Grade 1: Math Goal tracking:

Book: Mc Graw Hill Education, My Math.

☐ Use manipulatives to model addition stories.

☐ Add two parts to make a whole.

☐ Write addition number sentence.

☐ Find sums by adding zero.

☐ Write addition facts horizontally and vertically.

☐ Write a number sentence to solve problems.

☐ Use models to represent and solve subtractions situations.

☐ Subtract parts from a whole.

☐ Write a subtraction number sentence.

☐ Subtract 0 or find a difference of 0.

☐ Subtract across and down.

☐ Draw a diagram to solve problems.

☐ Compare groups of up to nine objects.

☐ Count on to find the sum.

☐ Use pennies to count on.

☐ Use a number line to help find the sum.

☐ Use the doubles to add strategy to help find the sum.

☐ Count back by 1, 2 or 3 to subtract.

☐ Use a number line to count back to subtract.

☐ Relate doubles addition facts to subtraction facts.

☐ Write a number sentence to solve problems.

☐ Subtract using the make 10 to subtract strategy.

☐ Identify similarities in related addition and subtraction sentences.

- ☐ Count groups of tens.
- ☐ Use dimes to count by tens.
- ☐ Make groups of ten and some more.
- ☐ Make groups of tens and ones.
- ☐ Make a table to solve problems.
- ☐ Add tens within 100.
- ☐ Count on by tens and ones to find sums within 100.
- ☐ Guess, check and revise to solve problems.
- ☐ Add tens and ones to find the sum with regrouping.
- ☐ Subtract tens to find the difference.
- ☐ Use a number line to count back by tens to subtract.
- ☐ Relate addition and subtraction facts to solve problems.
- ☐ Use tally charts.
- ☐ Make a table to solve problems.
- ☐ Make picture graphs.
- ☐ Read picture graph.
- ☐ Make bar graphs.
- ☐ Read bar graphs.
- ☐ Compare lengths.
- ☐ Nonstandard units of length.
- ☐ Time to the hour: Analog.
- ☐ Time to the hour : Digital.
- ☐ Time to the half hour : Analog.
- ☐ Time to the half hour: Digital.
- ☐ Time to the hour and half hour.
- ☐ Compare shapes :squares , rectangles ,triangles ,trapezoids and circles.

☐ Make equal parts, halves, quarters and fourths.

☐ Compare cubes and prisms, cones and cylinders.

☐ Combine three-Dimensional shapes.