

Grade 1: LearnZillion Pacing Guidance & Additional Supports

2017-2018 School Year

In Grade 1, instructional time should focus on four critical areas:

- Developing understanding of addition, subtraction, and strategies for addition and subtraction within 20
- Developing understanding of whole number relationships and place value, including grouping in tens and ones
- Developing understanding of linear measurement and measuring lengths as iterating length units
- Reasoning about attributes of, and composing and decomposing geometric shapes.

Eugene School District 4J Elementary math curriculum is comprised of LearnZillion with Number Talks and selected math games integrated. The following document contains pacing and usage guidance for these three components.



LearnZillion Pacing Guidance: Use the following to ensure students are given opportunities to master grade-level content standards. The start of the year (☼), suggested unit (U#) launch dates, non-student (NS) contact days, and an additional assessment day per unit are provided. Note that some dates were intentionally left unassigned to account for transition to or from breaks and added flexibility for state testing requirements. In an effort to consider the unique characteristics of each school and classroom, pacing guidance is not meant to be rigid rather informed by standards and data driven. Use information about the major, supporting and additional work for your grade-level and your professional judgement when meeting the needs of students. Reach out to your school's Staff Development Specialist if clarification or support is needed.

Number Talk Guidance: Number Talks are an essential instructional routine provided to support development of mental math fluency and strategic number sense. This important routine should be incorporated outside of the 60-minute math block on a regular basis. A variety of Number Talks have been recommended for use at the start of school, fall, winter and spring. Use your professional judgement along with the collaborative efforts of building staff and Staff Development Specialists when meeting the needs of students.

Game Resource Guidance: It is critical to note that fluency requires a balance of conceptual understanding and computational procedures. Well-posed and engaging math games afford students excellent opportunities to develop this understanding. These games have been identified in Investigations and other resources and provided by unit to reinforce prior knowledge concepts or enhance the key concepts of a unit. Guidance is provided for when and how to integrate these games, however, use your professional judgement when meeting the needs of students.

GRADE 1 PACING GUIDE

KEY:

Color by Domain	NF	OA	CC	GEO	NBT	MD
★ = 1st day of school	U# = Unit launch day	NS = No student day	■ Major Work	□ Supporting Work	● Additional Work	

Total LearnZillion Lessons: 145 + 17 Assessments*

Reporting Period 1: LearnZillion Units 1-8

September				
Mon	Tue	Wed	Thu	Fri
				1
4	5	6 ★	7	8
11	12	13	14 U1	15
18	19	20	21	22
25	26	27	28	29 U2

UNIT 1: Understanding ten ones make a ten
Lessons: 11 (10+assessment)

■ 1.OA.C.6, ■ 1.NBT.B.2.a, ■ 1.NBT.B.2.b
MP2 - Reason abstractly and quantitatively
MP3 - Construct viable arguments and critique the reasoning of others

October				
Mon	Tue	Wed	Thu	Fri
2	3	4	5	6
9	10	11	12	13 NS
16	17 U3	18	19	20
23	24	25 U4	26	27
30	31			

UNIT 2: Using data to add and subtract to 20
Lessons: 11 (10+assessment)

■ 1.OA.A.1, ■ 1.OA.C.5, □ 1.MD.C.4
MP1 - Make sense of problems and persevere in solving
MP4 - Model with mathematics

UNIT 3: Ordering and comparing lengths
Lessons: 6 (5+assessment)

■ 1.MD.A.1
MP3 - Construct viable arguments and critique the reasoning of others
MP5 - Use appropriate tools strategically


November				
Mon	Tue	Wed	Thu	Fri
		1	2	3
6	7	8	9 U5	10 NS
13	14	15	16	17
20	21	22	23 NS	24 NS
27 U6	28	29	30	

UNIT 4: Exploring quantities to 99
Lessons: 11 (10+assessment)




■ 1.NBT.A.1
MP6 - Attend to Precision
MP7 - Look for and make use of structure

UNIT 5: Telling and writing time to the hour
Lessons: 6 (5+assessment)

December				
Mon	Tue	Wed	Thu	Fri
				1
4	5	6	7	8
11	12 U7	13	14	15
18 NS	19 NS	20 NS	21 NS	22 NS
25 NS	26 NS	27 NS	28 NS	29 NS


 **1.MD.B.3**
MP5 - Use appropriate tools strategically
MP6 - Attend to Precision

UNIT 6: Developing addition and subtraction strategies
Lessons: 11 (10+assessment)




 **1.OA.B.3**,  **1.OA.B.4**,  **1.OA.C.6**
MP3 - Construct viable arguments and critique the reasoning of others
MP7 - Look for and make use of structure

January				
Mon	Tue	Wed	Thu	Fri
1 NS	2 NS	3	4	5
8 U8	9	10	11	12
15 NS	16	17	18	19
22	23	24 U9	25	26
29	30	31		

