

Minnesota 1st Grade MCAII Mathematics Teacher Reflection Form

Have your students mastered these benchmarks?

Number and Operations

Vocabulary

Exceeds

Standard

Meets

Standard

Partially

Meets

Does Not

Meet

Before	Unit	#	Benchmark	After
		1.1.1.1	Use place value to describe whole numbers between 10 and 100 in terms of tens and ones.	
		1.1.1.2	Read, write and represent whole numbers up to 120. Representation may include numerals, addition and subtraction, pictures, tally marks, number lines and manipulatives, such as bundles of sticks and base 10 blocks.	
		1.1.1.3	Count, with and without objects, forward and backward from any given number up to 120.	
		1.1.1.4	Find a number that is 10 more or 10 less than a given number.	
		1.1.1.5	Compare and order whole numbers up to 120.	
		1.1.1.6	Use words to describe the relative size of numbers.	
		1.1.1.7	Use counting and comparison skills to create and analyze bar graphs and tally charts.	
		1.1.2.1	Use words, pictures, objects, length-based models (connecting cubes), numerals and number lines to model and solve addition and subtraction problems in part-part-total, adding to, taking away from and comparing situations.	
		1.1.2.2	Compose and decompose numbers up to 12 with an emphasis on making ten.	
		1.1.2.3	Recognize the relationship between counting and addition and subtraction. Skip count by 2s, 5s, and 10s.	

Algebra

Vocabulary

Exceeds

Standard

Meets

Standard

Partially

Meets

Does Not

Meet

Before	Unit	#	Benchmark	After
		1.2.1.1	Create simple patterns using objects, pictures, numbers and rules. Identify possible rules to complete or extend patterns. Patterns may be repeating, growing or shrinking. Calculators can be used to create and explore patterns.	
		1.2.2.1	Represent real-world situations involving addition and subtraction basic facts, using objects and number sentences.	
		1.2.2.2	Determine if equations involving addition and subtraction are true.	
		1.2.2.3	Use number sense and models of addition and subtraction, such as objects and number lines, to identify the missing number in an equation such as: $2 + 4 = ?$, $3 + ? = 7$, $5 = ? - 3$	
		1.2.2.4	Use addition or subtraction basic facts to represent a given problem situation using a number sentence.	

Geometry and Measurement

Vocabulary

Exceeds
Standard

Meets
Standard

Partially
Meets

Does Not
Meet

Before	Unit	#	Benchmark	After
		1.3.1.1	Describe characteristics of two- and three-dimensional objects, such as triangles, squares, rectangles, circles, rectangular prisms, cylinders, cones and spheres.	
		1.3.1.2	Compose (combine) and decompose (take apart) two- and three-dimensional figures such as triangles, squares, rectangles, circles, rectangular prisms and cylinders.	
		1.3.2.1	Measure the length of an object in terms of multiple copies of another object.	
		1.3.2.2	Tell time to the hour and half-hour	
		1.3.2.3	Identify pennies, nickels and dimes; find the value of a group of these coins, up to one dollar.	

Data Analysis and Probability

Vocabulary

Exceeds
Standard

Meets
Standard

Partially
Meets

Does Not
Meet

Before	Unit	#	Benchmark	After

Benchmarks that will be taught by the mid-January OLPA

- Unit 1 –
- Unit 2 –
- Unit 3 –
- Unit 4 – (taught in January)

- 1.1.1.1 - Use **place value** to describe whole numbers between 10 and 100 in terms of **tens** and **ones**
- 1.1.1.2 - Read, write and **represent** whole numbers up to 120. Representations may include numerals, **addition** and **subtraction**, **pictures**, **tally marks**, **number lines** and manipulatives, such as bundles of sticks and base 10 blocks.
- 1.1.1.3 - **Count**, with and without objects, **forward** and **backward** from any given number up to 120
- 1.1.1.4 - Find a number that is 10 **more** or 10 **less** than a given number.
- 1.1.1.5 - **Compare** and **order** whole numbers up to 120
- 1.1.1.6 - Use words to describe the relative size of numbers. Words such as **equal**, **not equal**, **less than**, **more than**, **is about** and **is nearly**.
- 1.1.1.7 - Use counting and comparison skills to create and analyze **bar graphs** and **tally charts**.

1.1.2.1 - Use words, pictures, objects, length-based models (connecting cubes), numerals and **number lines** to model and solve addition and subtraction problems in **part-part-total**, **adding to (joining to)**, **taking away from (separating from)** and comparing situations.

1.1.2.2 - **Compose** and **decompose** numbers up to 12 with an emphasis on making ten.

1.1.2.3 - Recognize the relationship between counting and addition and subtraction. **Skip count** by 2s, 5s, and 10s.

1.2.1.1 - Create simple **patterns** using objects, pictures, numbers and **rules**. Identify possible rules to complete or extend patterns. *For example:* Describe rules that can be used to extend the pattern 2, 4, 6, 8, “, “, “ and complete the pattern 33, 43, “, 63, “, 83 or 20, “, “, 17.

1.2.2.1 - Represent real-world situations involving addition and subtraction basic facts, Using objects and **number sentences**.

1.2.2.2 - Determine if **equations** involving addition and subtraction are true

1.2.2.3 - Use number sense and **models** of addition and subtraction, such as objects and number lines, to identify the missing number in an equation such as: $2 + 4 = \square$ $3 + \square = 7$

1.2.2.4 - Use addition or subtraction basic facts to represent a given problem situation using a number sentence. Ex #1: $5 + 3 = 8$ □ Five jars added to three jars equals 8 jars.

1.3.1.1 - Describe characteristics of two- and three-dimensional objects, such as **triangles**, **squares**, **rectangles**, **circles**, **rectangular prisms**, **cylinders**, **cones** and **spheres**. *For example:* Triangles have three **sides** and **cubes** have eight **vertices**.

1.3.1.2 - **Compose** (combine) and **decompose** (take apart) two- and three-dimensional figures such as triangles, squares, rectangles, circles, rectangular prisms and cylinders.

1.3.2.1 - Measure the **length** of an object in terms of multiple copies of another object.

1.3.2.2 - Tell time to the **hour** and **half-hour**.

1.3.2.3 - Identify **pennies**, **nickels** and **dimes**; find the value of a group up to **one dollar**.