## Mathletics

## Georgia Program of Studies

 Skill Quests

Grades 1 - 2
January, 2023

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## Grade 1

## 1 Operations \& Algebraic Thinking

### 1.1 Represent and solve problems involving addition and subtraction

| Outcome | Quests | Content |
| :--- | :--- | :--- |
| Use addition and subtraction within <br> 20 to solve word problems <br> involving situations of adding to, <br> taking from, putting together, <br> taking apart, and comparing, with <br> unknowns in all positions, e.g., by <br> using objects, drawings, and <br> equations with a symbol for the <br> unknown number to represent the <br> problem. | Add \&ubtract within <br> 20, word problems |  <br> subtraction word problems |
| Solve word problems that call for <br> addition of three whole numbers <br> whose sum is less than or equal to <br> 20, e.g., by using objects, drawings, <br> and equations with a symbol for <br> the unknown number to represent <br> the problem. | Add 3 single-digit <br> numbers | Adding 3 single-digit numbers |

1.2 Understand and apply properties of operations and the relationship between addition and subtraction

| Outcome | Quests | Content |
| :--- | :--- | :--- |
| Apply properties of operations as <br> strategies to add and subtract. | Apply properties to add <br> \& subtract | Using the commutative <br> property of addition |

### 1.3 Add and subtract within 20

| Outcome | Quests | Content |
| :--- | :--- | :--- |
| Relate counting to addition and <br> subtraction. | Relate counting to <br> adding \& subtracting |  <br> subtracting |
| Use strategies such as counting on; <br> making ten; decomposing a number | Add \& subtract within <br> 20 | Adding \& subtracting within <br> 10 fluently |


| leading to a ten; using the <br> relationship between addition and <br> subtraction; and creating equivalent <br> but easier or known sums. | Subtracting numbers within <br> Fluently add and subtract within <br> 10 | Adding \& subtracting zero <br> within 20 |
| :--- | :--- | :--- |
|  | Adding \& subtracting zero <br> within 20 |  |
|  | Adding \& subtracting zero <br> within 20 |  |
|  | Subtracting using doubles |  |
|  | Adding \& subtracting with fact <br> families |  |

### 1.4 Work with addition and subtraction equations

| Outcome | Quests | Content |
| :--- | :--- | :--- |
| Determine the unknown whole <br> number in an addition or <br> subtraction equation relating three <br> whole numbers. | Find the unknown <br> number in an equation | Finding the unknown: <br> addition/subtraction equation |

## 2 Number \& Operations in Base Ten

### 2.1 Extend the counting sequence

| Outcome | Quests | Content |
| :--- | :--- | :--- |
| Count to 120, starting at any <br> number less than 120. In this range, <br> read and write numerals and <br> represent a number of objects with <br> a written numeral. | Count within 100 | Counting within 100 |
|  |  | Reading \& writing 2-digit <br> numerals |
|  |  |  |

### 2.2 Understand place value

| Outcome | Quests | Content |
| :--- | :--- | :--- |
| Understand that the two digits of a <br> two-digit number represent <br> amounts of tens and ones. <br> Understand the following as special <br> cases. |  <br> ones | Understanding tens \& ones |
| Compare two two-digit numbers <br> based on meanings of the tens and <br> ones digits, recording the results of <br> comparisons with the symbols $>,=$, <br> and <. | Compare 2-digit <br> numbers | Comparing 2-digit numbers |

### 2.3 Use place value understanding and properties of operations to add \& subtract

| Outcome | Quests | Content |
| :--- | :--- | :--- |
| Add within 100, including adding a  <br> two-digit number and a one-digit  <br> number and adding a two-digit  <br> number and a multiple of ten (e.g.,  <br> $24+9,13+10,27+40), ~$ Add within 100 <br> concrete models or drawings and  <br> strategies based on place value,  <br> properties of operations, and/or  <br> relationship between addition and  <br> subtraction; relate the strategy to a  <br> written method and explain the  <br> reasoning used.  |  | Adding a 2-digit number \& a <br> 1-digit number, models |
| Adding a 2-digit number \& a <br> 1-digit number |  |  |
| Given a two-digit number, mentally <br> find 10 more or 10 less than the |  | Find 10 more or 10 less |
| multiple of 2-digit number \& a |  |  |


| number, without having to count; <br> explain the reasoning used. |  |  |
| :--- | :--- | :--- |

