

1st Grade Math

TEKS	I Can Statements	Website Resources
Number, Operation, and Quantitative Reasoning		
1.1A	I can use words like greater than and less than to compare numbers	Sequencing numbers http://www.amblesideprimary.com/ambleweb/mentalmaths/supersequencer.html Greater than less than http://www.bbc.co.uk/skillswise/numbers/wholenumbers/whatarenumbers/writingbignumbers/flash1.shtml comparing equations http://www.haelmedia.com/html/mc_m1_005.html More or less http://http://www.numbernut.com/basic/activities/00magnify.html?newurl=number_moreless_1-30.swf Comparing numbers up to 100 http://www.ixl.com/math/practice/grade-1-comparing-numbers-up-to-100
1.1B	I can make numbers using sets of tens and ones.	Sums of 10 http://www.ictgames.com/save_the_whale_v4.html http://www.ixl.com/math/practice/grade-1-addition-facts-sums-to-10
1.1C	I can name the coins and how much they are worth.	Pennies and Dimes http://www.haelmedia.com/html/sg_mk_001.html Money Sorter http://funschool.kaboose.com/minyanland/games/game_money_sorter.html 10 Penny Cup http://https://emgames.everydaymathonline.com/gp/layer.html?gameid=4&PHPSESSID=d0d54ed9049ac49247d53b3a36de8252 Practice Counting Money http://www.myparentime.com/games/games42/games42.shtml
1.1D	I can read and write numbers up to 99.	http://www.crickweb.co.uk/ks1numeracy.html#nbKS1 Number labeling, Count with Lecky (under early years tab) http://www.ictgames.com/catapultCountOn/index.html Castle Count-on http://www.primarygames.co.uk/pg2/splat/splatsq100.html games for 100's chart http://www.oswego.org/ocsd-

		web/games/SplatSquares/splatre100.html interactive 100s chart http://www.crickweb.co.uk/ks2numeracy-tools.html#Toolkit-index2a 100s chart
1.2A	I can separate a whole into equal parts	Halves, thirds, fourths http://www.ixl.com/math/practice/grade-1-halves-thirds-fourths Equal parts http://www.ixl.com/math/practice/grade-1-equal-parts
1.2B	I can describe parts of a whole. I can describe parts of a set.	http://www.ixl.com/math/practice/grade-1-which-shape-matches-the-fraction
1.3A	I can use manipulatives to show addition. I can use manipulatives to show subtraction. I can write the number sentence to match.	http://www.learningmedia.co.nz/sites/all/modules/filemanager/files/Online%20Activities/alien_addition/alienaddition.html Alien Addition http://www.ictgames.com/funny_fingers_v2.html Funny Fingers Write the addition sentence http://www.ixl.com/math/practice/grade-1-word-problems-write-the-addition-sentence

1.3B	<p>I can use pictures and manipulatives to solve addition number sentences.</p> <p>I can use pictures and manipulatives to solve subtraction number sentences.</p>	<p>http://www.ictgames.com/dinosaurDentist/index.html</p> <p>Dinosaur Dentist (almost doubles), Math Blocs http://www.iknowthat.com/com/App?File http://www.sadlieroxford.com/math/mathminutes/addition/add0_18.htm Addition facts to 12 Making 10 more http://www.ictgames.com/octopus.html Add 11 http://www.ictgames.com/100huntadd11.html Add 9 http://www.ictgames.com/100huntadd9.html Add 10 Submarine http://www.ictgames.com/submarinenopad2.html Fuel up add 5 http://www.ictgames.com/ufo.html Doubles http://www.haelmedia.com/html/mg_m2_002.html Addition practice http://avenscorner.com/fireflies.aspx Use pictures to solve subtraction http://www.ixl.com/math/practice/grade-1-subtracting-with-pictures-numbers-up-to-10 http://www.ixl.com/math/practice/grade-1-subtraction-sentences-numbers-up-to-10</p>
Patterns, Relationships, and Algebraic Thinking		
1.4	I can make and describe patterns.	<p>Pattern lessons for beginners http://www.ngfl-cymru.org.uk/vtc/simple_patterns/eng/Introduction/StarterActivity.htm Repeating Patterns http://www.haelmedia.com/html/mc_m1_003.html Complete the pattern http://nlvm.usu.edu/en/nav/frames_asid_184_g_2_t_1.html What Comes Next http://www.haelmedia.com/html/mc_m1_003.html Continue Pattern http://www.ixl.com/math/practice/grade-1-recognize-patterns</p>
1.5A	<p>I can skip count by twos.</p> <p>I can skip count by fives.</p> <p>I can skip count by tens.</p>	<p>Froggy plus10 http://www.ictgames.com/frog.html skip count by 2 http://www.ictgames.com/fairyfog2s_v2.html skip count by 5</p>

