MATH / 1st Grade

Geometry

DIGITAL GAMES

Create shapes with defining attributes	CCSS.MATH.1.G.A.1
Compose 2- and 3-dimensional shapes from other shapes	CCSS.MATH.1.G.A.2
Partition circles and squares into equal parts to represent halves, fourths, and quarters	CCSS.MATH.1.G.A.3

KIT-REQUIRED GAME

Identify and manipulate shapes	CCSS.MATH.1.G.A

Measurement & Data

DIGITAL GAMES

Order and compare the length of 3 objects	CCSS.MATH.1.MD.A.1
Understand that the length measurement of an object is the number of same-size length units that span it with no gaps or overlaps	CCSS.MATH.1.MD.A.2
Tell and write time in hours and half-hours using analog and digital clocks	CCSS.MATH.1.MD.B.3
Organize, represent, compare and interpret data with up to three categories	CCSS.MATH.1.MD.C.4

KIT-REQUIRED GAME

Measure length, time, and data	CCSS.MATH.1.MD

Number & Operations in Base Ten

DIGITAL GAMES

Count to 120 starting on any given number and represent those numbers with objects or numerals	CCSS.MATH.1.NBT.A.1
Identify the 10s and 1s in a 2-digit number	CCSS.MATH.1.NBT.B.2
Compare two 2-digit numbers using >, =, and <	CCSS.MATH.1.NBT.B.3
Add within 100, regrouping if necessary	CCSS.MATH.1.NBT.C.4
Use mental math strategies to add or subtract 10 from any number	CCSS.MATH.1.NBT.C.5
Subtract multiples of 10 in the range 10-90	CCSS.MATH.1.NBT.C.6

KIT-REQUIRED GAME

Add and subtract within 100	CCSS.MATH.1.NBT

Operations & Algebraic Thinking

DIGITAL GAMES

Represent and solve problems involving addition and subtraction within 20	CCSS.MATH.1.OA.A.1
Use objects, drawings, or equations with a symbol for an unknown number to represent an addition or subtraction problem within 20.	CCSS.MATH.1.OA.A.2
Apply the commutative and associative properties to add within 20	CCSS.MATH.1.OA.B.3
Use addition strategies to subtract	CCSS.MATH.1.OA.B.4
Count on to add and count back to subtract	CCSS.MATH.1.OA.C.5
Use various strategies to demonstrate fluency in addition and subtraction within 10, and use those to add and subtract within 20	CCSS.MATH.1.OA.C.6
Determine if equations involving addition and subtraction are true or false (demonstrate understand the concept of an equal sign)	CCSS.MATH.1.OA.D.7
Find a missing number that makes an equation true (for number sentences within 20)	CCSS.MATH.1.OA.D.8

KIT-REQUIRED GAME

Add and subtract fluently within 20	CCSS.MATH.1.OA

VIEW ADDITIONAL RELATED GAMES