## 3 Measurement \& Data

### 3.1 Measure lengths indirectly and by iterating length units

| Outcome | Quests | Content |
| :--- | :--- | :--- |
| Order three objects by length; <br> compare the lengths of two objects <br> indirectly by using a third object. | Order \& compare <br> objects by length | Comparing \& ordering lengths |
| Express the length of an object as a <br> whole number of length units, by <br> laying multiple copies of a shorter <br> object (the length unit) end to end; <br> understand that the length <br> measurement of an object is the <br> number of same-size length units <br> that span it with no gaps or <br> overlaps. | Express the length of <br> an object | Expressing the length of an <br> object |

### 3.2 Tell and write time

| Outcome | Quests | Content |
| :--- | :--- | :--- |
| Tell and write time in hours and <br> half-hours using analog and digital <br> clocks. | Tell time | Telling time with analog clocks |
|  |  | Telling time with digital clocks |

### 3.3 Represent and interpret data

| Outcome | Quests | Content |
| :--- | :--- | :--- |
| Organize, represent, and interpret <br> data with up to three categories; <br> ask and answer questions about <br> the total number of data points, <br> how many in each category, and <br> how many more or less are in one <br> category than in another. |  <br> interpret data | Introducing \& reading data in <br> tables |
|  |  | Representing data in graphs |
|  |  |  <br> picture graphs |

## 4 Geometry

### 4.1 Reason with shapes and their attributes

| Outcome | Quests | Content |
| :--- | :--- | :--- |
| Distinguish between defining <br> attributes (e.g., triangles are closed <br> and three-sided) versus non- <br> defining attributes (e.g., color, <br> orientation, overall size); build and <br> draw shapes to possess defining <br> attributes. | Sort shapes based on <br> attributes | Sorting shapes based on <br> attributes |
| Compose two-dimensional shapes <br> (rectangles, squares, trapezoids, <br> triangles, half-circles, and quarter- <br> circles) or three-dimensional shapes | Composite shapes: 2-D <br> \& 3-D | Composite shapes: 2-D \& 3-D |
| (cubes, right rectangular prisms, |  |  |
| right circular cones, and right |  |  |
| circular cylinders) to create a |  |  |
| composite shape, and compose |  |  |
| new shapes from the composite |  |  |
| shape. |  |  |$\quad$|  |
| :---: |

## Grade 2

## 1 Operations \& Algebraic Thinking

### 1.1 Represent and solve problems involving addition and subtraction

| Outcome | Quests | Content |
| :--- | :--- | :--- |
| Use addition and subtraction within <br> 100 to solve one- and two-step <br> word problems by using drawings <br> and equations with a symbol for | Add \& subtract within <br> the unknown number to represent <br> the problem. Problems include <br> 100, word problems |  |
| contexts that involve adding to, |  |  |
| subtraction word problems |  |  |
| taking from, putting together/taking |  |  |
| apart (part/part/whole) and |  |  |
| comparing with unknowns in all |  |  |
| positions. |  |  |

### 1.2 Add and subtract within 20

Outcome
Fluently add and subtract within 20 using mental strategies. By end of Grade 2, know from memory all sums of two one-digit numbers.

Quests
Add \& subtract within
Adding \& subtracting two 1digit numbers

### 1.3 Work with equal groups of objects to gain foundations for multiplication

| Outcome | Quests | Content |
| :--- | :--- | :--- |
| Determine whether a group of <br> objects (up to 20) has an odd or <br> even number of members, e.g., by <br> pairing objects or counting them by <br> 2s; write an equation to express an <br> even number as a sum of two equal <br> addends. | Odd \& even numbers | Odd \& even numbers up to 20 |
| Use addition to find the total <br> number of objects arranged in <br> rectangular arrays with up to 5 |  <br> arrays | Connecting addition \& arrays |


| rows and up to 5 columns; write an <br> equation to express the total as a <br> sum of equal addends. |  |  |
| :--- | :--- | :--- |

