

MATH CONTENT STANDARD LEVEL 1: MEASUREMENT

Adult learners will begin to reason, problem solve, communicate, and make real life connections using measurement.

| Benchmarks On exit of this level, learner is able to: | Applications Examples of how/where learners will use this skill: | I do it well enough | I want to work on it | I don't need to work on this now |
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| 1.6.1 Explore concepts of time. | <ul style="list-style-type: none"> • Know and use the common words for the parts of the day (morning, afternoon, evening, night), and relative time (yesterday, today, tomorrow, last week, next year, etc). • State the date by month, day, and year. • Identify tools that measure time, such as: clocks measure hours and minutes and calendars measure days, weeks, and months. • Identify landmark times to the nearest hour, such as: lunchtime is at 12 o'clock and bedtime is at 8 o'clock. • Use digital and analog clocks to orally read the times. | | | |
| 1.6.2 Understand the value of money. | <ul style="list-style-type: none"> • Identify the different denominations of coins and bills. • Match one coin or bill of one denomination to an equivalent set of coins/bills of other denominations, such as: 1 quarter = 2 dimes and 3 nickels. • Identify the amount of money in cents up to \$1, in dollars up to \$100. Use the symbol ¢ and \$. | | | |
| 1.6.3 Estimate, measure, and compare two or more lengths and weights of objects. | <ul style="list-style-type: none"> • Determine which object is: shorter, longer, taller, lighter, heavier. • Measure a given object to the nearest inch. • Estimate and measure a tabletop using manipulatives. • Convert standard units of measurement using manipulatives, such as: How many one-ounce washers will equal one pound?· • Understand word concepts such as: more/less/same as, over/under, above/below/between, in/out. | | | |
| 1.6.4 Solve one-step word problems using addition and subtraction. | <ul style="list-style-type: none"> • Determine length in a word problem, such as: "How much taller is Jim than John?" • Determine lengths of objects. • Determine values through money. • Determine time sequences. | | | |