

Harrison County Schools – Mathematics Curriculum Maps

FIRST GRADE – 3rd Nine Weeks							
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Electronic Curriculum Resources by Janet Benincosa, TI Specialist							
Big Ideas/Content	Obj.	Booklet	Investigations Activity	Scott Foresman Text	Performance Assessments * Required	Technology Resources <i>techSteps</i> <i>Colors of the Rainbow</i> <i>Identify and Draw Shapes</i>	Vocabulary
Time	1.4.4 1.4.5		Using a clock have students identify clock components: face, hands, numbers	Chapter 6 pp.205-224	Diagnostic checkpoint Telling time to the hour and half hour. Showing lapsed time.	Odyssey 10156 10157	Clock / hour half hour / face hour hand minute hand lapsed time
Identifying shapes in the environment.	1.3.1 1.3.2	Quilt Squares and Block Towns Investigations 1 Sessions 1-2	Noticing shapes in the environment Describe geometric shapes become familiar with 2-D and 3D shapes	Chapter 5 pp.157-158,162	Identify solids with 2-D and 3-D characteristics. Use different pieces to make same shape.	Odyssey 10095 10104	2-D 3-D shapes environment
Identifying shapes in the environment.	1.3.3	Quilt Squares and Block Towns Investigations 1 Sessions 3-6	Describing 2-D shapes. Using different blocks to make the same shape.	Chapter 5 pp.165-168	Ability to visualizing and representing 2-D shapes. Counting and adding blocks.	Odyssey 10116	Visualize comparison similar
Identifying shapes in the environment.	1.3.4	Quilt Squares and Block Towns Investigations 1 Sessions 7-10	Making shapes with same size and shape designs.	Chapter 5 pp. 163-164, 169-170	Make shapes with rubber bands to show same size and shape designs.	Odyssey 10116	Design Shape size
Identifying shapes in the environment.	1.3.5 1.3.6	Quilt Squares and Block Towns Investigations 1 Sessions 11-12	Sorting shapes by similar characteristics Symmetry	Chapter 5 pp. 171-172	Show lines of symmetry, dialogue what makes a line of symmetry	Odyssey 10153 10152	Symmetry Line of symmetry
Identifying shapes in the environment.	1.3.7 1.3.8	Quilt Squares and Block Towns Investigations 1 Sessions 13-15	Sliding, flipping, and turning shapes, squares and triangles.	Chapter 5 pp. 173-178	Diagnostic check Designs with squares and triangles	Odyssey 10115 10174	Flipping sliding squares triangles
Identifying shapes in the environment.		Quilt Squares and Block Towns Investigations 2 Sessions 1-3 Sessions 4-6	Comparing and constructing 3-D shapes. Describe and compare shapes Identify characteristics of 3-D objects by touch. Describ/ compare sizes & shapes	Chapter 5 pp. 179-180	Dialogue how a shape corresponds with environment object Make 3-D boxes from 2-D shapes	Odyssey 10115	Compare construct 3-D shape describe / boxes Describe / compare
Building block town	1.3.7	Quilt squares and Block Towns Investigations 3 Sessions 1-7	Building a block town using shapes, 2-D, 3-D designs. Giving directions	Chapter 8 pp. 315-318	Lego designs build a block town and make a map with coordinates	Odyssey 10112	Build / Design map directions
Fractions	1.1.9		Using shapes divide into equal parts and identify fraction parts	Chapter 5 pp. 181-192	Diagnostic checkpoint Given an object students will show fraction parts and identify unit		Fraction / parts equal parts halves fourths / thirds
Visualizing/ organizing pictures to make them easy to count	1.1.14 1.2.2	Number Games and Story Problems Investigation 1 Sessions 1,2,3	Pictures of 10 become familiar with combinations of ten.	Chapter 11 pp. 427, 428, 433,	Record and dialogue about addition notation. Showing strategies for counting and combining dots.	Odyssey 10100 10144	Quick images Combinations
Combinations/totals of 2 or more single digit numbers equaling 10: developing and recording strategies.	1.2.2 1.2.4 1.2.5	Number Games and Story Problems Investigation 1 Sessions 4,5,6	Using two or more single-digit numbers to find the total. Find more than one solution to a problem.	Chapter 11 pp. 427, 428, 433,	Determine the rule or give the output given. Use strategies for counting and combining dots arranged in rows or groups.	Odyssey 10144 10103 10138	single-digit total
Reasoning about more, less, and equal amounts.	1.1.10 1.1.14	Number Games and Story Problems Investigation 1 Sessions 7,8,9,10	Use the input/output model using addition. Use story problems to give information about a set of objects	Chapter 8 pp. 295-298, 301, 302 Chapter 1 pp.21-24	Determine the rule or give the output given.	Odyssey 10119 10123	Input / output Story problems Greater / Less equal