Parent’s Guide to
GO Math! Technology Correlation

Grade 1
Not sure how to help your child with homework? Looking for extra practice to help your child succeed? *GO Math!*® Grade 1 has a variety of resources that can help you understand lesson content and provide your child with educational opportunities online.

These resources can be accessed through your child’s ThinkCentral account. After logging in, click on Student Library and you’ll find the resources described below. The items in the Student Library are for practice at any time. Usage and results are not sent to the teacher. Make sure you also check your child’s To Do list, which may contain assignments from the teacher that will send results to the teacher.

**Interactive Student Edition**
These activities explain the content of the lesson using a few examples. The last two screens offer practice problems from the *Personal Math Trainer*® Powered by Knewton™.

**Math on the Spot**
These videos feature a *GO Math!* author discussing lesson content and solving a problem that exemplifies lesson content. They can also be accessed via the QR codes in the print student book.

**Animated Math Models**
These mini-lessons focus on a specific skill that relates to the lesson.

**iTools**
These virtual manipulatives may be used in the classroom to help students model and discuss problems in the lesson.

**Mega Math**
This game-like environment will challenge students to answer questions related to the lesson content.

*These online resources require Flash.*
# Chapter 1: Addition Concepts

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### Chapter 2: Subtraction Concepts

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# Chapter 3: Addition Strategies

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# Chapter 4: Subtraction Strategies

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# Chapter 6: Count and Model Numbers

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*Go Math! Grade 1*
# Chapter 7: Compare Numbers

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# Chapter 8: Two-Digit Addition and Subtraction

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## Chapter 9: Measurement

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<th>Lesson Title</th>
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<th>Math on the Spot Video</th>
<th>Animated Math Models Activity Name</th>
<th>Skill Number</th>
<th>iTools</th>
<th>Mega Math</th>
<th>Vocabulary</th>
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<tr>
<td>1</td>
<td>Hands On • Order Length</td>
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<td>Compare Length</td>
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<td>Time to the Half Hour</td>
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- **Shapes Ahoy!**
- **Country Countdown**
- **Measurement**
## Chapter 10: Represent Data

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<th>Lesson Title</th>
<th>Interactive Student Edition</th>
<th>Math on the Spot Video</th>
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<td>Read Picture Graphs</td>
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<td>Make and Interpret Picture Graphs</td>
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# Chapter 11: Three-Dimensional Geometry

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<th>iTools</th>
<th>Mega Math</th>
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<tr>
<td>1</td>
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<td>✔ ✔</td>
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<td>Sort Solid Figures</td>
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<td>Geometry—Activity 1: Solid Figures (Faces, Edges, and Vertices)</td>
<td>Shapes Ahoy! Undersea 3D, Levels A, B, C, D, and E</td>
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<td>Geometry—Activity 1: Solid Figures (Different Views)</td>
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# Chapter 12: Two-Dimensional Geometry

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