		http://www.ictgames.com/fairyfog5s_v2.html skip count by 10 http://www.ictgames.com/fairyfog10s_v2.html Super sequencer http://www.amblesideprimary.com/ambleweb/mentalmaths/supersequencer.html Skip counting backwards and forward http://www.haelmedia.com/html/mc_m1_004.html
1.5B	I can find patterns in numbers. I can identify odd and even numbers.	http://www.crickweb.co.uk/ks1numeracy.html#nbKS1 Interactive hundreds chart http://www.ictgames.com/100hunt2.html-hundreds-chart-hunt chart hunt even and odd numbers http://www.10ticks.co.uk/s_showGames.aspx?gameID=15#gamesContent Catch the odd http://www.brainpopjr.com/math/numbersense/evendodd/scrollingbackground/ Odd or Even? http://www.ictgames.com/dragonmap.html an odd or even story http://www.primarygames.com/storybooks/even_odd/start.htm odd/even interactive worksheets http://www.teachkids.com/examples/odd_even.asp?count=5&number_type=1
1.5C	I can put numbers in order. I can use more than, less than, and equal to.	http://www.crickweb.co.uk/ks1numeracy.html#nbKS1 Wash Line 1, Card Flip 0-10, Card Flop 1-10 http://www.oswego.org/ocsd-web/games/DogBone/gamebone.html find hidden numbers ordering numbers http://www.haelmedia.com/html/og_m1_001.html ordering numbers from easy to hard http://www.ictgames.com/caterpillar_slider.html missing numbers http://www.haelmedia.com/html/mc_mk_001.html whack a missing mole http://www.ictgames.com/whackAMole/index.html ordering numbers game http://www.channel4learning.com/sites/puzzle_maths/frog_ladder_game.shtml

1.5D	I can use patterns to add and subtract.	Subtract 10 http://www.ictgames.com/100huntminus10.html Subtract 11 http://www.ictgames.com/100huntminus11.html
1.5E	I can make addition and subtraction fact families.	http://www.ixl.com/math/practice/grade-1-fact-families
Geometry and Spatial Reasoning		
1.6A/B	I can describe plane and solid figures.	Shape memory game http://www.haelmedia.com/html/mg_mk_002.html Shape and color game 2 http://www.haelmedia.com/html/mg_m1_001.html Buzzing with shapes http://www.amblesideprimary.com/ambleweb/mentalmaths/angleshapes.html Shape Match http://www.thekidzpage.com/learninggames/shelfshapes.htm
1.6C	I can sort plane and solid figures.	Polygon sort, triangle sort http://www.crickweb.co.uk/ks2numeracy-shape-and-weight.html#triangles Shape sorter http://illuminations.nctm.org/ActivityDetail.aspx?ID=34 Venn diagram shape sorter http://www.shodor.org/interactivate/activities/ShapeSorter/
1.6D	I can combine plane figures to make new figures.	New shapes with tangrams http://www.channel4learning.com/sites/puzzlemaths/tangrams_game.shtml http://www.thekidzpage.com/freekidsgames/games/tangram/freekidsgame.htm

Measurement

1.7A	I can estimate and measure length using nonstandard units.	
1.7B	I can put things in order from longest to shortest.	http://www.crickweb.co.uk/ks1numeracy.html#nbKS1 Compare and Order--under early years tab
1.7C	I can tell if you need more or less units to measure length.	
1.7D	I can tell what covers the most area.	http://www.bgfl.org/bgfl/custom/resources_ftp/client_ftp/ks2/maths/perimeter_and_area/index.html Shape Explorer http://www.shodor.org/interactivate/activities/ShapeExplorer/
1.7E	I can put containers in order by how much they hold	
1.7F	I can put objects in order from heaviest to lightest.	
1.7G	I can put objects in order from hottest to coldest	
1.8A	I can put events in order by how long they take.	Times of everyday events http://www.ixl.com/math/practice/grade-1-times-of-everyday-events Choose appropriate time units http://www.ixl.com/math/practice/grade-1-choose-appropriate-time-units
1.8B	I can tell time to the hour and half-hour.	Time to the hour http://www.kidsolr.com/earlychildhood/page4.html A Working Clock http://www.time-for-time.com/swf/myclox.swf Time to the hour matching http://www.haelmedia.com/html/mg_m1_003.html Time Memory game http://www.haelmedia.com/html/mg_m1_003.html Listen and See Clock http://http://www.xtec.es/aulanet/ud/angles/study/time.html

Probability & Statistics

1.9A	I can collect and sort information.	
1.9B	I can use information to make graphs.	
1.10A	I can use graphs to answer questions.	
1.10B	I can tell if events are certain or impossible.	http://www.ixl.com/math/practice/grade-1-certain-probable-unlikely-impossible More, less or equally likely http://www.ixl.com/math/practice/grade-1-more-less-equally-likely
Underlying Processes and Mathematical Tools		
1.11A	I can find the math in real life.	Word problems-sums to 18 http://www.ixl.com/math/practice/grade-1-addition-word-problems-sums-to-18