

# **“I Can” Common Core!**

## **1st Grade Math**

### **I Can Use Addition and Subtraction to Help Me Understand Math**

- I can use strategies to solve addition word problems. 1.OA.1
- I can use strategies to solve subtraction word problems. 1.OA.1
- I can solve word problems by adding 3 whole numbers. 1.OA.2
- I can use the commutative property of addition. 1.OA.3
- I can use the associative property of addition. 1.OA.3
- I can use an addition fact to help me answer a subtraction problem. 1.OA.4
- I can count to help me add and subtract. 1.OA.5
- I can add facts within 20. 1.OA.6
- I can subtract facts within 20. 1.OA.6
- I know what an equal sign means. 1.OA.7
- I can tell if addition and subtraction equations are true or false. 1.OA.7
- I can tell the missing number in an addition or subtraction problem. 1.OA.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
- I can compare two-digit numbers using  $<$ ,  $=$ , and  $>$ . 1.NBT.3
- I can use manipulatives and pictures to help me solve problems within 100.  
1.NBT.4
- 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