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
- 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	n NF	OA	CC	GEO	NBT	MD
• = 1st day of school	U# = Unit launch day	NS = No student day	Major Wo	ork Suppo	rting Work	Additional Work

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		

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					

November						
Mon	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			

Total LearnZillion Lessons: 145 + 17 Assessments*

Reporting Period 1: LearnZillion Units 1-8

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

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

1.0A.A.1, 1.0A.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

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		

UNIT 6: Developing addition and subtraction strategies Lessons: 11 (10+assessment)
1.0A.B.3, 1.0A.B.4, 1.0A.C.6 MP3 - Construct viable arguments and critique the reasoning of others MP7 - Look for and make use of structure

MP5 - Use appropriate tools strategically

1.MD.B.3

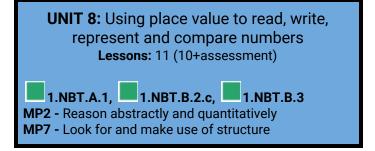
MP6 - Attend to Precision

	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



Winter Grade 1 Report Cards Notes:

Operations and Algebraic Thinking

- Represent and solve problems involving addition and subtraction
 - 1.0A.1 introduced
 - 1.0A.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)					
1.0A.A.1, 1.0A.C.6, 1.0A.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					

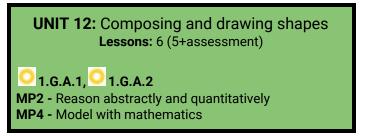
March						
Mon	Tue	Wed	Thu	Fri		
			1	2		
5	6	7	8	9		
12	13	14 U12	15	16		
19	20	21	22 U13	23		
26 NS	27 NS	28 NS	29 NS	30 NS		

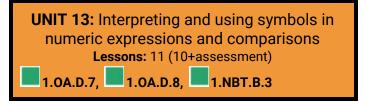
UNIT 10: Telling and writing time to the hal	f
hour	
Lessons: 6 (5+assessment)	
1.MD.B.3	
MP5 - Use appropriate tools strategically	
MP6 - Attend to Precision	

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				





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)

1.0A.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)

1.0A.A.1 1.0A.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

Introduction

(Establishing expectations for Number Talks)

Grade K - Fluency with Numbers 5-7

- Dot Images with Number
- Rekenreks with Number
- Five-Frames with Number

<u>Fall</u>

Addition: Counting All/Counting On

- Dot Images
- Rekenreks
- Double Ten-Frames
- Number Sentences

<u>Winter</u>

Addition: Doubles/Near Doubles

- Rekenreks
- Double Ten-Frames
- Number Sentences

Addition: Making Tens

- 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	l Promp	ts

•	ragree 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	Investigations	1.0A - 5, 6
	Compare	Investigations	1.0A.A.1, 1.NBT - 1, 3
	Compare Dots	Investigations	1.0A.A.1, 1.NBT - 1, 3
	Compare (Shake and Spill)	Other Resource	1.0A.A
Unit 2	Collect 20 Together	Investigations	1.NBT.1
	Counters in a Cup	Investigations	1.OA - 4, 8
	How Many am I Hiding?	Investigations	1.OA - 3, 6, 1.NBT.2a
	Roll and Record Subtraction	Investigations	1.OA - 5, 6
Unit 3	More!	Other Resource	1.OA.A
	Dot Addition	Investigations	1.OA - 3, 5, 6, 7
Unit 4	A"Mazing" 100	Other Resource	1.OA-A/B/C, 1.NBT-A/B/C
	Five in a Row	Investigations	1.NBT.1
	Heads and Tails	Investigations	1.OA - 3, 6
Unit 5	Addition Table Trail 0-5	Other Resource	1.OA-A/B/C
	Addition Tic-Tac-Toe	Other Resource	1.OA-A/B/C, 1.NBT-A/B/C
Unit 6	Five in a Row with Subtraction	Investigations	1.OA - 5, 6
	Five in a Row with Three Cards	Investigations	1.NBT.1
Unit 7	Fill the Hexagons	Investigations	1.G.2
	Guess My Rule	Investigations	1.MD.4
Unit 8	Double Compare	Other Resource	1.OA.A.1, 1.NBT - 1, 3
	Double Compare Dots	Other Resource	1.OA.A.1, 1.NBT - 1, 3
Unit 9	Make 10	Investigations	1.OA - 3, 6, 1.NBT.2a
	Tens Go Fish	Other Resource	1.OA-A/B/C
Unit 10	Anything but Ten!	Other Resource	1.OA-A/B/C, 1.NBT-A/B/C
	Build Ten	Other Resource	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	Other Resource	1.OA-A/B/C
	Missing Addend	Other Resource	1.OA.C
	Fill the Hexagons	Investigations	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"	Other Resource	1.OA-A/B/C, 1.NBT-B/C
	Close to 20	Other Resource	1.OA-A/B/C, 1.NBT-B/C
Unit 15	Five in a Row with Three Cards	Investigations	1.NBT.1
	Anything but Ten!	Other Resource	1.OA-A/B/C, 1.NBT-A/B/C
	Build Ten	Other Resource	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.