

# MATHEMATICALLY READY FOR FIRST GRADE

This form lists the skills your child should have already mastered, and the skills your child will be assessed on in the beginning of the next grade level. These skills are assessed with the DIBELS assessment in October and April. Please keep in mind the students may not have learned all the skills they are assessed on by the time DIBELS takes place, depending on when it is taught in the classroom. This is an opportunity to “jumpstart” these skills this summer, before taking the next DIBELS assessment. We highly recommend the IXL program, which can be accessed through computers and iPads, to assist your child in mastering these skills. IXL is a research-based, user-friendly program to master mathematical skills, and is divided and organized by grade level.

*At the end of kindergarten, your child was assessed on:*

- Discriminate the larger of two number representatives in a set (ex: five dots on a dice is larger than two dots on a dice)
- Identify the next number in a sequence (If I say “five,” student says “six”) up to 100
- Be able to identify all numbers from 0 to 100

*In October of first grade year, your child will be assessed on:*

## **Computation:**

- Add 0 or 1 to a one-digit number
- Add two one-digit numbers, excluding 0 and 1
- Subtract 0 or 1 from a one-digit number
- Subtract a one-digit number from a one-digit number, excluding 0 and 1 in the top number
- Add a two-digit and a one-digit number, without carrying, resulting in an answer of 20 or less
- Add a two-digit and a one-digit number, with carrying, resulting in an answer of 20 or less
- Subtract a one-digit number from a two-digit number (within 20), resulting in a difference of 11 or more, without borrowing
- Subtract a one-digit number from 20, with borrowing

## Math Dictionary Terms for Grades K-1:

### A

Addend - one of the numbers being added in an addition problem

Addition - combining quantities

And - 1) combine, 2) shared attributes, 3) represents decimal point when a number is in words

Angle - two line segments that meet at a point

Area - the size of a two-dimensional figure in square units

Attribute - a characteristic of a shape or set of data

Average - a number that best describes a set of data

Axis - one of the reference lines on a coordinate graph

### B

Balance - 1) a scale uses to figure out approximate weight, or 2) to be equal or to make equal

Bar Graph - a way of organizing data in horizontal or vertical bars

Base - the face on which a three-dimensional object sits

Below - in a lower place, beneath

Beneath - in a lower place

Between - in a position that separates two other things

### C

Calendar - a tool to keep track of the date

Center - middle point

Centimeter - a metric measure which takes 10 millimeters to make

Circle - a perfectly round shape that has all points equally as far from the center

Clock - a tool to keep track of time

Coin - metal money

Cone - a three-dimensional shape with a circle base and one vertex

Connect - to join together

Corner - where two sides or two lines come together (vertex)

Count - to say numbers one by one in order

Cube - a three-dimensional shape with six square faces

Curve - a line that is not straight, but does not have a corner (vertex)

Cylinder - a three-dimensional shape with parallel circular bases

### D

Decagon - ten-sided polygon

Difference - the amount that remains when one quantity is subtracted from another

Digit - any one of the symbols used in making numbers (0, 1, 2, 3, 4, 5, 6, 7, 8, 9)

Division - the operation which makes equal groups

Dodecagon - twelve-sided polygon

Double - twice as much

Dozen - 12 of something

### E

Each - every one of a group

Edge - a line that connects two faces on a three-dimensional shape

Equal - having the same value as

Equation - a math sentence showing two parts as equal

Estimate - an approximate answer

Even - a number that is a multiple of 2. This means that you can remove "groups of" two and there will be no leftover or remainders. The number will have a 0, 1, 2, 4, 6, or 8 in the one's place as a visual indicator.

## F

Face - a side on a three-dimensional shape

Fewer - less than

Fifth - number five in order

First - number one in order

Flip - reflection rotation

Foot - 12 inches in standard measurement

Fourth - number four in order

Fraction - a number showing part of a whole

Front - the forward part

Function - gives one output value for each input value

## G

Graph - a visual display of data

Greater Than - more than

Growth Pattern - a type of pattern made by following a certain rule (formula)

