## Grade 1 Everyday Mathematics Learning Goals Units 1-9

Learning Goal By Assessment Rubric Indicators	
Secure	Unit
Count up and back by 1s, starting with any number up to and including 20	1
Count up to 20 objects	1
Count by 2s to 20; count by 5s to 50	2
Developing/Secure	Unit
Count up and back by 1s on the number grid	2
Exchange pennies for nickels	2
Tell time to the nearest hour	2
Order and compare numbers to 22	4
Tell time to the nearest half-hour	4
Understand place value for 10s and 1s	8
Know addition facts for +1, +0, doubles and sums of 10	8
Developing	Unit
Count by 5s to 40	1
Count by 2s to 40	1
Write numbers from 1 to 20	1
Compare pairs of numbers less than 16	1
Write and count tallies	1
Calculate the values of various combinations of pennies and nickels	2
Find complements of 10	2
Solve simple addition and subtraction number stories	2
Identify and complete patterns	2
Solve simple addition and subtraction problems by skip counting on the number line and the number grid	3
Identify numbers as odd and even	3
Know the values of pennies, nickels, and dimes, and calculate the value of combinations of these coins	3
Tell time to the nearest half-hour	3
Solve simple number stories	3, 4, 5, 8
Find simple sums and missing addends	4
Calculate the value of coin combinations	4
Understand place value for longs ands cubes	5
Compare numbers using < and >	5
Know +1, and +0, doubles and sums of 10 addition facts	5
Find many names for a number	6
Know addition facts	7
Count sets of quarters, dimes, nickels, ands pennies	8
Identify and use patterns on a number grid	9
Beginning/Developing	Unit
Complete Frames-and-Arrows diagrams	3

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Unit
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