



REGIONAL SCHOOL DISTRICT 13

Grade 1 Math Rubric

	4 Meeting	3 Approaching	2 Developing	1 Beginning
1.OA.1 Uses addition or subtraction within 20 to solve word problems	Uses an appropriate strategy to solve all addition and subtraction word problems with the unknown in all positions	Uses concrete materials, drawings and equations to solve most addition and subtraction word problems, including some with the unknown in all positions	Uses concrete materials or drawings to solve addition or subtraction word problems with the result unknown	Uses concrete materials or drawings to solve addition or subtraction word problems with the result unknown with direct consistent support
1.OA.3 Uses properties of operations to add and subtract numbers	Uses properties of operations to add and subtract numbers	Uses most properties of addition and subtraction	Uses properties of addition and subtraction inconsistently, such as the commutative property, associative and the property of 0	Uses properties of addition and/or subtraction with direct consistent support
1.OA.6 Fluently adds and subtracts within 10	Adds and subtracts within 10 fluently applying strategies of making ten, counting on, +/-0, +/-1, +/-2, doubling/halving	Adds and subtracts using some strategies (make ten, count on, +/-0, +/-1, +/-2, doubles/halves)	Adds and subtracts within 10 using concrete materials	Adds and subtracts within 5 using concrete materials with direct consistent support
1.NBT.1 Counts, reads and writes numbers to 120	Counts, reads, and writes numbers to 120	Counts, reads and writes numbers to 100	Counts, reads, and writes numbers to 50	Counts, reads, or writes numbers within 50 with direct consistent support
1.G.1	Identifies shapes (circle,	Identifies shapes (circle,	Identifies shapes (circle,	Identifies some shapes

Identifies attributes of shapes	hexagon, pentagon, quadrilateral, rectangle, square, trapezoid, triangle, cone, cube, cylinder, prism, sphere) by name and describes by defining attributes	hexagon, pentagon, quadrilateral, rectangle, square, trapezoid, triangle, cone, cube, cylinder, prism, sphere) by name and distinguishes between defining and non-defining attributes of some shapes	hexagon, pentagon, quadrilateral, rectangle, square, trapezoid, triangle, cone, cube, cylinder, prism, sphere) by name and tells some defining and non-defining attributes of shapes	(circle, hexagon, pentagon, quadrilateral, rectangle, square, trapezoid, triangle, cone, cube, cylinder, prism, sphere) by name
1.OA.6 Applies a variety of strategies to add and subtract within 20	Applies a variety of strategies (counting on, breaking apart, making ten or using the relationship between addition and subtraction to add and subtract within 20) to add and subtract within 20	Applies some strategies (counting on, breaking apart, making ten or using the relationship between addition and subtraction to add and subtract within 20) to add and subtract within 20 with support at times	Applies pictures or concrete materials to model counting on, breaking apart, making ten or using the relationship between addition and subtraction to add and subtract within 20	Applies concrete materials to add or subtract or "counts all" within 20 with direct consistent support
1.NBT.2 Understands the value of tens and ones in a two-digit number	Understands and explains the value of each digit in a two-digit number	Groups and represents ten ones with a digit in the tens place (teen numbers and multiples of 10)	Groups and represents ten ones with a digit in the tens place (teen numbers and multiples of 10) but may be inconsistent	Uses concrete materials or pictures to create groups of ten but may not yet understand ten ones is now called one ten
1.MD.1 Compares and orders objects by lengths	Compares and orders two objects by length by using a third object	Compares and orders three objects by length	Compares and orders two objects by length	Compares or orders objects by length with direct consistent support
1.MD.2 Measures the length of objects in given units	Measures the length of objects in given units accurately	Measures the length of objects in given units inconsistently	Measures the length of objects in given units incorrectly due to gaps and/or overlaps	Measures the length of objects as a counting task rather than determining length
1.MD.3 Tells and writes time with half hour increments	Tells and writes time to the half hour	Tells and writes time to the half hour inconsistently	Tells time to the half hour with direct consistent support	Identifies the hour displayed on the clock with direct consistent support
Identifies names and values of coins	Identifies the value and names of all five coins	Identifies most names and values of coins	Identifies some names and values of coins	Identifies names of some coins

	(penny, nickel, dime, quarter, and half dollar)			
1.NBT.4 Adds within 100 using a variety of strategies and records solutions	Adds within 100 using a variety of strategies based on place value and records solutions	Adds within 100 using concrete materials, drawings, strategies based on place value or properties of operation and records solutions	Adds within 100 using one strategy (concrete materials, drawings, strategies based on place value or properties of operation)	Adds within 100 using concrete materials or drawings with direct consistent support