

## "I Can" Common Core!

## 1st Grade Math



I Can Use Addition and Subtraction to Help Me Understand Math

lacksquare I can use strategies to solve addition word problems. 1.0A.1
lacksquare I can use strategies to solve subtraction word problems. 1.0A.1
☐ I can solve word problems by adding 3 whole numbers. 1.0A.2
I can use the commutative property of addition. 1.0A.3
lacksquare I can use the associative property of addition. 1.0A.3
lacksquare I can use an addition fact to help me answer a subtraction problem. 1.0A.4
I can count to help me add and subtract. 1.0A.5
I can add facts within 20. 1.0A.6
I can subtract facts within 20. 1.0A.6
☐ I know what an equal sign means. 1.0A.7
lacksquare I can tell if addition and subtraction equations are true or false. 1.0A.7
lacksquare I can tell the missing number in an addition or subtraction problem. 1.0A.8
I Can Use Number Sense and Place Value to Help Me Understand Math
I can count to 120. 1.NBT.1
I can tell how many tens and how many ones are in a number. 1.NBT.2
$\square$ I can compare two-digit numbers using <, $\Xi$ , and >. 1.NBT.3
<ul> <li>I can use manipulatives and pictures to help me solve problems within 100.</li> <li>1.NBT.4</li> </ul>
lacksquare I can use math strategies to help me solve problems within 100. 1.NBT.4

I can find 10 more or 10 less in my head. 1.NBT.5  I can subtract multiples of 10 under 100 and explain what I did. 1.NBT.6
I Can Use Measurement and Data to Help Me Understand Math
☐ I can put three objects in order from longest to shortest. 1.MD.1 ☐ I can tell the length of an object using whole numbers. 1.MD.2 ☐ I can tell and write time in hours and half-hours using a clock. 1.MD.3 ☐ I can organize data. 1.MD.4 ☐ I can understand data. 1.MD.4 ☐ I can ask and answer questions about data. 1.MD.4
I Can Use Geometry to Help Me Understand Math  I can tell about shapes. 1.G.1 I can build and draw shapes. 1.G.1 I can make two-dimensional shapes. 1.G.2 I can make three-dimensional shapes. 1.G.2 I can use shapes to make new shapes. 1.G.2 I can divide shapes into parts. 1.G.3
0 1 2 3 4 5 6 7 8 9 10 11 12