



MATHEMATICS

Grade 1

**Three-Term Budget Of Work (BOW)
for Learning Competencies**

GENERAL MATHEMATICS

Grade 1

Three-Term Budget Of Work For Learning Competencies

First Term	
Content Standard	The learners should have knowledge and understanding of... • simple 2-dimensional shapes and their features • whole numbers up to 100 • ordinal numbers up to 10th. • addition of numbers with sums up to 20. • measurement of length and distance using non-standard units
Performance Standard	By the end of the term, the learners are able to... • identify and distinguish simple 2-dimensional shapes. • count, recognize and represent whole numbers up to 100. • use ordinal numbers up to 10th to describe position. • compare and order numbers up to 20 and perform addition of numbers with sums up to 20. • use non-standard units to compare and measure length and distance.
Week	Learning Competency
1	Measurement and Geometry • Identify simple 2-dimensional shapes (triangle, rectangle, square) of different size and in different orientation. • Compare and distinguish 2-dimensional shapes according to features such as sides and corners. • Compose and decompose triangles, squares, and rectangles.
2	Number and Algebra

	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).
3	Number and Algebra Read and write numerals up to 100.
4 to 5	Number and Algebra 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).
6 to 7	Number and Algebra - Compare two numbers up to 20. - Order numbers up to 20 from smallest to largest, and vice versa. - Describe the position of objects using ordinal numbers: 1st, 2nd, 3rd, up to 10th. - 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).
8	Number and Algebra - 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.” - Illustrate by applying the following properties of addition, using sums up to 20: - the sum of zero and any number is equal to the number - changing the order of the addends does not change the sum.
9	Number and Algebra Solve problems (given orally or in pictures) involving addition with sums up to 20.
	Measurement and Geometry Measure the length of an object and the distance between two objects using non-standard units.
10	Measurement and Geometry

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| | <ul style="list-style-type: none">• Compare lengths and distances using non-standard units.• Solve problems involving lengths and distances using non-standard units. |
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Second Term	
Content Standard	The learners should have knowledge and understanding of... • place value in any 2-digit number • addition of numbers, with sums up to 100 • pictograph with a scale for the representation of data • subtraction of numbers where both numbers are less than 100
Performance Standard	By the end of the term, the learners are able to... • order and decompose (into tens and ones) numbers up to 100. • perform addition of numbers with sums up to 100. • represent and interpret data in a pictograph without a scale. • perform subtraction of numbers where both numbers are less than 100.
Week	Learning Competency
1	Number and Algebra • Order numbers up to 100 from smallest to largest, and vice versa.
2 to 3	Number and Algebra • 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 c. the digit of a number, given its place value
3 to 4	Number and Algebra • Decompose any 2-digit number into tens and ones.

5	Number and Algebra Add numbers by expressing addends as tens and ones (expanded form).
6	Number and Algebra - Add numbers with sums up to 100 without regrouping, using a variety of concrete and pictorial models for: 2-digit and 1-digit numbers 2-digit and 2-digit numbers
7	Number and Algebra Solve problems (given orally or in pictures) involving addition with sums up to 100 without regrouping.
8	Data and Probability - Collect data in one variable through a simple interview. - Present data in a pictograph without a scale. - Interpret a pictograph without a scale. - Organize data in a pictograph without a scale into a table.
9	Number and Algebra - Illustrate subtraction involving numbers up to 20 using a variety of concrete and pictorial models, and describes subtraction as “taking away.” - Find the missing number in addition or subtraction sentences involving numbers up to 20. - Write an equivalent expression to a given addition or subtraction expression (e.g., $2+3 = 1+4$; $10-5 = 6-1$).
10	Number and Algebra - Solve subtraction problems (given orally or in pictures) where both numbers are less than 20. - Subtract numbers where both numbers are less than 100 using concrete and pictorial models, without regrouping:

	a. 2-digit minus 1-digit numbers b. 2-digit minus 2-digit numbers • Subtract numbers by expressing minuends and subtrahends as tens and ones (expanded form), without regrouping.
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Third Term	
Content Standard	The learners should have knowledge and understanding of... • repeating patterns • fractions $\frac{1}{2}$ and $\frac{1}{4}$ • the denominations and values of Philippine coins and bills up to ₱100 • addition of money where the sum is up to ₱100 and subtraction of money where both amounts are less than ₱100 • the movement of objects in half turn or quarter turn, in clockwise or counter clockwise direction • time measured in hours, half hours, quarter hours, days, weeks, months, and years
Performance Standard	By the end of the term, the learners are able to... • extend existing repeating patterns and create new repeating patterns. • illustrate and compare the fractions $\frac{1}{2}$ and $\frac{1}{4}$. • recognize, and determine the value of, Philippine coins and bills up to ₱100. • add money where the sum is up to ₱100 and subtract money where both amounts are less than ₱100. • Identify the position of an object following a half turn or quarter turn, in clockwise or counter-clockwise direction. • identify and work with time measured in hours, half hours, quarter hours, days, weeks, months, and years.
Week	Learning Competency
1	Number and Algebra • 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, , ,).

2	Number and Algebra Create repeating patterns using objects, images, or numbers.
3	Number and Algebra - Illustrate $\frac{1}{2}$ and $\frac{1}{4}$ as parts of a whole. - Compare $\frac{1}{2}$ and $\frac{1}{4}$ using models.
4	Number and Algebra Count halves and quarters.
5	Number and Algebra Recognize coins (excluding centavo coins) and bills up to ₱100 and their notations.
6	Number and Algebra Determine the value of a number of bills and/or a number of coins (excluding centavo coins) up to ₱100.
7	Number and Algebra Compare different denominations of peso coins (excluding centavo coins) and bills up to ₱100.
8	Number and Algebra 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.
	Measurement and Geometry 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.
9	Measurement and Geometry - Read and write time by the hour, half hour, and quarter hour using an analog clock. - Give the days of the week and months of the year in the correct order.

10**Measurement and Geometry**

- Determine the day and month of the year using a calendar.
- Solve problems involving time (hour, half hour, quarter hour, days in a week, and months in a year).