CCSS Correlations for Grade 1 Work Places
Bridges Second Edition

Unit	Work Place Number & Title	Mod/Session Introduced	CCSS Addressed
1	1A – Unifix Cubes	M1–S1	1.NBT.1, 1.MD.2
	1B – Pattern Blocks	M1–S1	1.G.2
	1C – Dominoes	M1–S1	1.OA.5, 1.OA.6
	1D – Polydrons	M1–S3	1.G.2
	1E – Geoboards & Bands	M1–S3	1.G.2
	1F – Flip & Write	M2–S4	1.NBT.1, 1.MD.4
	1G – Ten & More	M2–S5	1.OA.5, 1.OA.6, 1.NBT.1, 1.NBT.2b
	1H – Which Coin Will Win?	M3–S3	1.NBT.1, 1.MD.4
	1I – Measuring with Unifix Cubes	M4–S2	1.NBT.1, 1.MD.2
2	2A – Domino Top Draw	M1–S2	1.OA.5, 1.OA.6
	2B – Domino Add & Compare	M1–S4	1.OA.5, 1.OA.6, 1.OA.7, 1.NBT.3
	2C – Sort the Sum	M2–S3	1.OA.5, 1.OA.6, 1.NBT.3
	2D – Double It	M3–S2	1.OA.6
	2E – Spin & Add	M3–S3	1.OA.5, 1.OA.6, 1.MD.4
	2F – Spin & Subtract	M3–S4	1.OA.5, 1.OA.6, 1.MD.4
3	3A – Drop the Beans	M1–S1	1.OA.3, 1.OA.6, 1.OA.8, 1.MD.4
	3B – Make the Sum	M1–S2	1.OA.3, 1.OA.5, 1.OA.6
	3C – Doubles Plus or Minus One	M1–S4	1.OA.5, 1.OA.6
	3D – Tower Race	M2–S1	1.OA.6, 1.OA.8
	3E – Cats & Mice	M2–S5	1.OA.6, 1.NBT.3, 1.MD.3, 1.MD.4
	3F – Fifty or Bust	M3–S4	1.OA.6, 1.NBT.2a, 1.NBT.2b, 1.NBT.4
4	4A – The Frog Jump Game	M1–S4	1.OA.1, 1.OA.5, 1.OA.6
	4B – Super Frogs	M2–S4	1.NBT.1, 1.NBT.2c, 1.NBT.4, 1.NBT.6
	4C – Frog Path	M3–S1	1.OA.5, 1.OA.6, 1.OA.8
	4D – Hit the Pad	M3–S5	1.NBT.4, 1.NBT.5, 1.NBT.6
5	5A – Last Shape in Wins	M1–S3	1.G.2
	5B – Pattern Block Puzzles	M1–S4	1.G.2
	5C – Cube Predictions	M2–S4	1.G.1
	5D – Pyramid Predictions	M2–S5	1.G.1
	5E – Triangular Prism Predictions	M4–S1	1.G.1
	5F – Shape Sorting & Graphing	M4–S2	1.MD.4
6	6A – Spin to Win Bingo	M1–S4	1.OA.6, 1.NBT.2b
	6B – What's Missing?	M2–S4	1.OA.4, 1.OA.6, 1.OA.8
	6C – True or False	M3–S3	1.OA.6, 1.OA.7
7	7A – Two Turns to Build	M1–S4	1.NBT.3, 1.NBT.4
	7B – Race to Zero	M1–S5	1.NBT.6
8	8A – An Hour or Bust!	M1–S5	1.OA.8, 1.NBT.1, 1.NBT.3, 1.NBT.4
	8B – Change Cards	M2–S4	1.OA.5, 1.OA.6, 1.NBT.4, 1.NBT.5, 1.NBT.6

CCSS Correlations for Grade 1 Work Places (Listed by Domain)
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Domain	Standard	Work Places
OA	**Represent and solve problems involving addition and subtraction.**	
	1.OA.1	4A
	1.OA.2	Not addressed in Work Places
	Understand & apply properties of operations & the relationship between addition & subtraction.	
	1.OA.3	3A, 3B
	1.OA.4	6B
	Add and subtract within 20.	
	1.OA.5	1C, 1G, 2A, 2B, 2C, 2E, 2F, 3B, 3C, 4A, 4C, 8B
	1.OA.6	1C, 1G, 2A, 2B, 2C, 2D, 2E, 2F, 3A, 3B, 3C, 3D, 3E, 4A, 4C, 6A, 6B, 6C, 8B
	Work with addition and subtraction equations.	
	1.OA.7	2B, 6C
	1.OA.8	3A, 3D, 4C, 6B, 8A
NBT	**Extend the counting sequence.**	
	1.NBT.1	1A, 1F, 1H, 1I, 4B, 8A
	Understand place value.	
	1.NBT.2	1G, 3F, 4B, 6A,
	1.NBT.3	2B, 2C, 3E, 7A, 8A
	Use place value understanding and properties of operations to add and subtract.	
	1.NBT.4	3F, 4B, 4D, 7A, 8A, 8B
	1.NBT.5	4D, 8B
	1.NBT.6	4B, 4D, 7B, 8B
MD	**Measure lengths indirectly and by iterating length units.**	
	1.MD.1	Not addressed in Work Places
	1.MD.2	1A, 1I
	Tell and write time to the hour and half-hour.	
	1.MD.3	3E
	Represent and interpret data.	
	1.MD.4	1F, 1H, 2E, 2F, 3A, 3E, 5F
G	**Reason with shapes and their attributes.**	
	1.G.1	5C, 5D, 5E
	1.G.2	1B, 1D, 1E, 5A, 5B
	1.G.3	Not addressed in Work Places

OA - Operations & Algebraic Thinking **NBT** - Number & Operations in Base Ten **MD** - Measurement & Data **G** - Geometry