# Hands-On Standards, Common Core Edition 

## Grade 1

# Hands-On Standards ${ }^{\circledR}$, Common Core Edition Grade 1 

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## Introduction

How do we help children find meaning in mathematics? That is, how do we give children more than a rote script for reciting facts and churning out computations? How do we help children develop understanding?

Hands-On Standards ${ }^{\circledR}$, Common Core Edition Grade 1 is an easy-to-use reference manual for teachers who want to help children discover meaning in mathematics. Each of the manual's 31 lessons demonstrates a hands-on exploration using manipulatives. The goal is to help children get a physical sense of a problem-to help children get their hands on the concepts they need to know and to help them "see" the meaning.

Each lesson in Hands-On Standards targets a clearly stated objective. The main part of a lesson offers a story problem that children can relate to and has children work on the problem using a hands-on approach. Full-color photographs demonstrate the suggested steps. In addition to the main activity, each lesson includes suggested points of discussion, ideas for more exploration, a formative assessment item, and practice pages to help children solidify their understanding. The instructional model is a progression from concrete to abstract.

The book is divided into four sections-Operations and Algebraic Thinking, Number and Operations in Base Ten, Measurement and Data, and Geometry. These correspond to the four content domains for Grade 1 as cited in the Common Core State Standards for Mathematics.

Each lesson in this book uses one or more of the following manipulatives:
Base Ten Blocks - Color Tiles • Cuisenaire ${ }^{\bullet}$ Rods • DecaDots ${ }^{\bullet}$ - Geared Clocks • Graphing Mat • Pattern Blocks • Snap Cubes ${ }^{\bullet}$ - Tangrams • Two-Color Counters

Read on to find out how Hands-On Standards, Common Core Edition Grade 1 can help the children in your class find
 meaning in math and build a foundation for future math success!

## A Walk Through a Lesson

Each lesson in Hands-On Standards includes many features, including background information, objectives, pacing and grouping suggestions, discussion questions, and ideas for further activities, all in addition to the step-by-step, hands-on activity instruction. Take a walk through a lesson to see an explanation of each feature.

## Lesson Introduction

A brief introduction explores the background of the concepts and skills covered in each lesson. It shows how they fit into the larger context of children's mathematical development.

## Try lt! Arrow

In order to provide a transition from the introduction to the activity, an arrow draws attention to the Try It! activity on the next page. When the activity has been completed, return to the first page to complete the lesson.

## Objective

The Objective summarizes the skill or concept children will learn through the hands-on lesson.

Common Core State Standards
Each lesson has been created to align with one or more of the Common Core State Standards for Mathematics.

## Talk About It

The Talk About It section provides post-activity discussion topics and questions. Discussion reinforces activity concepts and provides the opportunity to make sure children have learned and understood the concepts and skills.

## Solve It

Solve It gives children a chance to show what they've learned. Children are asked to return to and solve the original word problem. They might summarize the lesson concept through drawing or writing, or extend the skill through a new variation on the problem.

## Try lt!

The Try It! activity opens with Pacing and Grouping guides. The Pacing guide indicates about how much time it will take for children to complete the activity, including the post-activity discussion. The Grouping guide recommends whether children should work independently, in pairs, or in small groups.
Next, the Try It! activity is introduced with a real-world story problem. Children will "solve" the problem by performing the hands-on activity. The word problem provides a context for the hands-on work and the lesson skill.

The Materials box lists the materials that children will use to complete the activity, including manipulatives such as Color Tiles and Pattern Blocks.

This section of the page also includes any instruction that children may benefit from before starting the activity, such as a review of foundational mathematical concepts or an introduction to new ones.


## Step-by-Step Activity Procedure

The hands-on activity itself is the core of each lesson. It is presented in three-or sometimes four-steps, each of which includes instruction in how children should use manipulatives and other materials to address the introductory word problem and master the lesson's skill or concept. An accompanying photograph illustrates each step.

## A Walk Through a Student Page

Each lesson is followed by a corresponding set of student pages. These pages take the child from the concrete to the abstract, completing the instructional cycle. Children begin by using manipulatives, move on to creating visual representations, and then complete the cycle by working with abstract mathematical symbols.

## Exercise

Concrete and Representational exercises (pictorial representations of the featured manipulative) help children bridge conceptual learning to symbolic mathematics.

## Standards-Based Math Practice

Abstract exercises provide standards-based math practice to allow children to deepen their understanding of the featured skill.

3 Operations and Algebraic Thinking

## Use DecaDots. Add the numbers modeled.

Write the sentence and sum.
(Check students' work.)
I.

$=$
17


## Use DecaDots. Model the addition. Draw the model. Write the sum.

2. $6+8+5=$ $\qquad$ 19

Find the sum.
3. $7+7+4=$ $\qquad$ 18
4. $3+8+9=$ $\qquad$ 20

## Extended Response

Extended Response exercises feature an open-ended constructed response question to help teachers gauge children's understanding.

Answer Key
Challenge! Find three numbers that add to 16 . Write a number sentence for these numbers.

Challenge: (Sample) 10, 4, and 2; $10+4+2=16$


