North Dakota Mathematics Standards

Grade 1

Adopted 2023

First Grade

Math Attributes

Problem-Solving

P. Learners can identify and use strategies to problem-solve situations and determine an appropriate solution. 1.MA.P

Connections

C. Learners can use prior knowledge and experiences to explain their thinking. 1.MA.C

Reasoning and Proof

R. Learners can use prior knowledge and experiences to explain their thinking. 1.MA.R

Number and Operations

Counting and Cardinality

1. Count forward by ones and tens from any given point within 120. 1.NO.CC.1
2. Count backward by ones and tens from a given number within 120. 1.NO.CC.2
3. Represent several objects with a written numeral up to 120. 1.NO.CC.3
4. Recognize and verbally label arrangements, without counting, for briefly shown collections up to 20 (e.g., "I saw 16." How do you know?" "I saw 10 and 6, that is 16."). 1.NO.CC.4
5. Skip count forward and backward by 5s and 10s from multiples and recognize the patterns of up to 10 skip counts. 1.NO.CC.5

Base Ten

1. Demonstrate that the two digits of a two-digit number represent a composition of some tens and some ones. 1.NO.NBT.1
2. Compare two two-digit numbers using symbols >, <, and =. Justify comparisons based on the value of tens and ones. 1.NO.NBT.2
3. Add within 100 using a two-digit number and a one-digit number. Use concrete models, drawings, and strategies that reflect an understanding of place value. 1.NO.NBT.3
4. Subtract multiples of 10 within 100 using concrete models, drawings, and strategies that reflect an understanding of place value. 1.NO.NBT.4
5. Mentally add or subtract 10 to or from a given two-digit number and explain the reasoning used. 1.NO.NBT.5

Fractions

1. Partition circles and rectangles into two and four equal shares using the language halves and fourths. 1.NO.NF.1

Algebraic Reasoning

Operations and Algebraic Thinking

1. Automatically add and subtract within 10. 1.AR.OA.1
2. For any number from 1 to 19, find the number that makes 20 when added to the given number, sharing the answer with a model, drawing, or equation. 1.AR.OA.2
3. Decompose numbers less than or equal to 20 into pairs in more than one way. 1.AR.OA.3
4. Solve authentic word problems with addition, including three numbers and unknowns, within 20. 1.AR.OA.4
5. Solve authentic word problems with subtraction, including unknowns, within 20. 1.AR.OA.5
6. Distinguish and use the +, -, and = symbols accurately in an equation. 1.AR.OA.6
7. Identify, create, complete, and extend patterns that are repeating, increasing, and decreasing in a variety of contexts. 1.AR.OA.7

Geometry and Measurement

Geometry

1. Name shapes and identify them as two-dimensional (trapezoids, rhombuses, pentagons, hexagons, octagons). 1.GM.G.1
2. Name and identify solids as three-dimensional (cylinders, cones, triangular prisms, and rectangular prisms). 1.GM.G.2
3. Determine geometric attributes of two-dimensional and three-dimensional shapes (squares, circles, triangles, rectangles, trapezoids, rhombuses, pentagons, hexagons, octagons, cubes, spheres, cylinders, cones, triangular prisms, and rectangular prisms). 1.GM.G.3
4. Compose a geometric shape or solid by combining multiple two-dimensional shapes and/or three-dimensional solids (squares, circles, triangles, rectangles, trapezoids, rhombuses, pentagons, hexagons, octagons, cubes, spheres, cylinders, cones, triangular prisms, and rectangular prisms). 1.GM.G.4

Measurement

1. Measure the length of an object as a whole number of same-size, non-standard units from end to end. 1.GM.M.1
2. Compare the lengths of three objects using a common measurable attribute. 1.GM.M.2
3. Tell and write time to the hour and half-hour (including o-clock and half past) using analog and digital clocks. 1.GM.M.3
4. Identify and tell the value of a dollar bill, quarter, dime, nickel, and penny. 1.GM.M.4
5. Count collections of coins (pennies, nickels, and dimes) relating to counting patterns by 1s, 5s, and 10s up to one dollar. 1.GM.M.5

Data, Probability, and Statistics

Data

1. Collect, organize and represent data with up to three categories using picture and bar graphs. `1.DPS.D.1`
2. Analyze data by answering descriptive questions. `1.DPS.D.2`