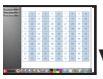
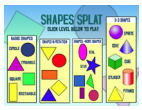
Website Resources—Grade 1
Indiana Academic Standards


Virtual Manipulatives: http://www.glencoe.com/sites/common_assets/mathematics/ebook_assets/vmf/VMF-Interface.html

Geometry

1.G.1: Identify objects as two-dimensional or three-dimensional. Classify and sort two-dimensional and three-dimensional objects by shape, size, roundness and other attributes. Describe how two-dimensional shapes make up the faces of three-dimensional objects.

Pictures of Shapes: http://www.kidsmathgamesonline.com/pictures/shapes.html



Shapes Splat: http://www.sheppardsoftware.com/mathgames/earlymath/shapes_shoot.htm

2-D and 3-D Shapes: http://www.learnalberta.ca/content/me3usa/flash/index.html?goLesson=14

Kangaroo Hop: http://www.mathgametime.com/games/kangaroo-hop-geometric-shapes

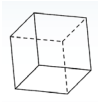

Nets: http://www.sadlier-oxford.com/math/enrichment/gr4/EN0411b/EN0411b.htm


3-D Net Facts: Illuminations.nctm.org/Activity.aspx?id=3521


Draw Isometric Shapes: http://illuminations.nctm.org/Activity.aspx?id=4182

1.G.2: Distinguish between defining attributes of two- and three-dimensional shapes (e.g., triangles are closed and three-sided) versus non-defining attributes (e.g., color, orientation, overall size). Create and draw two-dimensional shapes with defining attributes.

Shape Facts: http://www.innovationslearning.co.uk/subjects/maths/information/shape_facts/shape_facts.htm


3-D Net Facts: Illuminations.nctm.org/Activity.aspx?id=3521


Shapes (Challenge!): http://www.topmarks.co.uk/Flash.aspx?b=maths/shapes

1.G.3: Use two-dimensional shapes (rectangles, squares, trapezoids, triangles, half-circles, and quarter-circles) or three-dimensional shapes (cubes, right rectangular prisms, right circular cones, and right circular cylinders) to create a composite shape, and compose new shapes from the composite shape. [In grade 1, students do not need to learn formal names such as "right rectangular prism."]

Polygon Playground: http://www.mathcats.com/explore/polygonplayground.html

Shape Tool: http: //illuminations.nctm.org/Activity.aspx?id=3587

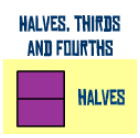
1.G.4: Partition circles and rectangles into two and four equal parts; describe the parts using the words halves, fourths, and quarters; and use the phrases half of, fourth of, and quarter of. Describe the whole as two of, or four of, the parts. Understand for partitioning circles and rectangles into two and four equal parts that decomposing into equal parts creates smaller parts.

Fabulous Fractions: http://www.beaconlearningcenter.com/WebLessons/FabulousFractions/default.htm

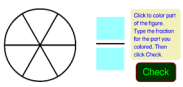
Fractions Made Easy: http://www.sheppardsoftware.com/mathgames/fractions/fracTut1.swf

Learn Fractions: http://www.turtlediary.com/grade-1-games/math-games/learn-fraction.html

Equal Parts: http://www.sheppardsoftware.com/mathgames/earlymath/fractions_shoot.htm



Halves, Thirds, Fourths: http://www.sheppardsoftware.com/mathgames/earlymath/fractions_shoot.htm



Bowling for Fractions: http://www.hbschool.com/activity/bowling_for_fractions/bowling_fractions_new.swf