

# **ABC**mouse and the Common Core State Standards for Math, Grade 1

**ABCmouse.com®** *Early Learning Academy* is a supplementary curriculum resource that offers more than 10,000 individual Learning Activities—books, songs, games, animations, puzzles, art activities, and printables—each thoughtfully and creatively designed to be developmentally appropriate and highly engaging for young learners. This table presents just a few examples of ABCmouse activities that support the Grade 1 Common Core State Standards for Math.

# **Operations & Algebraic Thinking**

# Represent and solve problems involving addition and subtraction.

 Understand and apply properties of operations and the relationship between addition and subtraction.

# **Numbers & Operations Base Ten**

- Extend the counting sequence.
- Understand place value.
- Use place value understanding and properties of operations to add and subtract.
- Demonstrate appropriate range of reading level and text complexity.

ABCmouse's first grade math curriculum provides multiple activities that allow students to represent and solve addition and subtraction problems within 20.

Additionally, ABCmouse offers many activities that allow students to practice solving addition and subtraction word problems within 20 using different strategies.

# **Books**

- Alice's Monsters: Awesome Addition and Subtraction Adventure
- Show and Tell Surprise
- My Puppies Need a Home

#### **Animations**

- · Library Addition and Subtraction
- · Pavati: Adding 3 Numbers
- Swim with the Fishes:
  Addition and Subtraction
- · Norman: Solving Word Problems
- Marvin the Magician: Number Stories

# **Games and Puzzles**

- · Marvin's Carnival Math
- Pizza Pete's Pizza Party
- Squawk Block Addition, Up to 10!
- Flying High: Addition and Subtraction
- Happy's Math Facts
- · Raccoon Raiders
- Word Problem Cutout Puzzle: Ducks
- · Fact Families Cutout Puzzle

# **Art Activities and Printables**

- Illustrate the Number Sentences
- Paint-By-Addition-and-Subtraction: Carnival

... and much more!

The ABCmouse math curriculum includes many ways that children can develop number sense. Hundreds of activities encourage understanding of the count sequence 1 to 120 and the relationship of numerals to quantities.

Additionally, ABCmouse activities allow students to represent and compare numbers up to two digits, as well as practice adding and subtracting numbers based on understanding of place value.

# Books and Read to Me's

- Jimmy's 50 Favorites
- Everything in Its Place
- · Meet Norman the Number Scout

# **Animations**

- · Strong Brothers: Base 10 Addition
- Adding and Subtracting with Murphy
- Hundred Chart: Construction
- Adding and Subtracting Tens with Joey Bogey
- Murphy: Adding Two-Digit Numbers
- · Peanut Gallery: Adding to 10

# **Games and Puzzles**

- · Hundred Chart Construction
- Mole in One Numbers
- Greater Than and Less Than at the Zoo
- · Norman's Number News
- Pizza Frenzy Lester's
- Math Lights
- Regrouping Practice Cutout Puzzle
- Adding 10s with Norman and Murphy Cutout Puzzle

#### **Art Activities and Printables**

- Paint-By-Subtraction: On the Job
- Paint-By-Numbers: Murphy's Function Machine
- ... and much more!

# Common Core Math Standards for Grade 1

# **ABCmouse Curriculum**

# **Measurement & Data**

# **Geometry**

# Measure lengths indirectly and by iterating length units.

- Tell and write time.
- Represent and interpret data.

Reason with shapes and their attributes.

ABCmouse includes many activities that involve constructing and interpreting the data in pictographs and bar graphs.

Additionally, ABCmouse measurement activities challenge students to measure using both standard and nonstandard units and to practice telling time using both digital and analog clocks.

#### **Animations**

- · Weather Pictographs with Murphy
- Introduction to Tally Marks
- · Bar Graphs with Norman
- Mathterpiece Theater: The Three Little Pigs
- · Telling Time on the Hour

# Books and Read to Me's

- Gabby and Max and the Bar Graph Challenge
- · So Many Sandwiches!
- · Learning How to Tell Time
- · Time on the Half Hour

## Games

- Bar Graph Badge
- · Computer's Bar Graph Challenge
- · Count the Votes
- · Super Set the Clock

## **Puzzles**

- · Bar Graphs Cutout Puzzle
- Learning How to Tell Time Cutout: 8:00–1:00
- Learning How to Tell Time Cutout: 2:00–8:00

# **Art Activities and Printables**

- · Clock Painting Page
- Math Printable: Bar Graph Review
- Bar Graph Printable: Wild Animals

#### ... and much more!

ABCmouse includes dozens of activities related to identifying, composing, and partitioning 2D and 3D Shapes. One character in particular (Shawna the Shape Hunter) appears in many activities, encouraging students to recognize shapes by examining their attributes.

#### **Animations**

- Shawna the Shape Hunter: 2D Shapes
- · Shape Creator: Spaceship
- · How to Draw a Lion with 2D Shapes
- · Shape Creator: 2D to 3D Shapes
- · Bake Sale: Half Circles

## Games

- · Shawna's Shape Drawer
- · Combining 2D Shapes with Ivan
- Crack the Code: 3D Shapes
- Spider Web Shapes
- · The Bake Sale
- · Shape Building with Ivan and Izzy

## **Puzzles**

- · Halves and Fourths Cutout Puzzle
- · Ivan's Shape Creator
- Jigsaw Puzzle: 2D Shapes
- Make a Rectangular Prism with Ivan Cutout Puzzle
- Make a Pyramid with Ivan Cutout Puzzle

# **Art Activities and Printables**

- · Matching Printable: Fourths
- · Find It Painting Page: 3D Shapes
- Paint by 3D Shapes: Ivan
- Cut and Fold Printable: Cylinder
- ... and much more!