

| Unit Name                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | Investigation                   | Sessions                | Math Main Ideas                                                                                                                                       | Assessment                                                                                                                                                                                          |
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| <b>UNIT 8 - BLOCKS AND BUILDINGS</b><br><i>3-D Geometry</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | 1                               | 9<br>Approx. 10-13 days |                                                                                                                                                       | Checklists,<br>Games, Quizzes<br>and Unit Test                                                                                                                                                      |
| <p><b>1.NBT.C.4</b> Add within 100, including adding a two-digit number and a one-digit number, and adding a two-digit number and a multiple of 10, using concrete models or drawings and strategies based on place value, properties of operations, and/or the relationship between addition and subtraction; relate the strategy to a written method and explain the reasoning used. Understand that in adding two-digit numbers, one adds tens and tens, ones and ones; and sometimes it is necessary to compose a ten.</p> <p><b>1.MD.B.3</b> Tell and write time in hours and half-hours using analog and digital clocks.</p> <p><b>1.G.A.1</b> Distinguish between defining attributes (e.g., triangles are closed and three-sided) versus non-defining attributes (e.g., color, orientation, overall size); build and draw shapes to possess defining attributes.</p> <p><b>1.G.A.2</b> Compose 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.</p> <p><b>1.G.A.3</b> Partition circles and rectangles into two and four equal shares, describe the shares 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 shares. Understand for these examples that decomposing into more equal shares creates smaller shares.</p> | <b>1 - BLOCKS AND BUILDINGS</b> | <b>1.1 – 1.9</b>        | <p>Describing, identifying, and comparing attributes of 3-D shapes</p> <p>Composing and decomposing 3-D shapes</p> <p>Relating 2-D and 3-D shapes</p> | <p>✓ <b>A60 Describing 3-D Shapes &amp; MP6</b> (1.1)</p> <p><b>A61 Composing 3-D Shapes &amp; MP7</b> (1.3)</p> <p><b>A62 Quiz 1</b> (1.6)</p> <p><b>A63 Matching Blocks to Outlines</b> (1.9)</p> |