| Grade 1 CONTENT                        | CONTENT STANDARDS  | LEARNING COMPETENCIES   |
|--|--|---|
| DOMAIN                                 | The learners should have knowledge and understanding of  | The learners  |
| Quarter 1                              |  |   |
| Measurement<br>and<br>Geometry<br>(MG) | simple 2-dimensional shapes and their features.  | <ol> <li>identify simple 2-dimensional shapes (triangle, rectangle, square) of different size and in different orientation.</li> <li>compare and distinguish 2-dimensional shapes according to features such as sides and corners.</li> <li>compose and decompose triangles, squares, and rectangles.</li> </ol>  |
| Number<br>and<br>Algebra<br>(NA)       | <ol> <li>whole numbers up to 100.</li> <li>ordinal numbers up to 10th.</li> <li>addition of numbers with sums up to 20.</li> </ol> | <ol> <li>count up to 100 (includes counting up or down from a given number and identifying a number that is 1 more or 1 less than a given number).</li> <li>read and write numerals up to 100.</li> <li>recognize and represent numbers up to 100 using a variety of concrete and pictorial models (e.g., number line, block or bar models, and numerals).</li> <li>compare two numbers up to 20.</li> <li>order numbers up to 20 from smallest to largest, and vice versa.</li> <li>describe the position of objects using ordinal numbers: 1st, 2nd, 3rd, up to 10th.</li> <li>compose and decompose numbers up to 10 using concrete materials (e.g., 5 is 5 and 0; 4 and 1; 3 and 2; 2 and 3; 1 and 4; 0 and 5).</li> <li>illustrate addition of numbers with sums up to 20 using a variety of concrete and pictorial models and describes addition as "counting up," and "putting together."</li> <li>illustrate by applying the following properties of addition, using sums up to 20: a. the sum of zero and any number is equal to the number, and b. changing the order of the addends does not change the sum.</li> <li>solve problems (given orally or in pictures) involving addition with sums up to 20.</li> </ol> |

- identify and distinguish simple 2-dimensional shapes. (MG)
- count, recognize and represent whole numbers up to 100. (NA)
- use ordinal numbers up to 10th to describe position. (NA)
- compare and order numbers up to 20 and perform addition of numbers with sums up to 20. (NA)

| Grade 1   |   |  |   |  |  |  |
|---|---|--|---|--|--|--|
| Quarter 2   |   |  |   |  |  |  |
| Measurement and Geometry (MG) Number and Algebra (NA) | <ol> <li>measurement of length and distance using non-standard units.</li> <li>place value in any 2-digit number.</li> <li>addition of numbers, with sums up to 100.</li> </ol> | 1.<br>2.<br>3.<br>4.<br>5.<br>6.<br>7.<br>8.<br>9. | measure the length of an object and the distance between two objects using non-standard units.  compare lengths and distances using non-standard units.  solve problems involving lengths and distances using non-standard units.  order numbers up to 100 from smallest to largest, and vice versa.  counts by 2s, 5s and 10s up to 100.  determine  a. the place value of a digit in a 2-digit number,  b. the value of a digit, and  c. the digit of a number, given its place value decompose any 2-digit number into tens and ones.  add numbers by expressing addends as tens and ones (expanded form).  add numbers with sums up to 100 without regrouping, using a variety of concrete and pictorial models for:  a. 2-digit and 1-digit numbers, and  b. 2-digit and 2-digit numbers.  solve problems (given orally or in pictures) involving addition with sums up to 100 without regrouping. |  |  |  |

- use non-standard units to compare and measure length and distance. (MG)
- order and decompose (into tens and ones) numbers up to 100. (NA)
- perform addition of numbers with sums up to 100. (NA)

