

**MINNESOTA ACADEMIC STANDARDS
MATHEMATICS
MATHEMATICAL REASONING
GRADE ONE**

Strand	Sub-Strand	Standard	Benchmarks	Content
Strand: MATHEMATICAL REASONING	Sub-Strand:	Standard: Apply skills of mathematical representation, communication and reasoning throughout the remaining four content strands.	Benchmarks: 1. Create and solve word problems using actions, objects, words, pictures or numbers. 2. Estimate and check that answers are reasonable. 3. Explain to others how a problem was solved.	Content:

**MINNESOTA ACADEMIC STANDARDS
MATHEMATICS
NUMBER SENSE, COMPUTATION AND OPERATIONS
GRADE ONE**

Strand	Sub-Strand	Standard	Benchmarks	Content
<p>Strand: NUMBER SENSE, COMPUTATION, AND OPERATIONS</p>	<p>Sub-Strand: A. Number Sense</p>	<p>Standard: Understand place value, ways of representing whole numbers and relationships among whole numbers. Understand the concept of one half.</p>	<p>Benchmarks: 1. Read, write numerals for, compare and order numbers to 120. 2. Count by 2s to 30 and by 5s to 120. 3. Count backwards from 30. 4. Demonstrate understanding of odd and even quantities up to 12. 5. Represent whole numbers up to 20 in various ways, maintaining equality. 6. Identify one half of a set of concrete objects.</p>	<p>Content:</p>
<p>Strand: NUMBER SENSE, COMPUTATION, AND OPERATIONS</p>	<p>Sub-Strand: B. Computation and Operation</p>	<p>Standard: Add and subtract one- digit whole numbers in real-world and mathematical problems.</p>	<p>Benchmarks: 1 Use one-digit addition and subtraction to solve real-world and mathematical problems. 2. Find the sum of three one-digit numbers.</p>	<p>Content:</p>

**MINNESOTA ACADEMIC STANDARDS
MATHEMATICS
PATTERNS, FUNCTIONS AND ALGEBRA
GRADE ONE**

Strand	Sub-Strand	Standard	Benchmarks	Content
Strand: PATTERNS, FUNCTIONS AND ALGEBRA	Sub-Strand: A. Patterns and Functions	Standard: Sort, classify and compare objects based on their attributes. Understand simple repeating patterns.	Benchmarks: 1. Sort objects in a set by one attribute such as size, shape, color or thickness. 2. Identify an object that does not belong in a set. 3. Recognize, describe and extend repeating patterns involving up to three elements using objects, pictures, sounds or movements.	Content:
Strand: PATTERNS, FUNCTIONS AND ALGEBRA	Sub-Strand: B. Algebra (Algebraic Thinking)	Standard: (Standards under this heading may be locally determined.)	Benchmarks:	Content:

**MINNESOTA ACADEMIC STANDARDS
MATHEMATICS
DATA ANALYSIS, STATISTICS AND PROBABILITY
GRADE ONE**

Strand	Sub-Strand	Standard	Benchmarks	Content
Strand: DATA ANALYSIS, STATISTICS AND PROBABILITY	Sub-Strand: A. Data and Statistics	Standard: Gather and record data in real-world and mathematical problems.	Benchmarks: 1. Gather and record data about classmates and their surroundings in a simple graph. 2. Identify patterns in simple graphs.	Content:
Strand: DATA ANALYSIS, STATISTICS AND PROBABILITY	Sub-Strand: B. Probability	Standard: (Standards under this heading may be locally determined.)	Benchmarks:	Content:

**MINNESOTA ACADEMIC STANDARDS
MATHEMATICS
SPATIAL SENSE, GEOMETRY AND MEASUREMENT
GRADE ONE**

Strand	Sub-Strand	Standard	Benchmarks	Content
Strand: SPATIAL SENSE, GEOMETRY, AND MEASUREMENT	Sub-Strand: A. Spatial Sense	Standard: Explore the concept of symmetry in real-world situations	Benchmarks: 1. Explore symmetry of objects and designs through mirrors or paper folding.	Content:
Strand: SPATIAL SENSE, GEOMETRY, AND MEASUREMENT	Sub-Strand: B. Geometry	Standard: Use attributes of two- and three-dimensional shapes to identify them and distinguish between them.	Benchmarks: 1. Sort and describe two- and three- dimensional shapes according to their geometrical attributes.	Content:

Strand	Sub-Strand	Standard	Benchmarks	Content
Strand: SPATIAL SENSE, GEOMETRY, AND MEASUREMENT	Sub-Strand: C. Measurement	Standard: Measure length, time, and money using appropriate tools or units to solve real-world and mathematical problems.	Benchmarks: 1. Estimate and measure length and capacity using non- standard units. 2. Tell time to hour and half-hour on analog and digital clocks. 3. Using a calendar, identify the date, day of the week, month, year, yesterday, today and tomorrow. 4. Combine pennies, nickels or dimes to equal one dollar.	Content: