1st Grade

Math

Number Sense ID, order and record to 120. Numbers can be counted and compared and we can use signs <,>, =.. You can count numbers in a variety of ways. Ordinal numbers can be used. #s can be described by odd/even.	http://www.ictgames.com/sharknumbers.html http://www.abc.net.au/countusin/games/game8.htm Number sense games: (very basic but lots of concepts) http://www.roythezebra.com/reading-games/new-window/high-frequency-words-numbers.html http://counton.org/games/map-numbers/doubletreble http://www.sadlier-oxford.com/math/practice/grk/chapter4/matching/0004a.htm match number words to numbers **http://www.abc.net.au/countusin/games/game6.htm** **Progressively harder math games**
Operations Use +,- up to 20. Word problems with 3 addends. If 3+8 is known then so is 8+3. Sub. Is an unknown-addend prob. Add 2-digit # to a 1-digit/add a 2-digit # and a mult of 10. Find 10 more or 10 less Sub. Mult of 10. Model and describe doubles.	Around the world in 80 seconds (any grade; all operations) http://www.missmaggie.org/scholastic/roundtheworld_eng_launcher.html http://www.harcourtschool.com/activity/fireflies/ Fun with Fireflies (basic subtraction facts; 1st grade) http://www.ictgames.com/funkymum.html Funky Mummy(basic add facts up to 18) http://www.hbschool.com/activity/busy_bees/index.html subtraction stories
Place Value Base 10 #s use digits 0-9; groups of 10 and place value. Numbers can be compared. Place value for 2 digit #s	http://www.ictgames.com/arrowcards.html Students find numbers on 100s chart in a timed game. http://resources.oswego.org/games/DogBone/gamebone.html Labeling tens and ones groups-1st and 2nd http://www.toonuniversity.com/aol/3m_placv.swf Lots of math games-1-3rd; shark numbers/pool are place value games
Estimation Numbers can be estimated. Group by 10s to estimate. Estimeate without counting.	
Fractions They represent parts of a whole or set and are = parts. Partition circles and rectangles into 2 and 4 equal parts. More shares means smaller shares.	http://www.harcourtschool.com/activity/flower_power/ http://www.beaconlearningcenter.com/WebLessons/FabulousFractions/default.htm http://www.harcourtschool.com/activity/bowling_for_fractions/
Money Name the coins and their values. Make fair trades. Skip count using coins. Count sets of mixed coins starting with largest coin,	http://www.usmint.gov/kids/ http://www.practicalmoneyskills.com/games/peterpigs/ **counting coins** **http://www.sadlier-oxford.com/math/practice/grk/chapter9/countcoins/0009.htm** **1st or 2nd**
Geometric Shapes Distinguish b/t defining attributes and non-defining(ie.	http://www.e-learningforkids.org/math/lesson/hamburger-restaurant-shape/

