Maryland Content Standards & Essential Skills Math Software

This document outlines the correlations between the Grade 1 Maryland Content Standards and the Essential Skills math programs. The specific curriculum outcomes 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 88% of the Grade 1 Maryland Content Standards.

Maryland Content Standards	Essential Skills Software CORRELATING PROGRAMS
Algebra, Patterns, and Functions	
1. Identify, describe, extend, and create numeric patterns a) Represent and analyze numeric patterns using skip counting by multiples of 2 and 10 starting with any whole number, and using manipulatives and the 100 chart	**Mastering Numeration 1** **Patterning, Geometry & Data Management 1**
b) Represent and analyze numeric patterns using skip counting backward by 10s starting with a multiple of 10, and using manipulatives	
2. Identify, copy, describe, create and extend non-numeric patterns a) Represent and analyze growing patterns kinesthetically such as: clap/snap, clap/snap/snap, clap/snap/snap/snap, …	
b) Represent and analyze repeating patterns using no more than 3 different objects in the core of the pattern	**Patterning, Geometry & Data Management 1**
c) Transfer a repeating pattern from one medium to a different medium using no more than 3 different objects in the core of the pattern	
d) Identify patterns in real-world situations	**Patterning, Geometry & Data Management 1**
1. Write and identify expressions a) Represent numeric quantities using concrete and pictorial representations and operational symbols (+, -) with whole numbers to 20	**Mastering Numeration 1**

Maryland Content Standards	Essential Skills Software CORRELATING PROGRAMS
2. Identify, write, and solve equations and inequalities a) Represent relationships using the terms greater than, less than, and equal to for quantities up to 100	**Mastering Numeration 1**
b) Find the missing number (unknown) in a number sentence using operational symbols (+, -) with whole numbers to 20 using pictures and manipulatives	**Problem Solving 2-3**
1. Locate points on a number line a) Identify and represent whole numbers up to 50 on a number line using manipulatives and symbols	
Geometry	
1. Recognize and apply the properties/ attributes of plane geometric figures a) Identify, name, and compare triangles, circles, squares, rectangles, and rhombi by their attributes	**Patterning, Geometry & Data Management 1** (triangles, circles, squares, rectangles) **Patterning, Geometry & Data Management 3** (rhombi)
b) Create models of triangles, circles, squares, and rectangles with varied materials	
c) Combine and subdivide squares and triangles	**Problem Solving 2-3**
1. Recognize and use the attributes of solid geometric figures a) Identify and compare cubes, spheres, cylinders, pyramids, cones, and rectangular prisms	**Patterning, Geometry & Data Management 1** (cone, cube, cylinder, sphere) **Patterning, Geometry & Data Management 2** (pyramids, prisms)
1. Represent plane geometric figures a) Sketch triangles, circles, squares, rectangles, and rhombi	
1. Identify congruent figures a) Match congruent figures	**Patterning, Geometry & Data Management 1**
1. Recognize a transformation a) Use the direction, location, and position words right and left	**Patterning, Geometry & Data Management 1**
b) Apply spatial reasoning in activities such as: pattern block	
c) Identify and demonstrate slides and flips using manipulatives	**Patterning, Geometry & Data Management 1**

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2. Analyze geometric figures and pictures a) Demonstrate symmetry in basic shapes and pictures by paper folding and drawing a line of symmetry	**Patterning, Geometry & Data Management 1**
Measurement	
1. Read measurement units a) Read a calendar to identify days of the week and months of the year	**Measurement 1**
b) Tell time in intervals of hours and half-hours using an analog clock	
c) Compare the same time on analog and digital clocks	
d) Read a thermometer to tell temperature to the nearest 10º F	
e) Compare and order objects by weight using a spring scale and a bathroom scale	
1. Measure in customary units a) Measure length of objects and pictures of objects to the nearest inch using a ruler	**Measurement 2**
b) Identify and compare units of capacity using cups and gallons	
c) Compare and order objects by weight in pounds using a spring scale and a bathroom scale	
d) Describe the attributes of length, weight, and capacity	**Measurement 1**
Statistics	
1. Collect, organize, and display data a) Collect data by conducting surveys	**Patterning, Geometry & Data Management 1**
b) Collect data on tally charts	
c) Organize and display data to make picture graphs	
d) Organize and display data to make single bar graphs	
1. Analyze data a) Interpret data contained in tables	

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b) Interpret data contained in picture graphs using a variety of categories with 1:1 intervals	**Patterning, Geometry & Data Management 1**
c) Interpret data contained in single bar graphs	
Probability	
1. Identify possible outcomes a) Recognize that a real life situation may have more than one outcome such as a coin having heads or tails	**Patterning, Geometry & Data Management 1**
Number Relationships and Computation/Arithmetic	
1. Apply knowledge of whole numbers and place value a) Use concrete materials to compose and decompose quantities up to 20	**Mastering Numeration 1** (to 100)
b) Identify multiple representations for a number, such as: 12, 6 + 6, dozen	**Mastering Numeration 1**
c) Demonstrate instant recognition of quantities in patterned sets	
d) Use the numbers of 5 and 10 as anchors in relationship to other numbers	
e) Read, write, and represent whole numbers up to 100 and beyond using models, symbols, and words	
f) Express whole numbers up to 99 using expanded form	
g) Identify the place value of a digit in a whole number up to 99	
h) Compare and order whole numbers up to 99 using terms such as: greater than, less than, equal to	
i) Estimate quantities up to 50 and use the term “about”	
j) Count to 100	**Mastering Numeration 1**
k) Count forward and backward starting with numbers other than one	
l) Use ordinal numbers to indicate position: first through tenth	**Mastering Numeration 2** (to 30th)

Maryland Content Standards	Essential Skills Software CORRELATING PROGRAMS
2. Apply knowledge of fractions a) Read, write, and represent fractions as parts of a single region using symbols and models with denominators of 2 or 4	**Mastering Numeration 2**
Read, write, and represent halves as parts of a set using pictures and models	
3. Apply knowledge of money a) Determine the value of a given set of same currency up to $1	**Mastering Numeration 1** **Measurement 1**
b) Demonstrate monetary value using real or play coins	
c) Compare the value of 2 sets of mixed currency up to $1.00	
1. Analyze number relations and compute a) Develop strategies for addition and subtraction basic facts such as: counting on, counting back, making ten, doubles, and doubles plus one	**Mastering Numeration 1**
b) Solve a given word problem based on addition or subtraction situation	**Mastering Numeration 1**
c) Identify the concept of inverse operation to addition and subtraction	