

Unit 1: Extending Number Sequence Understanding to Build, Compare, and Interpret Numbers within 120

OVERVIEW

In Unit 1, students will expand their number concept developed previously in kindergarten and begin to develop a deeper understanding of counting and place value. They will read, write, and concretely represent numbers as they count numbers forward and backward starting with any number within 120. In tandem with developing an understanding of counting and place value, students will investigate real-life situations via inquiry. They will ask questions for investigation and answer them based on gathered information, observations, and appropriate graphical displays to compare and order the whole numbers. Keenville provides multiple ways to formatively assess student understanding using the following games. These games encourage students to show what they know and can do in a fun, interactive, game-based environment.



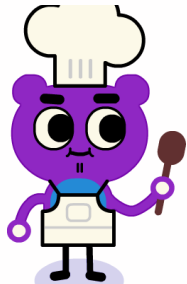
1.NR.1.1

Cloud Hopper



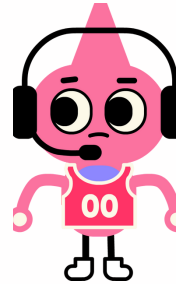
1.NR.1.2

Peachling Café



1.NR.1.3

Peachling Gym



1.NR.2.1

Keenville Sheriff



River Tubing

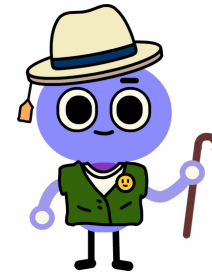


N/A

1.NR.2.5

1.MDR.6.1

Bargain Hunters



1.MDR.6.4

Treat Factory



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STANDARD & GAME ALIGNMENT DESCRIPTION



1.NR.1.1-Cloud Hopper

In Cloud Hopper, students use their numeracy skills to collect all the numbers floating above Keenville. This game focuses on building numeracy skills by encouraging students to identify numbers represented in multiple ways. Students will identify numerals within 120 represented in a set of objects, on a number line, as base ten blocks, and in expanded form.

1.NR.1.2-Peachling Café

In Peachling Café, students are challenged to determine how many Peachlings need to be fed and then serve up that amount of food for the Peachlings. This game promotes numeracy skills using place value techniques. Students will represent numbers in base ten as bundles of ten ones as well as within 120.

1.NR.1.3-Peachling Gym

In Peachling Gym, students help Coach Keen figure out the rules of the Peachlings' new game! This game focuses on building numeracy skills by encouraging students to compare numerals using symbols. Students will compare two two-digit numbers using concrete models up to 100 using the words "less than, greater than, or the same as," as well as symbols $>$, $<$, or $=$.

1.NR.2.1-Keenville Sheriff

In Keenville Sheriff, students use math strategies to help Sheriff Keen solve the Keens' problems. This game focuses on building numeracy skills by encouraging students to use various interactive strategies to solve word problems. Students will solve word problems involving addition and subtraction using a variety of advanced counting and part-whole strategies.

1.NR.2.1-River Tubing

In River Tubing, students help Lifeguard Keen put the correct number of Keens into groups based on the missing number in an equation. This game promotes numeracy skills in addition and subtraction within 100. Students will add and subtract numbers 0-20 solving for a number when the result, change, or start is unknown.

1.MDR.6.1-Bargain Hunters

In Bargain Hunters, students help the Keens choose appropriate measuring tools and measure the items they need for their homes. This game focuses on building measuring skills by encouraging students to use interactive measuring tools to determine the length or height of a given object. Students will order, compare, and measure objects by length.

1.MDR.6.4-Treat Factory

In Treat Factory, students help Chef Keen create charts and graphs based on the Keens' treat orders and then interpret the data assembled in the charts and graphs. This game focuses on creating and interpreting tally charts, picture graphs, and bar graphs. Students will observe, gather, and organize data, then answer questions aligned to the data.

