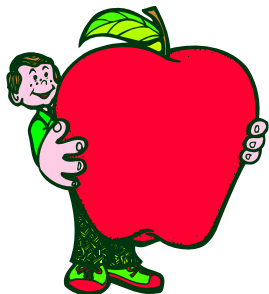


☞ Language Arts ☜

1.0 Word Analysis, Fluency and Vocabulary

- 1.1 Match spoken to printed words
- 1.2 Identify the title and author of a book
- 1.3 Tell the difference between letters, words and sounds
- 1.4 Give beginning, middle and final sounds
- 1.5 Hear and know short and long vowels
- 1.6 Rhyme words
- 1.7 Change sounds to change words (e.g., *cow to how*)
- 1.8 Blend sounds into words (e.g., *c/a/t=cat*)
- 1.9 Separate a word into sounds (e.g., *cat = c/a/t*)
- 1.10 Know the sounds of all letters and blend those sounds into words
- 1.11 Read common, irregular sight words (*the, have, said, come*)
- 1.12 Know vowel digraphs (ai, ee, oa, ea) and r-controlled sounds (-ar, -er, -ir, -or, -ur)
- 1.13 Read compound words and contractions
- 1.14 Read forms (s, ing, ed, er) and root words (look, looked, looking)
- 1.15 Read word families (e.g., *bite, kite, write*)
- 1.16 Read in a way that sounds like speaking
- 1.17 Sort groups of words (e.g., *animal words, food words, toy words*)



☞ Language Arts ☜

2.0 Reading Comprehension

- 2.1 Know how written material is organized or sequenced
- 2.2 Answer who, what, when, where, and how questions
- 2.3 Follow one step written directions
- 2.4 Use clues or information in the story (context) to figure out the meaning of words or sentences
- 2.5 Make predictions; check to see if predictions are correct
- 2.6 Share what is already known about a topic before reading about it
- 2.7 Retell important ideas of something read – both fiction and non-fiction

3.0 Literary Response and Analysis

- 3.1 Know plot, setting, and characters(s) in a story, as well as the story's beginning, middle, and ending.
- 3.2 Know the difference between the author and the illustrator
- 3.3 Remember, talk, and write about books read during the school year



☞ Language Arts ☜



1.0 Writing Strategies

- 1.1 Pick a focus when writing
- 1.2 Write with descriptive words
- 1.3 Print neatly and use proper spacing with letters, words, and sentences

2.0 Writing Applications

- 2.1 Write short stories (e.g., *fictional, autobiographical*) describing an experience
- 2.2 Write short descriptions of a real object, person, place, or event, using sensory details (i.e., *sight, smell, sound, taste, feel*)

For more information on CA State Standards see www.cde.ca.gov/standards

☞ Language Arts

1.0 Written and Oral Language Conventions

- 1.1 Write and speak in complete sentences
- 1.2 Know and correctly use singular and plural nouns
- 1.3 Know and correctly use contractions (e.g., *isn't, can't*) and singular possessive pronouns (e.g., *my/mine, his/her*) in writing and speaking
- 1.4 Know the difference between declarative (.), exclamatory (!), and interrogative (?) sentences
- 1.5 Use a period, exclamation point, or question mark at the end of sentences
- 1.6 Use punctuation marks when writing
- 1.7 Capitalize the first word of a sentence, names of people, and the pronoun I.
- 1.8 Spell 3 and 4 letter short-vowel words and 1st grade sight words correctly.

1.0 Listening & Speaking

- 1.1 Listen with attention
- 1.2 Ask questions to understand information
- 1.3 Give and follow two-step directions
- 1.4 Stay on topic when speaking
- 1.5 Use descriptive words when speaking about people, places, things and events.

2.0 Speaking Applications

- 2.1 Recite poems, rhymes, songs, and stories
- 2.2 Retell stories in order of events and answer who, what, when, where, why, and how questions
- 2.3 Tell about a personal experience
- 2.4 Describe with sensory details (e.g., *sight, smell, sound, taste, and feel words*)

Napa Valley Unified School District

Language Arts and Mathematics Standards



**GRADE
ONE**

Mathematics

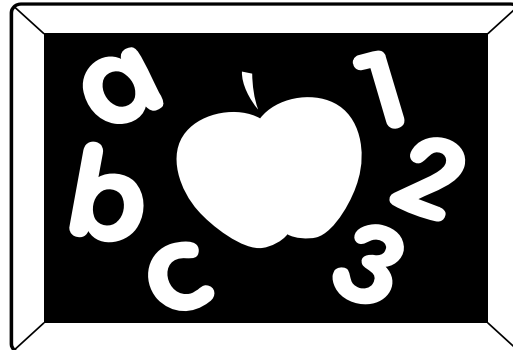
Number Sense

Counting and Numbers

- 1.1 Count, read and write numbers to 100
- 1.2 Compare numbers to 100 by using less than, equal to, or greater than (<, =, >)
- 1.3 Show numbers to 20 using examples, diagrams, and number facts
- 1.4 Count and group objects in ones and tens (e.g., *three groups of 10 and 4 equals 34, or 30 + 4*)
- 1.5 Know the value of coins and tell how much money you have by combining coins

Addition and Subtraction

- 2.1 Memorize addition and subtraction facts to 20
- 2.2 Know subtraction and addition are opposite (e.g., $5 + 2 = 7$; $7 - 2 = 5$)
- 2.3 Identify one more than, one less than, 10 more than, and 10 less than a number
- 2.4 Count by 2s, 5s, and 10s to 100
- 2.5 Show the meaning of addition (putting together, increasing) and subtraction (taking away, comparing, finding the difference)



Mathematics

Number Sense (continued)

- 2.6 Solve addition and subtraction problems with one- and two-digits
- 2.7 Find the sum of three one-digit numbers (e.g., $3 + 4 + 6 = 13$)

Estimation

- 3.1 Make reasonable estimates comparing larger or smaller numbers

Algebra and Functions

- 1.1 Write and solve number sentences using addition and subtraction
- 1.2 Understand the meaning of the symbols +, -, =

Measurement & Geometry

Measurement

- 1.1 Compare the length, weight, and volume of two or more objects
- 1.2 Tell time to the nearest half hour and relate time to events (e.g., *before/after, shorter/longer*)

Geometry

- 2.1 Identify, describe, and compare triangles, rectangles, squares, and circles
- 2.2 Classify geometric shapes and solid objects by common color, position, shape, size, roundness, or number of corners
- 2.3 Give and follow directions about location

Mathematics

Measurement and Geometry (continued)

- 2.4 Arrange and describe objects by proximity, position, and direction (e.g., *near, far, below, above, up, down, left or right of*)

Statistics, Data Analysis and Probability

Data Display

- 1.1 Sort objects and data by common attributes and describe categories
- 1.2 Show and compare data (largest, smallest, most often, least often) by using pictures, bar graphs, tally charts, and picture graphs

Patterns

- 2.1 Describe, extend, and explain ways to get the next element in simple repeating patterns (e.g., *B, C, B, A, B, C, B, ___*)

Mathematical Reasoning

Setting up Problems

- 1.1 Decide the approach, materials and strategies to be used to solve a problem
- 1.2 Use tools, such as manipulatives or sketches to show problems

Solving Problems

- 2.1 Explain the reasoning used
- 2.2 Check answers