## 2 Number \& Operations in Base Ten

### 2.1 Understand place value

| Outcome | Quests | Content |
| :--- | :--- | :--- |
| Understand that the three digits of <br> a three-digit number represent <br> amounts of hundreds, tens, and <br> ones. | Understand hundreds, <br> tens \& ones | Understanding hundreds, tens <br> \& ones |
| Count within 1000; skip-count by <br> 5s, 10s, and 100s. | Skip-count within 1000 | Skip-counting by 10s |
|  |  | Skip-counting by 5s |
|  |  | Skip-counting by 100s |
| Counting within 1000 |  |  |
| Read and write numbers to 1000 <br> using base-ten numerals, number <br> names, and expanded form. | Read \& write numbers <br> to 1000 | Reading \& writing numbers to <br> 1000 |
| Compare two three-digit numbers <br> based on meanings of the <br> hundreds, tens, and ones digits, <br> using >, =, and < symbols to record <br> the results of comparisons. | Compare 3-digit <br> numbers | Comparing 3-digit numbers |

### 2.2 Use place value understanding and properties of operations to add and subtract

| Outcome | Quests | Content |
| :--- | :--- | :--- |
| Fluently add and subtract within <br> 100 using strategies based on <br> place value, properties of <br> operations, and/or the relationship <br> between addition and subtraction. | Add \& subtract within <br> 100 |  <br> subtract within 100 |
| Add up to four two-digit numbers <br> using strategies based on place <br> value and properties of operations. | Add 2-digit numbers, <br> strategies subtracting using a <br> 100 chart |  |
| Add and subtract within 1000, <br> using concrete models or drawings <br> and strategies based on place <br> value, properties of operations, <br> and/or the relationship between <br> addition and subtraction; relate the <br> strategy to a written method. | Add \& subtract within <br> 1000 | Adding 2-digit numbers, <br> strategies |
| Mentally add 10 or 100 to a given <br> number 100-900, and mentally | Add \& subtract 10 or within 1000 <br> 100 mentally | Adding \& subtracting 10 or <br> 100 mentally |


| subtract 10 or 100 from a given <br> number 100-900. |  |  |
| :--- | :--- | :--- |

## 3 Measurement \& Data

### 3.1 Measure and estimate lengths in standard units

| Outcome | Quests | Content |
| :--- | :--- | :--- |
| Measure the length of an object by <br> selecting and using appropriate <br> tools such as rulers, yardsticks, <br> meter sticks, and measuring tapes. | Select units of measure: <br> $\mathrm{m}, \mathrm{cm}$ | Selecting units of measure: m, <br> cm |

### 3.2 Relate addition and subtraction to length

| Outcome | Quests | Content |
| :--- | :--- | :--- |
| Use addition and subtraction within <br> 100 to solve word problems <br> involving lengths that are given in <br> the same units. | Addition \& subtraction <br> length problems | Solving addition \& subtraction <br> length problems |

### 3.3 Works with time and money

| Outcome | Quests | Content |
| :--- | :--- | :--- |
| Tell and write time from analog and <br> digital clocks to the nearest five <br> minutes, using a.m. and p.m. | Tell time | Telling time to the quarter <br> hour, analog \& digital |
|  |  | Telling time to 5 minutes, <br> analog \& digital |
|  |  | Using a.m. \& p.m. notation |
| Solve word problems involving <br> dollar bills, quarters, dimes, nickels, <br> and pennies, using \$ and $\$$ symbols <br> appropriately. |  | Money |

### 3.4 Represent and interpret data

| Outcome | Quests | Content |
| :--- | :--- | :--- |
| Generate measurement data by <br> measuring lengths of several <br> objects to the nearest whole unit, or <br> by making repeated measurements <br> of the same object. Show the | Introduction to line <br> plots | Reading line plots |


| measurements by making a line <br> plot, where the horizontal scale is <br> marked off in whole-number units. |  |  |
| :--- | :--- | :--- |
| Draw a picture graph and a bar <br> graph (with single-unit scale) to <br> represent a data set with up to four <br> categories. Solve simple put- <br> together, take-apart, and compare <br> problems using information <br> presented in a bar graph. | Picture graphs \& bar <br> graphs | Picture graphs |
|  |  | Bar graphs |

## 4 Geometry

### 4.1 Reason with shapes and their attributes

| Outcome | Quests | Content |
| :--- | :--- | :--- |
| Recognize and draw shapes having <br> specified attributes, such as a given <br> number of angles or a given <br> number of equal faces. Identify <br> triangles, quadrilaterals, pentagons, <br> hexagons, and cubes. | shapes |  |

## Mathletics

For more information about Mathletics, contact our friendly team.

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