| Grade 1     |                                 |  |  |  |  |  |
|-------------|---------------------------------|--|--|--|--|--|
| Quarter 3   |                                 |  |  |  |  |  |
| Data        | 1. a pictograph without a scale | 1. collect data in one variable through a simple interview.  |  |  |  |  |
| and         | for the representation of data. | 2. present data in a pictograph without a scale.   |  |  |  |  |
| Probability |                                 | 3. interpret a pictograph without a scale.   |  |  |  |  |
| (DP)        |                                 | 4. organize data in a pictograph without a scale into a table.   |  |  |  |  |
| Number      | 2. subtraction of numbers where | 5. illustrate subtraction involving numbers up to 20 using a variety of concrete and   |  |  |  |  |
| and         | both numbers are less than      | pictorial models, and describes subtraction as "taking away."  |  |  |  |  |
| Algebra     | 100.                            | 6. find the missing number in addition or subtraction sentences involving numbers up to  |  |  |  |  |
| (NA)        | 3. repeating patterns.          | 20.  |  |  |  |  |
|             | o. repeating patterns.          | 7. write an equivalent expression to a given addition or subtraction expression (e.g., 2+3 =                                     |  |  |  |  |
|             |                                 | 1+4; $10-5=6-1$ ).   |  |  |  |  |
|             |                                 | 8. solve subtraction problems (given orally or in pictures) where both numbers are less  |  |  |  |  |
|             |                                 | than 20.   |  |  |  |  |
|             |                                 | 9. subtract numbers where both numbers are less than 100 using concrete and pictorial  |  |  |  |  |
|             |                                 | models, without regrouping:  |  |  |  |  |
|             |                                 | a. 2-digit minus 1-digit numbers, and  |  |  |  |  |
|             |                                 | b. 2-digit minus 2-digit numbers.  |  |  |  |  |
|             |                                 | 10. subtract numbers by expressing minuends and subtrahends as tens and ones   |  |  |  |  |
|             |                                 | (expanded form), without regrouping.   |  |  |  |  |
|             |                                 | 11. determine the next term/s in a repeating pattern (patterns could use rhythmic  |  |  |  |  |
|             |                                 | properties, visual elements in the arts,)  |  |  |  |  |
|             |                                 | (e.g., numbers: 2, 4, 2, 4,; letters: a, b, c, a, b, c, a,,,).  12. create repeating patterns using objects, images, or numbers. |  |  |  |  |
|             |                                 | 12. Create repeating patterns using objects, images, or numbers.   |  |  |  |  |

- represent and interpret data in a pictograph without a scale. (DP)
- perform subtraction of numbers where both numbers are less than 100. (NA)
- extend existing repeating patterns and create new repeating patterns. (NA)

| Grade 1                                |  |  |  |  |  |  |
|--|--|--|--|--|--|--|
| Quarter 4                              |  |  |  |  |  |  |
| Number<br>and<br>Algebra<br>(NA)       | <ol> <li>fractions ½ and ¼.</li> <li>the denominations and values of Philippine coins and bills up to ₱100.</li> <li>addition of money where the sum is up to ₱100 and subtraction of money where both amounts are less than ₱100.</li> <li>illustrate ½ and ¼ as parts of a whole.</li> <li>compare ½ and ¼ using models.</li> <li>count halves and quarters</li> <li>recognize coins (excluding centavo coins) and bills up to ₱100 and their notations.</li> <li>determine the value of a number of bills and/or a number of coins (excluding centavo coins) up to ₱100.</li> <li>compare different denominations of peso coins (excluding centavo coins) and bills up to ₱100.</li> <li>solve 1-step problems (given orally or in pictures) involving addition of money where the sum is up to ₱100, or subtraction of money where both amounts are less than ₱100.</li> </ol> |  |  |  |  |  |
| Measurement<br>and<br>Geometry<br>(MG) | <ol> <li>4. the movement of objects in half turn or quarter turn, in clockwise or counter clockwise or counter clockwise direction.</li> <li>5. time measured in hours, half hours, quarter hours, days, weeks, months, and years.</li> <li>8. identify the position of objects moved in half turn or in quarter turn, in clockwise or in counter-clockwise direction, given an initial facing direction.</li> <li>9. read and write time by the hour, half hour, and quarter hour using an analog clock.</li> <li>10. give the days of the week and months of the year in the correct order.</li> <li>11. determine the day and month of the year using a calendar.</li> <li>12. solve problems involving time (hour, half hour, quarter hour, days in a week, and months in a year).</li> </ol>  |  |  |  |  |  |

- illustrate and compare the fractions  $\frac{1}{2}$  and  $\frac{1}{4}$ . (NA)
- recognize, and determine the value of, Philippine coins and bills up to ₱100. (NA)
- add money where the sum is up to ₱100 and subtract money where both amounts are less than ₱100. (NA)
- identify the position of an object following a half turn or quarter turn, in clockwise or counter-clockwise direction. (MG)
- identify and work with time measured in hours, half hours, quarter hours, days, weeks, months, and years. (MG)