

# Everyday Math Alignment - Grade One

Everyday Math Unit	Math Concepts	Exemplars Problems
Unit 1: Establishing Routines	<p>S - Count up and back by 1s, starting with any number up to and including 20.</p> <p>S - Count up to 20 objects.</p> <p>D - Count by 2s and 5s to 40.</p> <p>D - Write numbers from 1 to 20.</p> <p>D - Compare pairs of numbers less than 16.</p> <p>D - Write and count tallies.</p>	<p>Clay Pots (CD 1);</p> <p>Mr. Frye's Lambs (CD 1);</p> <p>Number Cube Game (CD 1);</p> <p>Eating Jellybeans (CD 2)</p>
Unit 2: Everyday Uses of Numbers	<p>S - Count by 2s to 20. Count by 5s to 50.</p> <p>D/S - Count up and back by 1s on the number grid.</p> <p>D/S - Tell time to the nearest hour.</p> <p>D/S - Exchange pennies for nickels.</p> <p>D - Calculate the values of various combinations of pennies and nickels.</p> <p>D - Find complements of 10.</p> <p>D - Solve simple addition and subtraction number stories.</p>	<p>Snail Trails (CD 1);</p> <p>Mr. Frye's Lambs (CD 1);</p> <p>Hamsters (CD 1);</p> <p>Pentomino Problem (CD 1);</p> <p>Riding at the Playground (CD 2);</p> <p>Betty's Blocks (CD 2)</p>
Unit 3: Visual Patterns, Number Patterns and Counting	<p>D - Solve simple addition and subtraction problems by skip counting on the number line and the number grid.</p> <p>D - Identify and complete patterns.</p> <p>D - Identify numbers as even or odd.</p> <p>D - Know the values of P, N, D &amp; calculate the values of combinations of these coins.</p> <p>D - Tell time to the nearest half-hour.</p>	<p>Octopus (CD 1);</p> <p>Bug Watching (CD 1);</p> <p>License Plates (CD 1);</p> <p>Birthday Gift Shopping;</p> <p>Stacking Caps (CD 1);</p> <p>In Line (CD 1);</p> <p>Making a Necklace (CD 1)</p>
Unit 4: Measurement and Basic Fact	<p>D/S - Order and compare numbers to 22.</p> <p>D/S - Tell time to the nearest half-hour.</p> <p>D - Find simple sums and missing addends.</p> <p>D - Calculate the values of coin combinations.</p> <p>D - Solve simple number stories.</p>	<p>Birthday Gift Shopping (CD 1);</p> <p>Muffins (CD 1);</p> <p>Coin Combinations (CD 1);</p> <p>Wrist Circumference (CD 1)</p>
Unit 5: Place Value, Number Stories and Basic Facts	<p>D - Understand place value for longs and cubes.</p> <p>D - Compare numbers using <math>&lt;</math> and <math>&gt;</math>.</p> <p>D - Know <math>+1</math>, <math>+0</math>, doubles and sums of 10 addition facts.</p> <p>D - Solve simple number stories.</p>	<p>Frog and Toad (CD 1);</p> <p>Hats and Scarves (CD 1);</p> <p>Perplexing Palindrome (CD 2);</p> <p>Petal Power (CD 2)</p>
Unit 6: Developing Fact Power	<p>D - Find many names for a number.</p>	<p>Octopus (CD 1)</p>
Unit 7: Geometry and Attributes	<p>D - Know addition facts.</p>	<p>Octopus (CD 1);</p> <p>Paleontologist (CD 1);</p> <p>Pig Pens (CD 1)</p>
Unit 8: Mental Arithmetic, Money and Fractions	<p>D/S - Understand place value for 10s and 1s.</p> <p>D/S - Know addition facts for <math>+1</math>, <math>+0</math>, doubles and sums of ten.</p> <p>D - Count sets of quarters, dimes, nickels, and pennies.</p> <p>D - Solve number stories.</p>	<p>Birthday Gift Shopping (CD 1);</p> <p>10 Feet Apartment Building (CD 1);</p> <p>Muffins (CD 1);</p> <p>Hot Chocolate (CD 1);</p> <p>Time for Math (CD 2)</p>
Unit 9: Place Value and Fractions	<p>D - Identify and use patterns on the number grid.</p>	<p>Octopus (CD 1);</p> <p>Pizza Party (CD 1);</p> <p>Happy Birthday Abby! (CD 2)</p>
Unit 10: Year-End Review and Assessment		<p>Octopus (CD 1);</p> <p>Bug Watching (CD 1);</p> <p>Legs (CD 2)</p>