

## Website Resources–Grade 1 Indiana Academic Standards



**Virtual Manipulatives:** [http://www.glencoe.com/sites/common\\_assets/mathematics/ebook\\_assets/vmf/VMF-Interface.html](http://www.glencoe.com/sites/common_assets/mathematics/ebook_assets/vmf/VMF-Interface.html)

### Computation and Algebraic Thinking

**1.CA.1:** Demonstrate fluency with addition facts and the corresponding subtraction facts within 20. Use strategies such as counting on; making ten (e.g.,  $8 + 6 = 8 + 2 + 4 = 10 + 4 = 14$ ); decomposing a number leading to a ten (e.g.,  $13 - 4 = 13 - 3 - 1 = 10 - 1 = 9$ ); using the relationship between addition and subtraction (e.g., knowing that  $8 + 4 = 12$ , one knows  $12 - 8 = 4$ ); and creating equivalent but easier or known sums (e.g., adding  $6 + 7$  by creating the known equivalent  $6 + 6 + 1 = 12 + 1 = 13$ ). Understand the role of 0 in addition and subtraction.

**Special Space Jumps:** <http://www.ictgames.com/spacejumps.html>  
(Making ten)

**Number Bonds:** [http://www.softschools.com/math/addition/addition\\_number\\_bond\\_method/](http://www.softschools.com/math/addition/addition_number_bond_method/)  
(Making ten)

**Ladybird Doubles:** <http://www.maths-games.org/ladybird-doubles.html>

**Dinosaur Dentist:** <http://www.ictgames.com/dinosaurDentist/>  
(Doubles plus/minus one)

**Count the Bugs:** <http://www.dositey.com/2008/addsub/addex1.htm>  
(Counting on, making ten, doubles plus/minus 1)

**Math Mania:** <http://www.kidsmathgamesonline.com/addition/easyaddition.html>  
(Counting on, making ten, doubles plus/minus 1)

**If... Then:** [http://www.aaamath.com/B/g210b\\_x1.htm](http://www.aaamath.com/B/g210b_x1.htm)  
(Relationship between addition and subtraction)

**Fact Family:** <http://www.ezschoo.com/Games/Math/AddSubtract/FactFamily1.html>  
(Relationship between addition and subtraction)

**Decomposing Train:** <http://www.turtlediary.com/grade-1-games/math-games/decomposing-numbers.html>  
(Decomposing leading to ten)

**1.CA.2:** 1.CA.2: Solve real-world problems involving addition and subtraction within 20 in situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all parts of the addition or subtraction problem (e.g., by using objects, drawings, and equations with a symbol for the unknown number to represent the problem).

**Marble Math Addition:** <http://www.abcya.com/addition.htm>

**Tens Frame-Add:** <http://illuminations.nctm.org/Activity.aspx?id=3565>  
(Putting together)

**Save the Whale:** [http://www.ictgames.com/save\\_the\\_whale\\_v4.html](http://www.ictgames.com/save_the_whale_v4.html)  
(Adding to)

**Real Object Addition:** [http://www.softschools.com/math/addition/learning\\_addition\\_for\\_kids/](http://www.softschools.com/math/addition/learning_addition_for_kids/)  
(Adding to, finding unknown number)

**Real Object Addition:** <http://www.iboard.co.uk/iwb/Simple-Addition-Stories-721>  
(Putting together)

**Cross the Swamp:** [http://www.bbc.co.uk/schools/starship/maths/games/cross\\_the\\_swamp/small\\_sound/standard.shtml](http://www.bbc.co.uk/schools/starship/maths/games/cross_the_swamp/small_sound/standard.shtml)  
(Adding to and Taking from)

**Real World Problems:** [http://www.mathplayground.com/wpdatabase/Addition\\_Subtraction\\_Facts\\_1.htm](http://www.mathplayground.com/wpdatabase/Addition_Subtraction_Facts_1.htm)

**Unknown Matching:** <http://www.sheppardsoftware.com/mathgames/matching/AdditionX.htm>

**1.CA.3:** Create a real-world problem to represent a given equation involving addition and subtraction within 20.

**Create a Story:** [http://www.glencoe.com/sites/common\\_assets/mathematics/ebook\\_assets/vmf/VMF-Interface.html](http://www.glencoe.com/sites/common_assets/mathematics/ebook_assets/vmf/VMF-Interface.html)  
(Click on Grade 1, Choose the StoryBoard Background, Create a story!)

**1.CA.4:** Solve real-world problems that call for addition of three whole numbers whose sum is within 20 (e.g., by using objects, drawings, and equations with a symbol for the unknown number to represent the problem).

**Story Problems:** <http://www.ixl.com/math/grade-1/word-problems-adding-three-numbers>

**Add Like Mad:** <http://www.kidsmathgamesonline.com/addition/freeaddition.html>  
(Challenge!)

**1.CA.5:** Add within 100, including adding a two-digit number and a one-digit number, and adding a two-digit number and a multiple of 10, using models or drawings and strategies based on place value, properties of operations, and/or the relationship between addition and subtraction; describe the strategy and explain the reasoning used. Understand that in adding two-digit numbers, one adds tens and tens, ones and ones, and that sometimes it is necessary to compose a ten.

**1.CA.6:** Understand the meaning of the equal sign, and determine if equations involving addition and subtraction are true or false (e.g., Which of the following equations are true and which are false?  $6 = 6$ ,  $7 = 8 - 1$ ,  $5 + 2 = 2 + 5$ ,  $4 + 1 = 5 + 2$ ).



**Jungle Animal Weights:** [http://www.bbc.co.uk/bitesize/ks1/maths/place\\_value/play/popup.shtml](http://www.bbc.co.uk/bitesize/ks1/maths/place_value/play/popup.shtml)  
(Exploring with making sides equal)

**1.CA.7:** Create, extend, and give an appropriate rule for number patterns using addition within 100.

**Stop the Creature:** <http://pbskids.org/cyberchase/math-games/stop-creature/>  
(State rule)

**Number Sequences:** <http://www.turtlediary.com/grade-2-games/math-games/number-sequences.html>  
(Extend)