

# First Grade Reading Common

## I Can Read Fiction

- ◆ I can tell who, what, where, when, why and how after reading stories. RL.1.1
- ◆ I can retell a story. RL.1.2
- ◆ I can tell the characters, setting and what happens in a story. RL.1.3

## I Can Read Nonfiction

- ◆ I can tell who, what, where, when, why and how after reading nonfiction. RI.1.1
- ◆ I can find the main topic and details in a section of nonfiction. RI.1.2
- ◆ I can make and describe connections between two people, events or ideas in nonfiction. RI.1.3

## I Can Understand Fiction

- ◆ I can understand how words in a story can tell about feelings and the senses. RL.1.4
- ◆ I can tell the difference between fiction and nonfiction. RL.1.5
- ◆ I can talk about who is telling a story. RL.1.6

## I Can Understand Nonfiction

- ◆ I can ask and answer questions to help understand new words. RI.1.4
- ◆ I can use text features to help me understand nonfiction. RI.1.5
- ◆ I can use words and pictures to help me understand nonfiction. RI.1.6

# Core State Standards

## I Can Use What I Know To Understand Fiction

- ◆ I can use words and pictures to help me tell about the characters, setting, and plot. RL.1.7
- ◆ I can compare and contrast what characters do in a story. RL.1.9

## I Can Use What I Know To Understand Nonfiction

- ◆ I can use words and pictures to help me understand nonfiction. RI.1.7
- ◆ I can find reasons to support the main idea of nonfiction. RI.1.8
- ◆ I can compare and contrast the main idea of two nonfiction texts. RI.1.9

## I Can Use Phonics Skills to Help Me Read

- ◆ I can tell the number of syllables in words. RF.1.2
- ◆ I can tell about different sounds in a word. RF.1.2
- ◆ I can use digraphs to help me read. RF.1.3
- ◆ I can read one syllable words. RF.1.3
- ◆ I can read vowel teams (magic e, ea, ay, oa) RF.1.3
- ◆ I can read two syllable words. RF.1.3
- ◆ I can read first grade words. RF.1.3

## I Can Read Fluently

- ◆ I can read with expression. RF.1.4
- ◆ I can read accurately. RF.1.4
- ◆ I can reread to understand what words mean. RF.1.4

**Hudson Park Elementary considers  
the education of your child to be  
our most important responsibility.  
The Hudson Park Motto is  
Learners for Life!**



**Hudson Park  
1st Grade  
CCSS  
Parent Brochure**

**This brochure is designed to share the  
new Common Core State Standards which  
more than 45 states have adopted. If your  
child is meeting the expectations outlined  
in these standards, he or she will be well  
prepared for the second grade.**

## Why are Academic Standards Important?

Academic standards are important because they help ensure that all students, no matter where they live, are prepared for success in college and the workforce. Standards provide a clear roadmap for learning for teachers, parents, and students. Having clearly defined goals helps families and teachers work together to ensure that students succeed.

## How Can I Help My Child?

- ◆ Create a quiet place for your child to study at the same time each day.
- ◆ Sit down with your child at least once a week for 15 to 30 minutes so you are aware of what he/she is working on.
- ◆ Encourage your child to read to you books such as *Little Bear* by Else Holmelund Minarik. Help him/her sound out difficult words. For more books visit [www.corestandards.org/assets/AppendixB.pdf](http://www.corestandards.org/assets/AppendixB.pdf).
- ◆ Pick a “word of the day” each day starting with a different letter. Have your child write the word and look for other things beginning with the same letter.
- ◆ Look for “word problems” in real life. Some 1st grade examples might include:
  - \* *If you open a new carton of a dozen eggs and you use four eggs to cook dinner, close the carton and ask your child how many are left.*
  - \* *Play “I’m Thinking of a Number” game. For example, “I’m thinking of a number that makes 11 when added to 8. What is my number?”*
  - \* *On a graph of different colored M&Ms, I can tell how many there are of each color, and how many more there are of one color than another, etc.*

# 1st Grade Math Common

## I Can Use Addition and Subtraction to Help Me Understand Math

- ◆ I can use strategies to solve addition word problems. 1.OA.1
- ◆ I can use strategies to solve subtraction word problems. 1.OA.1
- ◆ I can solve word problems by adding 3 whole numbers. 1.OA.2
- ◆ I can use the commutative property of addition. 1.OA.3
- ◆ I can use the associative property of addition. 1.OA.3
- ◆ I can use an addition fact to help me answer a subtraction problem. 1.OA.4
- ◆ I can count to help me add and subtract. 1.OA.5
- ◆ I can add facts within 20. 1.OA.6
- ◆ I can subtract facts within 20. 1.OA.6
- ◆ I know what an equal sign means. 1.OA.7
- ◆ I can tell if addition and subtraction equations are true or false. 1.OA.7
- ◆ I can tell the missing number in an addition or subtraction problem. 1.OA.8

## I Can Use Number Sense and Place Value to Help Me Understand Math

- ◆ I can count to 120. 1.NBT.1 I can tell how many tens and how many ones are in a number. 1.NBT.2
- ◆ I can compare two-digit numbers using  $<$ ,  $=$ , and  $>$ . 1.NBT.3
- ◆ I can use manipulatives and pictures to help me solve problems within 100. 1.NBT.4

# Core State Standards

- ◆ I can use math strategies to help me solve problems within 100. 1.NBT.4
- ◆ I can find 10 more or 10 less in my head. 1.NBT.5
- ◆ I can subtract multiples of 10 under 100 and explain what I did. 1.NBT.6

## I Can Use Measurement and Data to Help Me Understand Math

- ◆ I can put three objects in order from longest to shortest. 1.MD.1
- ◆ I can tell the length of an object using whole numbers. 1.MD.2
- ◆ I can tell and write time in hours and half-hours using a clock. 1.MD.3
- ◆ I can organize data. 1.MD.4
- ◆ I can understand data. 1.MD.4
- ◆ I can ask and answer questions about data. 1.MD.4

## I Can Use Geometry to Help Me Understand Math

- ◆ I can tell about shapes. 1.G.1
- ◆ I can build and draw shapes. 1.G.1
- ◆ I can make two-dimensional shapes. 1.G.2
- ◆ I can make three-dimensional shapes. 1.G.2
- ◆ I can use shapes to make new shapes. 1.G.2
- ◆ I can divide shapes into parts. 1.G.3