UNIT 7: Distinguishing attributes of shapes
Lessons: 6 (5+assessment)

 **1.G.A.1**
MP3 - Construct viable arguments and critique the reasoning of others
MP7 - Look for and make use of structure

UNIT 8: Using place value to read, write, represent and compare numbers
Lessons: 11 (10+assessment)

 **1.NBT.A.1**,  **1.NBT.B.2.c**,  **1.NBT.B.3**
MP2 - Reason abstractly and quantitatively
MP7 - Look for and make use of structure

Winter Grade 1 Report Cards Notes:

Operations and Algebraic Thinking

- Represent and solve problems involving addition and subtraction
 - 1.OA.1 **introduced**
 - 1.OA.2 (NOT YET TAUGHT)
- Work with addition and subtraction equations (NOT YET TAUGHT)

Numbers and Operations in Base Ten

- Use place value understanding and properties of operations to add and subtract (NOT YET TAUGHT)

Measurement and Data

- Measure lengths indirectly and by iterating length units
 - 1.MD.2 (NOT YET TAUGHT)
- Tell and write time **to the hour**

Geometry

- Reason with shapes and their attributes
 - 1.G.2 & 1.G.3 (NOT YET TAUGHT)

Reporting Period 2: LearnZillion Units 9-17

February				
Mon	Tue	Wed	Thu	Fri
			1	2 NS
5	6	7	8	9
12	13	14	15	16 U10
19 NS	20	21	22	23
26	27 U11	28		

UNIT 9: Extending strategies for solving addition and subtraction problems
Lessons: 16 (15+assessment)

■ 1.OA.A.1, ■ 1.OA.C.6, ■ 1.OA.D.7,
■ 1.MD.C.4

MP1 - Make sense of problems and persevere in solving them
MP2 - Reason abstractly and quantitatively
MP3 - Construct viable arguments and critique the reasoning of others

UNIT 10: Telling and writing time to the half hour
Lessons: 6 (5+assessment)

● 1.MD.B.3

MP5 - Use appropriate tools strategically
MP6 - Attend to Precision

March				
Mon	Tue	Wed	Thu	Fri
			1	2
5	6	7	8	9
12	13	14 U12	15	16
19	20	21	22 U13	23
26 NS	27 NS	28 NS	29 NS	30 NS

UNIT 11: Adding multiples of ten
Lessons: 11 (10+assessment)

■ 1.NBT.C.4, ■ 1.NBT.C.5

MP1 - Make sense of problems and persevere in solving them
MP5 - Use appropriate tools strategically

April				
Mon	Tue	Wed	Thu	Fri
2 NS	3	4	5	6
9	10	11	12	13
16	17 U14	18	19	20
23	24	25	26	27
30				

UNIT 12: Composing and drawing shapes
Lessons: 6 (5+assessment)

● 1.G.A.1, ● 1.G.A.2




MP2 - Reason abstractly and quantitatively
MP4 - Model with mathematics

UNIT 13: Interpreting and using symbols in numeric expressions and comparisons
Lessons: 11 (10+assessment)



■ 1.OA.D.7, ■ 1.OA.D.8, ■ 1.NBT.B.3


May				
Mon	Tue	Wed	Thu	Fri
	1	2 U15	3	4 NS
7	8	9	10	11
14	15	16	17	18 U16
21	22	23	24	25
28 NS	29	30	31	


MP2 - Reason abstractly and quantitatively
MP4 - Model with mathematics

UNIT 14: Using understanding of place value to add and subtract
Lessons: 11 (10+assessment)
 1.NBT.C.4,  1.NBT.C.5,  1.NBT.C.6
MP6 - Attend to Precision
MP8 - Look for and express regularity in repeated reasoning

June				
Mon	Tue	Wed	Thu	Fri
				1
4	5 U17	6	7	8 NS
11	12	13	14	15 ☆
18	19	20	21	22
25	26	27	28	29

UNIT 15: Applying properties of operations to solve addition problems
Lessons: 11 (10+assessment)
 1.OA.A.2,  1.NBT.B.3
MP7 - Look for and make use of structure
MP8 - Look for and express regularity in repeated reasoning

UNIT 16: Measuring lengths with non-standard units
Lessons: 11 (10+assessment)
 1.MD.A.2
MP3 - Construct viable arguments and critique the reasoning of others
MP5 - Use appropriate tools strategically

UNIT 17: Finding equal shares of shapes
Lessons: 6 (5+assessment)
 1.G.A.3
MP3 - Construct viable arguments and critique the reasoning of others

*** Supplemental Resources**

Unit 18: Demonstrating proficiency in addition and subtraction situations (10 lessons)

 1.OA.A.1  1.OA.C.6

MP3 - Construct viable arguments and critique the reasoning of others

MP8 - Look for and express regularity in repeated reasoning

Developing Math Fluency with Grade 1 Number Talks

Overview: Number Talks supports the development of students' procedural fluency from conceptual understanding. This instructional routine takes about 5-15 minutes. The routine structures classroom conversation around purposefully ordered computation problems that students solve mentally.