# of sides vs. color) Ways to sort shapes Characterisitics of 2 and 3-d shapes. (using sides and corners) incl. hexagon, rhombus, trapezoid, sphere, cube, cone, pyramid, cylinder, rectangular prism. ID a flip, side and turn; congruence and symmetry. Use shapes to cover a large area(tessellate)	shape work for k-1
Measurement Compare objects ordered by length and weight. Objects can be measured using tools. A length can be measure by a unit that is repeated, end to end w/ no ovelaps. What is stand/non-standard? How is estimation helpful? 12 inches = 1 foot Use a balance s scale Tell time to hour and half hour. Why we use calendar and clocks. 7 days in aweek/12 months in a year **Data Analysis** Data can be represented visually with tallies, pictures, lists, tables, glyphs, venn diagrams, chartsand graphs. Organize and interpret data with up to 3 categories. Ask and answer ? about data. Use vocab-more than, less than, most, least and same.	Games for time and data http://www.e-learningforkids.org/math/lesson/carnival-parade-in-rio-time-data/ **http://www.e-learningforkids.org/math/lesson/pizza-italian-restaurant-time-capacity/** **time and capacity 1st grade** **http://www.e-learningforkids.org/math/lesson/ice-cream-shop-length/** **length 1st grade** **http://www.e-learningforkids.org/math/lesson/baseball-time-grade-2/** **several time games for 1st or 2nd** **http://www.oswego.org/ocsd-web/games/BangOnTime/clockwordres.html** **moving hands on a clock that you stop when you see the correct time** **2nd** http://www.bbc.co.uk/schools/teachers/ks2_activities/maths/probability.shtml Have a play with the amazing random ball-picking machine! How likely is it that a blue or a red ball is picked? http://www.harcourtschool.com/activity/balloon_bonanza/ practice using vocab of most, least likely for 1st or 2nd grade http://studyjams.scholastic.com/studyjams/jams/science/scientific-inquiry/sidentify-outcomes.htm Choosing likelihood of girl and boy puppies. http://www.sadlier-oxford.com/math/practice/gr2/Chapt_3/bargraph/0203.htm http://pbskids.org/cyberchase/math-games/bugs-in-the-system/ http://www.e-learningforkids.org/math/lesson/elephants-plant-data-grade-2/ http://www.harcourtschool.com/activity/lets_graph/ http://www.e-learningforkids.org/math/lesson/carnival-parade-in-rio-chance-data/
Patterns and Algebra Patterns are found all around us, predictable, and have a core, an element and a rule. They can be labeled with letters. There are complex patterns. Describe a rule from a completed function table. ID skip counting patterns.	http://resources.oswego.org/games/spookyseq/spookyseq3.html object patterns http://www.sesamestreet.org/games?uuid=9bb48196-14e4-11dd-83fd-1ff2199def8e http://www.highlightskids.com/hidden-pictures/interactive/sidewalk-skateboarders find hidden objects

1st grade Science

Weather Weather can be described by measurable features. We can measure all the features using tools. Sun, air and water cycle work together to give us weather. Water changes form as it moves through the cycle. Investigate the role of energy in the natural world. (sunlight/shadows) We see things b/c of the reflection of light. We can forecast the weather. Water can be liquid and solid and can go back and forth.	http://studyjams.scholastic.com/studyjams/jams/science/weather-and-climate/weather-and-climate.htm http://www.lawrencehallofscience.org/kidsite/portfolio/seasons/ http://www.bbc.co.uk/schools/whatisweather/
Organisms World is made of living/non-living things. Understand basics characteristics and needs of living things. Sim/Dif of plants and animals. Char. Of a habitat-how plants and animals get what they need(aquarium, terrarium, cup) Life cycles of animals and plants.	**http://www.professorgarfield.org/yourfuture/sm_clt.html** **(living vs. non-living, water, animal life cycles,)** **http://www.bbc.co.uk/schools/scienceclips/ages/5_6/ourselves_whatnext.shtml** **science concepts broken down by level** **animal classification game 1st and 2nd** **http://www.pbslearningmedia.org/asset/lsps07_int_animalclass/** **biodiversity info-3rd** **http://www.amnh.org/ology/features/ittakesallkinds/** **lots of fun learning about animals 1st and 2nd** **Good descriptions of different habitats, still pics and info** **http://www.fcps.edu/islandcreekes/ecology/habitat.htm** **matching game identify groups of animals by what they do, eat, etc.-2nd/3rd** **http://sciencenetlinks.com/media/filer/2011/10/04/classification.swf** **unusual habitats-3rd grade** **http://www.knowitall.org/sclife/** **making an animal/camouflage 2nd and 3rd** **https://web.archive.org/web/20140704021922/http://www.abc.net.au/beasts/fossilfun/camouflage/** **http://www.nwf.org/Kids/Ranger-Rick/Animals.aspx** **reading about the web of life-2nd** **http://www.kidsplanet.org/wol/page_1.html** **play guess the habitat 2nd or 3rd or with teacher**