Unit	**1st: Unit 3 - Counting and Shapes** **Math Investigations: Making Shapes and Designing Quilts & Fish Lengths and Animal Jumps** **Standards for Grade 1** UNIT 1= Counting and Graphs UNIT 2= Addition and Subtraction UNIT 3= Counting and Shapes UNIT 4= Intro to Problem Solving UNIT 5= Measurement and Comparison UNIT 6= Problem Solving and Equations UNIT 7= Patterns UNIT 8= Place Value UNIT 9= Attributes of Shapes
3	**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.**
3	**1.G.2 Compose two-dimensional shapes (rectangles, squares, trapezoids, triangles, half-circles, and quarter-circles) or 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. (*Students do not need to learn formal names such as "right rectangular prism."*)**
3	**1.G.3 Partition circles and rectangles into two and four equal shares, describe the shares using the words *halves*, *fourths*, and *quarters*, and use the phrases *half of*, *fourth of*, and *quarter of*. Describe the whole as two of, or four of the shares. Understand for these examples that decomposing into more equal shares creates smaller shares.**
3	**1.MD.1 Order three objects by length; compare the lengths of two objects indirectly by using a third object.**
3	**1.MD.2 Express the length of an object as a whole number of length units, by laying multiple copies of a shorter object (the length unit) end to end; understand that the length measurement of an object is the number of same-size length units that span it with no gaps or overlaps. Limit to contexts where the object being measured is spanned by a whole number of length units with no gaps or overlaps.**
3, 4, 5, 6, 8	**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.**
3	**1.MD.4 Organize, represent, and interpret data with up to three categories; ask and answer questions about the total number of data points, how many in each category, and how many more or less are in one category than in another.**
3	**1.NBT.1 Count to 120, starting at any number less than 120. In this range, read and write numerals and represent a number of objects with a written numeral.**
3	**1.OA.1 Use addition and subtraction within 20 to solve word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions, e.g., by using objects, drawings, and equations with a symbol for the unknown number to represent the problem.**