Recommended Number Talk Sets
<u>Introduction</u> (Establishing expectations for Number Talks)
Grade K - Fluency with Numbers 5-7 <ul style="list-style-type: none"> ● Dot Images with Number ● Rekenreks with Number ● Five-Frames with Number
Fall
Addition: Counting All/Counting On <ul style="list-style-type: none"> ● Dot Images ● Rekenreks ● Double Ten-Frames ● Number Sentences
Winter
Addition: Doubles/Near Doubles <ul style="list-style-type: none"> ● Rekenreks ● Double Ten-Frames ● Number Sentences Addition: Making Tens <ul style="list-style-type: none"> ● Rekenreks ● Double Ten-Frames ● Number Sentences
Spring
Addition: Making Landmark or Friendly Numbers

Common Tools:

- Dots
- Rekenreks
- Five/Ten Frames
- Open Number line
- Hundreds Chart
- Cubes, Tiles, Counters
- Real-life Context

General Prompts:

- I agree with _____ because _____.
- I do not understand _____. Can you explain this again?
- I disagree with _____ because _____.
- How did you decide to _____?

Practicing Math Fluency with Grade 1 Games

Purpose: Games provide additional practice to develop fluencies and opportunity to encourage a positive relationship with mathematics and peers. While teachers have identified 2-4 games per unit to support Operations and Algebraic Thinking, other game resources have been included in a Grade-level Games Binder. Teachers are encouraged to enhance standards with other materials or activities at their discretion. Game structures such as partners, small group, or differentiated review rely on a solid foundation of positive mathematical mindsets and clear community expectations. Unit 0 provides many instructional strategies to enhance such an environment.

Unit	Game Name	Source	Standard(s)
Unit 1	Roll and Record Compare Compare Dots Compare (Shake and Spill)	Investigations Investigations Investigations Other Resource	1.OA - 5, 6 1.OA.A.1, 1.NBT - 1, 3 1.OA.A.1, 1.NBT - 1, 3 1.OA.A
Unit 2	Collect 20 Together Counters in a Cup How Many am I Hiding? Roll and Record Subtraction	Investigations Investigations Investigations Investigations	1.NBT.1 1.OA - 4, 8 1.OA - 3, 6, 1.NBT.2a 1.OA - 5, 6
Unit 3	More! Dot Addition	Other Resource Investigations	1.OA.A 1.OA - 3, 5, 6, 7
Unit 4	A“Mazing” 100 Five in a Row Heads and Tails	Other Resource Investigations Investigations	1.OA-A/B/C, 1.NBT-A/B/C 1.NBT.1 1.OA - 3, 6
Unit 5	Addition Table Trail 0-5 Addition Tic-Tac-Toe	Other Resource Other Resource	1.OA-A/B/C 1.OA-A/B/C, 1.NBT-A/B/C
Unit 6	Five in a Row with Subtraction Five in a Row with Three Cards	Investigations Investigations	1.OA - 5, 6 1.NBT.1
Unit 7	Fill the Hexagons Guess My Rule	Investigations Investigations	1.G.2 1.MD.4
Unit 8	Double Compare Double Compare Dots	Other Resource Other Resource	1.OA.A.1, 1.NBT - 1, 3 1.OA.A.1, 1.NBT - 1, 3
Unit 9	Make 10 Tens Go Fish	Investigations Other Resource	1.OA - 3, 6, 1.NBT.2a 1.OA-A/B/C
Unit 10	Anything but Ten! Build Ten	Other Resource Other Resource	1.OA-A/B/C, 1.NBT-A/B/C 1.OA-A/B/C
Unit 11	Making Moves on a Hundred Chart Roll Tens Ten Plus	Other Resource Investigations Investigations	1.OA-A/B/C, 1.NBT-A/B/C 1.NBT - 1, 2a/c 1.OA - 3, 6, 1.NBT - 2a/b

Unit 12	Addition Table Trail 0-10 Missing Addend Fill the Hexagons	Other Resource Other Resource Investigations	1.OA-A/B/C 1.OA.C 1.G.2
Unit 13	Greater than, Less than, Equal to	Other Resource	1.OA.C, 1.NBT.B
Unit 14	Target "Pick Your Sum" Close to 20	Other Resource Other Resource	1.OA-A/B/C, 1.NBT-B/C 1.OA-A/B/C, 1.NBT-B/C
Unit 15	Five in a Row with Three Cards Anything but Ten! Build Ten	Investigations Other Resource Other Resource	1.NBT.1 1.OA-A/B/C, 1.NBT-A/B/C 1.OA-A/B/C
Unit 16*			
Unit 17*			

* No additional aligned games for this unit at this time. Please select from the Games Resources binder to support prior knowledge.