

**First Grade
Trailblazers Unit 1
“Welcome to First Grade: A Baseline Assessment Unit”**

State Goals and Objectives Met in Unit 1:

1.01, 1.03, 1.04, 2.01, 4.01

What North Carolina expects your child to learn:

<http://www.ncpublicschools.org/curriculum/mathematics/scos/2003/k-8/14grade1>

How Math Trailblazers meets the state’s goals (Click to pg 8):

<http://www.kendallhunt.com/uploads/2/CORR-NC-MTB2.pdf>

What your child will do in this unit:

1. Students count objects in this *Adventure Book* while exploring their own classroom and school.
2. Students count objects around their classroom and homes. They are introduced to the counting-on strategy
3. Students, in pairs, build a train of connecting cubes by adding one, two, or three cubes at a time.
4. Students compare lengths of objects to a chain of six connecting links. Children classify these lengths *as more than, less than, or about the same* as the chain.

Unit Vocabulary

<i>counting on</i>	<i>about the same</i>	<i>less than</i>	<i>longer</i>	<i>more than</i>
<i>shorter</i>				

First grade glossary link: http://www.kendallhunt.com/uploads/2/MTB_Gr1_Glossary.pdf

Manipulatives and Supplies

What your child will use:

Lesson 1	Lesson 2	Lesson 3	Lesson 4
pencils, cup, meterstick or pointer	beans, pennies, or other manipulatives	Per student pair: 10 connecting cubes	connecting cubes and connecting links

Unit Assessment Indicators

What your child is expected to learn:

- Can students count objects?
- Can students identify the number of a small group of objects without counting?
- Can compare numbers using *more, less, or about the same*?
- Can students on from a given number?

Student Friendly Books/Unit Literature:

- *There Were ten in Bed* by Pam Adams
- *Anno's Counting Book* by Eric Carle
- *Ten, Nine, Eight* by Molly Bang

Websites to Explore

- Practice counting - <http://www.rainforestmaths.com/> Click on Level B and choose "Counting" on the first row. Do the first two activities in the list on the left.
- More Addition Practice: <http://www.dositey.com/addsub/addex1.htm>

How you can help your child:

- ✓ Play [Tens Game](#)
- ✓ Encourage your child to identify numbers on signs, in the newspaper, on the phone, and on a calendar. When your child identifies a number, ask a question about that number, for example, "What comes after eight?"
- ✓ Read the *Parents Page* on this website before every unit. The Parent page will answer many questions you may have, provide links to answer your questions, and provide links to supplement your child's education.

Helpful Computer Programs:

Math Concepts One . . . Two . . . Three! provides practice with number sense.

Students explore counting, estimating, comparing, and ordering numbers.

Mighty Math Carnival Countdown helps develop understanding of the basic operations and provides practice with counting and sorting sets by various attributes including numbers by size, more/less, and even/odd.

Ready for Math with Pooh develops early number concepts including number recognition, sequencing, patterning, addition, and subtraction.

Sunbuddy Math Playhouse is a memory game involving counting, tallies, and analog and digital clocks.