**Grade: 1 Unit: 10 Two and Three Dimensional Geometry**

Critical Area: Reasoning about attributes of shapes; Composing and Decomposing Geometric Shapes

Standards Addressed: CC.1.G.1, CC.1.G.2, CC.1.G.3

Focus Mathematical Practices:

* Make sense of problems and persevere in solving them;
* Look for and make use of structure;
* Model with mathematics

**To Be Completed on or about:**

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| Prerequisites | Targets | Extensions |
|  | Distinguish between defining attributes (e.g., triangles are closed and three-sided) versus non-defining attributes (e.g., color, orientation, overall size  Identify and describe three-dimensional shapes\*\* according to defining attributes #  Identify and describe two-dimensional shapes\* according to defining attributes #  Use defining attributes to sort shapes  Build and draw shapes to possess defining attributes |  |
|  | Compose a new shape by combining three-dimensional shapes  Compose a new shape by combining two-dimensional shapes  Use objects to compose new two-dimensional shapes    Use composite three-dimensional shapes to build new shapes  Make new shapes from composite two-dimensional shapes using the strategy “act it out”  Identify three-dimensional shapes used to build a composite shape using “act it out” strategy  Decompose two-dimensional shapes into parts    Decompose combined shapes into shapes  Identify two-dimensional shapes on three dimensional shapes |  |
|  | Identify equal and unequal parts (or shares) in two-dimensional shapes  Partition circles and rectangles into two equal shares   * describe the shares using word “half” and phrases “half of” * describe the whole as “two of”   Partition circles and rectangles into four equal shares   * describe the shares using the words “fourths” and “quarters” and phrases “quarter of” and “fourth of” * describe the whole as “four of” the shares   Understand the concept of decomposing into more equal shares creates smaller shares |  |

\* two-dimensional shapes: rectangles, squares, trapezoids, triangles, half-circles and quarter circles

\*\* three-dimensional shapes: cubes, right rectangular prisms, right circular cones, right circular cylinders

#attributes: sides and curved surface