

Grade 2

Adopted 2023

Grade 2

Number & Place Value

Counting

A. Extend the counting sequence. **2.NPV.A**

1. Count within 1,000 forwards and backwards by ones, tens, and hundreds from any given number. **2.NPV.1**

Place Value

B. Understand the base ten place value system. **2.NPV.B**

2. Identify the value of hundreds, tens, and ones place in a three-digit number. **2.NPV.2**
3. Read, write, and represent whole numbers up to 1,000 using concrete models or drawings, number names, and a variety of expanded forms. **2.NPV.3**
4. Mentally add 10 or 100 to a given number in the range of 100-900 and mentally subtract 10 or 100 from a given number in the range of 100-900. **2.NPV.4**

Comparison

C. Use place value understanding to compare numbers. **2.NPV.C**

5. Compare two three-digit numbers using symbols ($<$, $=$, $>$) based on the value of hundreds, tens, and ones in the given numbers. **2.NPV.5**

Fraction Foundations

D. Build a conceptual understanding of fractions. **2.NPV.D**

6. Partition circles and rectangles into two, three, or four equal shares, describing the shares using the words halves, thirds, and fourths (or quarters). **2.NPV.6**
7. Recognize that equal shares of identical wholes need not have the same shape. **2.NPV.7**

Computation & Algebraic Reasoning

Operations & Properties

- A. Perform operations using place value understanding and properties of operations. **2.CAR.A**
1. Use mental strategies to fluently add and subtract within 20 with mastery by the end of second grade. **2.CAR.1**
 2. Use computational fluency to add and subtract within 100 using strategies based on place value, properties of operations, or the relationship between addition and subtraction. **2.CAR.2**
 3. Add up to four two-digit numbers with sums not exceeding 100 using strategies based on place value and properties of operations. **2.CAR.3**
 4. Use a number line to solve addition and subtraction problems within 100. **2.CAR.4**
 5. 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. **2.CAR.5**
 6. Use concrete models, drawings, or equations to solve addition and subtraction problems within 1000. **2.CAR.6**

Problem Solving

- B. Solve real-world problems. **2.CAR.B**
7. Solve one and two-step real-world problems involving addition and subtraction within 100 in situations of adding to, taking from, putting together, taking apart, and comparing unknowns in all positions. **2.CAR.7**

Algebraic Concepts

- C. Develop and apply understanding of foundational algebraic concepts. **2.CAR.C**
8. Determine whether a group of objects up to 20 has an odd or even number of members; write an equation to express an even number as a sum of two equal addends. **2.CAR.8**

Geometry & Measurement

Shapes

- A. Analyze attributes of shapes to develop generalizations about their properties. **2.GM.A**
1. Identify, describe, and draw two-dimensional shapes.Shapes include: triangles, regular pentagons, regular hexagons, and quadrilaterals (square, rectangle, trapezoid, parallelogram, rhombus) **2.GM.1**
 2. Identify and describe three-dimensional shapes based on the shape, number of faces, number of edges, and number of vertices.Shapes include: rectangular prisms, cubes, and square-based pyramids **2.GM.2**

Length & Width

- B. Investigate measurement using rulers. **2.GM.B**
3. Select appropriate measurement tools to estimate and measure the length of an object to the nearest whole inch or whole centimeters. **2.GM.3**
 4. Demonstrate how the length of an object does not change, regardless of the units used to measure it, by measuring the length of an object twice; use two different length units, describing how the two measurements relate to the size of the chosen unit. **2.GM.4**
 5. Measure to determine how much longer or shorter one object is than another, expressing the length difference in terms of a standard length whole unit. **2.GM.5**
 6. Solve real-world problems involving lengths of the same units, using addition and subtraction within 100. **2.GM.6**

Perimeter, Area, & Volume

- C. Explore the perimeter and area of shapes. **2.GM.C**
7. Solve real-world and mathematical problems to find the perimeter of polygons. **2.GM.7**
 8. Partition a rectangle into rows and columns of same-size squares, counting the total number of squares to find the area. **2.GM.8**

Time & Money

- D. Explore time and money values and concepts. **2.GM.D**
9. Using an analog clock, tell and write time to the nearest five minutes using colon notation and indicate a.m. or p.m. **2.GM.9**
 10. Describe relationships of time.Times include: seconds in a minute; minutes in an hour; hours in a day; days in a week; and days, weeks, and months in a year **2.GM.10**
 11. Solve real-world problems involving addition and subtraction of time intervals in half hours or hours. **2.GM.11**
 12. Count collections of mixed coins and solve real-world problems involving quarters, dimes, nickels, and pennies within 99¢ and whole dollar

Data Analysis

Charts, Graphs, & Tables

- A. Organize and analyze data. 2.DA.A
 - 1. Use bar graphs, picture graphs, and line plots to organize and represent data, interpreting data with up to four categories. 2.DA.1
 - 2. Ask and answer simple put together, take apart, and compare problems, using information presented in the bar graphs, picture graphs, and line plots. 2.DA.2