



## Hawaii - Content and Performance Standards & Essential Skills Math Software

This document outlines the correlations between Hawaii's Content and Performance Standards for Grade 1 and the Essential Skills math programs. The specific standards 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 Hawaii Content and Performance Standards for Grade 1.**

Hawaii - Content and Performance Standards	Essential Skills Software CORRELATING PROGRAMS
<b>Numbers and Operations</b>	
Count whole numbers up to 100 in a variety of ways (e.g., skip counts by 2's, 5's, 10's)	<b>Mastering Numeration 1</b>
Identify representations of simple fractions (e.g., one-half, one-third, one fourth)	<b>Mastering Numeration 2</b>
Represent whole numbers up to 100 in flexible ways (e.g., relating, composing, and decomposing numbers), including the use of tens as a unit	<b>Mastering Numeration 1</b>
Demonstrate that addition and subtraction of whole numbers can undo each other	<b>Mastering Numeration 1</b>
Recall single-digit addition facts	<b>Mastering Numeration 1</b>
Use a variety of strategies to solve number problems involving addition and subtraction (e.g., comparing sets, counting on, counting backwards, doubles, doubles plus one)	<b>Mastering Numeration 1</b>
<b>Measurement</b>	
Measure with multiple copies of standard (e.g., inch tiles, foot-long lengths of string) or non-standard (e.g., paper clips, pencils) units of the same size	<b>Measurement 1</b> (non-standard) <b>Measurement 2</b> (standard)
Identify the value of coins and count coin combinations (using like coins) to a dollar	<b>Mastering Numeration 1</b> <b>Measurement 1</b>
Tell time to the half-hour and quarter-hour	<b>Measurement 1</b>

## Mathematics Correlation - Grade 1

Identify measurement tools that could be used to measure length, capacity, and weight	Measurement 1
Geometry and Spatial Sense	
Identify basic three-dimensional geometric solids (e.g., cube, sphere, rectangular prism)	Patterning, Geometry & Data Management 1
Identify attributes and parts of common two- and three-dimensional shapes	
Identify symmetrical shapes found in the real world	
Use directional words to locate an object or place (e.g., left, right, near, far)	
Patterns, Functions and Algebra	
Extend, create, and describe repeating patterns	Patterning, Geometry & Data Management 1
Use objects, pictures, words, and number sentences to represent and solve numerical problem situations involving addition and subtraction	
Data Analysis, Statistics, and Probability	
Collect and organize information using concrete objects and pictures	Patterning, Geometry & Data Management 1
Interpret data using simple language (e.g., more, less, fewer, equal)	