real-world context.

Developing	Progressing	Proficient

Sort data in up to three categories (when given data)
 	
Describe the information when given picture graphs or bar graphs (e.g. The graph is about different types of animals. There are animals that travel on land, in water, and in the sky.)
	Begin a data collection process by asking a question (e.g. What types of pets do the students in my classroom have at home?)
	
	Sort self-collected data in up to three categories and organize using t-charts and tally marks
	
	Describe similarities and differences to justify sorting or categories
	
	Use self-collected data to create a picture graph
		Use self-collected data to create a bar graph
		• vertical
		• horizontal
		
		Analyze data and draw conclusions from graphs related to the original question asked that begin the data collection such as:
		• identify the category with the most or least number of items
		• compare different categories of data using words like more than, fewer than, and equal to
		• write and solve one-step problems related to the graph
		  ○ addition
		  ○ subtraction