



Hands-On Standards® Math Mini Lessons

Correlations, Grade 1

Strand/Topic	Objective	Lesson	Lesson Title	CCSS
Number and Operations	Write and solve addition sentences.	1	Solve Addition Sentences	1.OA.1
Number and Operations	Write and solve subtraction sentences.	2	Solve Subtraction Sentences	1.OA.1
Number and Operations	Explore “counting on” as an addition strategy.	3	Explore Counting On	1.OA.5 1.OA.6
Number and Operations	Explore “counting back” as a subtraction strategy.	4	Explore Counting Back	1.OA.5 1.OA.6
Number and Operations	Explore the Commutative Property of Addition.	5	Commutative Property	1.OA.3
Number and Operations	Explore the Associative Property of Addition.	6	Associative Property	1.OA.2 1.OA.3
Number and Operations	Add or subtract using a make-a-10 strategy.	7	Make 10 to Add	1.OA.6
Number and Operations	Subtract using a make-a-10 Strategy	8	Make 10 to Subtract	1.OA.6
Number and Operations	Add Doubles	9	Add Doubles	1.OA.6
Number and Operations	Compute the sum of three numbers.	10	Add Three Numbers	1.OA.2
Number and Operations	Identify missing addends by calculating the difference between an addend and the sum.	11	Find Missing Addends	1.OA.4 1.OA.8
Number and Operations	Identify missing subtrahends by calculating the difference between the minuend and the difference.	12	Find Missing Subtrahends	1.OA.4 1.OA.8
Number and Operations	Relate addition and subtraction facts.	13	Connect Addition and Subtraction	1.OA.6
Number and Operations	Comparison Subtraction	14	Comparison Problems	1.OA.1
Number and Operations	Explain the meaning of the equal sign.	15	Understand the Equal Sign	1.OA.7

Strand/Topic	Objective	Lesson	Lesson Title	CCSS
Number and Operations	Determine whether equations are true or false.	16	True and False Equations	1.OA.7
Number and Operations	Read and write any number up to 120.	17	Read and Model Numbers to 120	1.NBT.1
Number and Operations	Write the number that matches with a group of objects up to 120.	18	Write Numbers to 120	1.NBT.1
Number and Operations	Explore place-value concepts for tens and ones.	19	Explore Place Value	1.NBT.2a 1.NBT.2b 1.NBT.2c
Number and Operations	Compare two-digit numbers using the symbols $>$ and $<$.	20	Compare Two-Digit Numbers	1.NBT.3
Number and Operations	Count and order numbers 0–20.	21	Order Numbers	1.NBT.2b
Number and Operations	Find 10 more or 10 less than given two-digit number.	22	10 More, 10 Less	1.NBT.5
Number and Operations	Use models to add two-digit numbers without regrouping.	23	Add Two-Digit Numbers	1.NBT.4
Number and Operations	Use models to add with regrouping.	24	Add a Two-Digit Number to a One-Digit Number	1.NBT.4
Number and Operations	Subtract a multiple of 10 from a multiple of 10.	25	Subtract a Multiple of 10 Using a Number Line	1.NBT.6
Number and Operations	Use a variety of strategies to subtract multiples of 10 (in the range 10-90) and explain my thinking.	26	Subtract a Multiple of 10 Using Place Value	1.NBT.6
Measurement	Compare lengths of objects.	1	Compare Lengths	1.MD.1
Measurement	Sort objects by longest to shortest.	2	Sort Objects by Longest to Shortest	1.MD.1
Measurement	Sort objects by shortest to longest.	3	Sort Objects by Shortest to Longest	1.MD.1
Measurement	Estimate and measure length using nonstandard units.	4	Estimate and Measure	1.MD.2
Measurement	Explain that the length measurement of an object is the number of same-size length units that span it with no gaps or overlaps.	5	Measure Length	1.MD.2
Measurement	Tell time to the hour on an analog clock.	6	Time to the Hour	1.MD.3

Strand/Topic	Objective	Lesson	Lesson Title	CCSS
Measurement	Tell and write time in hours on an analog and digital clock.	7	Tell Digital Time in Hours	1.MD.3
Measurement	Tell time to the half-hour on an analog clock.	8	Tell Time to the Half Hour	1.MD.3
Measurement	Tell and write time in hours and half-hours on an analog and digital clock.	9	Analog and Digital Time to the Half Hour	1.MD.3
Data	Make a bar graph to show data.	1	Bar Graphs	1.MD.4
Data	Make pictograph.	2	Pictographs	1.MD.4
Data	Make and interpret a pictograph.	3	Interpret Pictographs	1.MD.4
Geometry	Build and draw shapes to possess defining attributes.	1	Build Shapes	1.G.1
Geometry	Combine geometric shapes to compose a copy of a given two dimensional shape.	2	Combine Shapes	1.G.2
Geometry	Combine geometric shapes to compose a copy of a given three dimensional shape.	3	Compose Three-Dimensional Shapes	1.G.2
Geometry	Partition rectangles into equal shares.	4	Equal Shares of Rectangles	1.G.3