Guess - an estimate of amount

## H

Half - one of two equal parts

Height - the distance from the base to the top of something

Heptagon - seven-sided polygon

Hexagon - six-sided polygon

Hour - a measure of time equaling 60 minutes

## I

Inch - a standard measure of length, one-twelfth of a foot

Infinity - never ending

Into - to the inside part

## J

Join - connect

## K

Kilo - one thousand

## L

Last - coming after all the others

Least - smallest

Length - the distance along a line or figure from one point to another

Less Than - fewer than

Line - a straight path that extends forever in both directions

Line of symmetry - a line that divides a shape into two halves that are a mirror image of each other

Liter - a metric measure of volume/capacity almost equal to a quart

## M

Mass - how much matter is in an object

Mean - a way to average a group without extremes in the data in which all data is added and equally divided up

Measure - the length, quantity, dimensions, or capacity of something

Median - a way to average counts or measures when they are extremes in the data. The middle point of the ordered group of data is found

Middle - center

Minute - a measure of time equal to 60 seconds

Mode - a way to average data when there are many identical data points. The mode is the data that occurs most often

Money - coins and paper bills used for buying and selling

More Than - greater than

Multiple - the product of any two whole numbers

Multiplication - the operation of adding the same number over and over or groups shown in an array

## N

Negative Numbers - numbers less than zero

Net - a two-dimensional figure that can be folded to make a three-dimensional model

Network - connection between points or line segments

Nonagon - nine-sided polygon

None - not even one

Number - symbols used for counting and measuring

Numberline - a picture (diagram) showing numbers as points on a line

Numeral - digits used to make up numbers

## O

Oblong - a shape that is greater in length than in width

Octagon - eight-sided polygon

Ordinal - numbers which tell what position something has

Odd - a number that is not a multiple of 2. It has a 1, 3, 5, 7, or 9 in the one's place

Ounce - a standard measure of weight/mass

Outcome - one of the possibilities in a probability experiment

Oval - a curved shape like an egg

## P

Parallel - straight lines that always stay the same distance away from each other

Patterns - a repeating sequence of number or shapes

Pentagon - five-sided polygon

Perimeter - distance around the outside edge of a closed figure

Pictograph - a visual display of data which uses pictures to represent amounts

Place Value - the value of each digit in a number

Plus - *see addition*

Point - a location (dot) that has no length, width or height

Polygon - a closed two-dimensional figure made with straight line segments which join only at endpoints

Position - the place something holds in space

Pyramid - a three-dimensional figure with a polygon base and all other faces are triangles which met at a common vertex

Q

Quantity - an amount

Quarter - 1) a coin with a value of \$.25, 2) one-fourth of something

R

Range - the least to greatest value in a set of data

Rectangle - a parallelogram with four right angles

Rhombus - a parallelogram with all sides equal in length

Rotate - turning a shape around on a vertex

Rounding - determining an approximate value of a number to a given place value

Ruler - a measuring tool used to determine length

S

Scale - a measuring tool used to determine weight

Second - 1) number two in order, or 2) a measure of time equal to  $1/60^{\text{th}}$  of a minute

Set - a collection of data with something in common

Shape - something having a specific form

Side - a line segment that forms part of a polygon

Solid figure - a geometric shape with three dimensions

Sort - to put together things that are in some way alike

Sphere - a perfectly round three-dimensional geometric solid

Square - a parallelogram with four congruent sides and four right angles

Straight - unbending

Subtraction - the operation of finding the difference between two numbers or taking away

Sum - the answer in an addition problem

Symmetry - showing an exact duplicate of a shape on an opposite side of a line (line of symmetry) or around a central point (point symmetry)

T

Take Away - *see subtraction*

Tally - marks used to keep track of an amount

Temperature - amount of heat or cold, measured by a thermometer

Tesselate - to arrange an area in a repeating geometric pattern

Tile - *see tesselate*

Time - the way we measure years, days, minutes

Total - the whole amount

Trapezoid - a quadrilateral with only one set of parallel sides

Triangle - a three-sided polygon

U

Under -beneath

Uneven - not even

Unit - a fixed amount in measurement

V

Value - how much something is worth

Variable - a letter or symbol that stands for another number

Venn Diagram - a drawing with circles that shows relationships between sets of data.

Vertex - the place where two or more line segments come together

W

Week - a set of seven consecutive days

Weight - a measure of the heaviness of an object

Whole Number - all counting numbers including zero

X

Y

Yard - a standard unit of measure equal to 3 feet

Year - a length of time equal to 365 days

Z

Zero - a number with no value