Elementary I Math Objectives

Teacher: Sella Moughalian

Chapter 1 – Addition concepts

Solve problems of addition using the strategy of make a model. Use models to practice adding to. Add by using pictures. Find sums by adding 0. Understand that addition can be in any order of addends. Learn different ways to make numbers to 10.

Chapter 2 – Subtraction concepts

Solve problems of subtraction using the strategy of make a model. Use models to practice concepts like take away. Take away from by using pictures. Find differences by subtracting 0 or the whole. Practice taking apart numbers from 10 or less. Compare by using subtraction. Use pictures to subtract and compare.

Chapter 3 – Addition Strategies

Add two numbers using the concept of addition in any order. Use number line to count on. Use the concept of doubles to find sums. Use the concept of doubles plus 1 and doubles minus 1 to find sums. Practice addition using different strategies. Make 10 facts to find sums. Use properties and strategies to find the sum of three addends. Solve problems using the strategy draw a picture.

Chapter 4 – Subtraction strategies

Use a number line to count back. Solve problems using the strategy act it out. Subtract using the concept of count up. Practice subtraction using the different strategies.

Chapter 6 – Numbers and operations

Read and write numbers till 100 in digit form and word form. Use models to make tens. Use base ten blocks to make ten and more. Identify the value of numbers in 2-digit numbers. Show and write numbers till 50 as tens and ones. Show and write numbers till 100 as tens and ones. Solve problems using the strategy make a model. Write numbers in different forms.

Chapter 7 – Compare and order numbers/ number patterns

Identify number that is greater using tens and ones. Identify the number that is less using tens and ones. Use words and symbols to compare. Solve problems by using the strategy make a model. Order numbers to 20. Order numbers to 100. Use a number line to order numbers. Practice comparing and ordering numbers. Classify numbers as even or odd.