



MATHEMATICS

2nd Grade



In grade 2, instructional time should focus on four critical areas: (1) extending understanding of base-ten notation; (2) building fluency with addition and subtraction; (3) using standard units of measure; and (4) describing and analyzing shapes.

Not all of the content in a given grade is emphasized equally in the standards. Some clusters require greater emphasis than others based on the depth of ideas, the time that they take to master, and/or their importance to future mathematics or the demands of college and career readiness. In addition, an intense focus on the most critical material at each grade level allows depth and learning, which is carried out through the Standards for Mathematical Practice which are:

1. **Make sense of problems and persevere in solving them.**
2. **Reason abstractly and quantitatively.**
3. **Construct viable arguments and critique the reasoning of others.**
4. **Model with mathematics.**
5. **Use appropriate tools strategically.**
6. **Attend to precision.**
7. **Look for and make use of structure. (Deductive Reasoning)**
8. **Look for and express regularity in repeated reasoning. (Inductive Reasoning)**

<p style="text-align: center;">Domain: Operations and Algebraic Thinking</p> <ul style="list-style-type: none">• Represent and solve problems involving addition and subtraction. • Add and subtract within 20. • Work with equal groups of objects to gain foundations for multiplication.	<p style="text-align: center;"><u>Standards:</u></p> <ul style="list-style-type: none">• OA.1 Use addition and subtraction within 100 to solve one- and two-step word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions. • OA. 2 Fluently add and subtract within 20 using mental strategies. By end of Grade 2, know from memory all sums of two one-digit numbers. • OA.3 Determine whether a group of objects (up to 20) has an odd or even number of members, (<i>e.g., by pairing objects or counting them by 2's</i>); write an equation to express an even number as a sum of two equal addends. • OA.4 Use addition to find the total number of objects arranged in rectangular arrays with up to 5 rows and up to 5 columns; write an equation to express the total as a sum of equal addends.

<p style="text-align: center;">Domain: Geometry</p> <ul style="list-style-type: none">Reason with shapes and their attributes.	<p style="text-align: center;">Standards:</p> <ul style="list-style-type: none">G.1 Recognize and draw shapes having specified attributes, such as a given number of angles or a given number of equal faces. Identify triangles, quadrilaterals, pentagons, hexagons, and cubes.G.2 Partition a rectangle into rows and columns of same-size squares and count to find the total number of them.G.3 Partition circles and rectangles into two, three, or four equal shares, describe the shares using the words <i>halves</i>, <i>thirds</i>, <i>half of</i>, <i>a third of</i>, <i>etc.</i>, and describe the whole as two halves, three thirds, four fourths. Recognize that equal shares of identical wholes need not have the same shape.

Domain: Measurement and Data	
<p style="text-align: center;">Domain: Measurement and Data</p> <ul style="list-style-type: none"> • Measure and estimate lengths in standard units. • Relate addition and subtraction to length. • Work with time and money. • Represent and interpret data. 	<p style="text-align: center;">Standards:</p> <ul style="list-style-type: none"> • MD.1 Measure the length of an object by selecting and using appropriate tools such as rulers, yardsticks, meter sticks, and measuring tapes. • MD.2 Measure the length of an object twice, using length units of different lengths for the two measurements; describe how the two measurements relate to the size of the unit chosen. • MD.3 Estimate lengths using units of inches, feet, centimeters, and meters. • MD.4 Measure to determine how much longer one object is than another, expressing the length difference in terms of a standard length unit. • MD.5 Use addition and subtraction within 100 to solve word problems involving lengths that are given in the same units, (<i>such as using drawings of rulers</i>) and <i>equations with a symbol for the unknown number to represent the problem.</i> • MD.6 Represent whole numbers as lengths from 0 on a number line diagram with equally spaced points corresponding to the numbers 0, 1, 2, ..., and represent whole-number sums and differences within 100 on a number line diagram. • MD.7 Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m. • MD.8 Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using \$ and ¢ symbols appropriately. (<i>Example: If you have 2 dimes and 3 pennies, how many cents do you have?</i>). • MD.9 Generate measurement data by measuring lengths of several objects to the nearest whole unit, or by making repeated measurements of the same object. Show the measurements by making a line plot, where the horizontal scale is marked off in whole-number units. • MD.10 Draw a picture graph and a bar graph (with single-unit scale) to represent a data set with up to four categories. Solve simple put-together, take-apart, and compare problems using information presented in a bar graph.