

WDTK STUDENT SUMMARY

~GRADE 1~

CONCEPTS	EMERGING WITH DIRECT SUPPORT...	DEVELOPING WITH GUIDED SUPPORT...	APPLYING WITH MINIMAL SUPPORT...	EXTENDING INDEPENDENTLY...
<p>Number</p> <ul style="list-style-type: none"> recognize at a glance and name familiar arrangements or 1 to 10 objects or dots represent and describe numbers to 20 concretely, pictorially and symbolically relate a number, 1 to 10 to its respective quantity model and solve addition and subtraction problems using a variety of concrete and visual representations, recording the process symbolically 	<p>(mostly Counting)</p> <ul style="list-style-type: none"> may recognize a few dot patterns (1-2) may count the dots to identify the quantity may make connections to quantities less than five counts the number of fingers to match a small quantity may replicate images when given the actual quantity may need to see the card for a longer period of time to replicate the dot card image may need to be given the correct quantities of counters may need modeling to break the quantity into parts, and support counting the objects may need modeling to create a story to show part and whole 	<p>(some counting)</p> <ul style="list-style-type: none"> recognizes simple dot patterns without counting (1-5) identifies small quantities without counting may make connections to 5/10 may count the number of fingers to match a larger quantity replicates dot card images with small quantities with the correct number of objects may need to see images more than once to replicate may need prompting to check the quantities may need prompting to show a given number as two parts and name the quantity in each part may need support to record the numerals to match the quantities may need prompting to create more than one story to show part and whole may partition a quantity up to 10 	<p>(without counting)</p> <ul style="list-style-type: none"> recognizes familiar arrangements of up to 10 objects and identifies the quantity without counting makes connections to 5/10 holds up the correct number of fingers builds a set with the same number of dots on the ten frame represents the same amount in more than one way builds from one card to the next uses the correct number of counters to model their story creates different stories to show part and whole records numerals to match the quantities records an equation to match the model created partitions a quantity up to 20 into 2 parts and identifies the number of objects in each part 	<p>(makes connections)</p> <ul style="list-style-type: none"> recognizes dot images on the ten frames in a variety of ways extends the task by holding up the correct fingers in more complex ways uses a personal referent from a previous image with ease and consistency builds from one card to the next confidently partitions and instantly names the quantities strategically breaks the quantity into more than 2 parts independently creates multiple stories spontaneously records the number stories symbolically
<p>Pattern</p> <ul style="list-style-type: none"> demonstrate an understanding with 2-4 elements identifying, extending and creating patterns <p>Number</p> <ul style="list-style-type: none"> say the number sequence by 1's, 2's, 5's and 10's 	<ul style="list-style-type: none"> may identify a simple repeating pattern with modeling may need modeling to extend a simple pattern may need support in identifying the pattern core may need support to identify which colour comes next at the end and the start may count by 1's to determine how many 	<ul style="list-style-type: none"> may identify and extend a simple pattern with support may need prompting to identify an error in a given pattern may create more than one repeating pattern may need prompting to identify the pattern core may be able to describe the pattern another way may be able to predict the next colour at either end of the pattern may try to organize objects into same sized groups for counting may try to count by 2's, 5's or 10's 	<ul style="list-style-type: none"> identifies, copies, and extends a pattern creates a repeating pattern with 2-4 elements identifies a pattern core describes the pattern in a variety of ways predicts the next colour at either end of the pattern organizes counters into same-sized groups for counting counts accurately by 2's, 5's, 10's and some more counts accurately by 2's, 5's, 10's and some more represents skip counting strategy in numbers 	<ul style="list-style-type: none"> identifies, copies, extends and creates a repeating pattern of increasing complexity describes connections between patterns in different ways extends the task by creating complex patterns skip counts by 2's, 5's and 10's beyond the task expectations confidently skip counts by 2's, 5's, and 10's and some more skip counts by 3's or 4's or other numbers skip counts backwards