



Delaware Grade-Level Expectations & Essential Skills Math Software

This document outlines the correlations between the Grade 1 Delaware Grade-Level Expectations and the Essential Skills math programs. The specific Grade-Level Expectations are noted on the left and are matched with the relevant Essential Skills program on the right. Where correlations are not exact, the difference is noted in brackets. Essential Skills programs correlate with 100% of the Grade 1 Delaware Grade-Level Expectations.

Delaware Grade-Level Expectations	Essential Skills Software CORRELATING PROGRAMS
Standard 1 - Numeric Reasoning	
Count sets of objects up to 50 by 1s, 2s, 5s, and 10s	Mastering Numeration 1 (to 100)
Connect number words and numbers (up to 50) to the quantities they represent using physical models and representations	
Sequence numbers and explain which is larger, which is smaller, and what is between other numbers up to 100	
Compose and decompose numbers up to 20	
Use manipulatives and pictures to model putting together and taking apart numbers up to 20	
Write number sentences to represent addition combinations up to 10	
Use manipulatives and models to demonstrate doubles	Mastering Numeration 2
Use direct models, manipulatives and pictures to demonstrate joining and separating problems	Mastering Numeration 1
Standard 2 - Algebraic Reasoning	
Sort objects by one attribute and then re-sort by another	Patterning, Geometry & Data Management 1
Describe the rule used to sort a given a set of pre-sorted objects	
Determine the core of the pattern given a set of objects with multiple repetitions (of a simple pattern)	

Delaware Grade-Level Expectations	Essential Skills Software CORRELATING PROGRAMS
Describe what changes in a repeating pattern	Patterning, Geometry & Data Management 1
Model situations in which there is a need to join, separate, compare and use part-part-whole: using objects, pictures, geometric models and symbols	
Record mathematical thinking (i.e., invented notation)	Mastering Numeration 1 Patterning, Geometry & Data Management 1
Standard 3 - Geometric Reasoning	
Name and sort plane figures by size and shape	Patterning, Geometry & Data Management 1
Identify the new shape formed by combining two shapes	Problem Solving 2-3
Recognize and compare attributes and parts of two-dimensional and three-dimensional shapes	Patterning, Geometry & Data Management 1
Explore symmetry through drawings and use of manipulatives	
Describe distance in informal terms (e.g., near, far)	Patterning, Geometry & Data Management 1 Measurement 1
Compare the length of two objects by aligning them	Measurement 1
Put objects in order according to their length	
Compare the weight of two objects using a balance	
Use nonstandard units to represent how long an object is	
Fill containers using nonstandard units (e.g., water, sand, centimeter cubes)	
Talk about the days of the week and the days of the month during calendar time	
Recognize coins	Mastering Numeration 1 Measurement 1
Standard 4 - Quantitative Reasoning	
Collect categorical data (observe and count frequencies) to answer a question posed by the teacher	Patterning, Geometry & Data Management 1

Delaware Grade-Level Expectations	Essential Skills Software CORRELATING PROGRAMS
Organize and informally represent categorical data (2 or 3 categories) using drawings or physical objects	Patterning, Geometry & Data Management 1
Interpret data by making comparisons between frequencies of categorical data (e.g., how many more)	
Explore events as likely or unlikely, possible or impossible based on shared or personal experience	
Standards 5, 6, 7, and 8 - Process Standards <i>These standards are covered generally throughout the line of ESS math software.</i>	