GRADE TWO

Number and Numeration

Goal 1: Count on by 1s, 2s, 5s, 10s, 25s, and 100s past 1,000 and back by 1s, 10s, and 100s from any number less than 1,000 with and without number grids, number lines, and calculators.

Goal 2: Read, write, and model with manipulatives whole numbers up to 10,000; identify places in such numbers and the values of the digits in those places; red and write money amounts in dollars-and cents notation.

Goal 3: Use manipulatives and drawings to model fractions as equal parts of a region or a collection; describe the models and name the fractions.

Goal 4: Recognize numbers as odd or even.

Goal 5: Use tally marks, arrays, and numerical expressions involving addition subtraction to give equivalent names for whole numbers.

Goal 6: Use manipulatives and drawings to model equivalent names for ½.

Goal 7: Compare and order whole numbers up to 10,000; use area models to compare fractions.

Operations and Computation

Goal 1: Demonstrate automaticity with all addition facts through 10 +10 and fluency with the related subtraction facts.

Goal 2: Use manipulatives, number grids, tally marks, mental arithmetic, paper & pencil, and calculators to solve problems involving the addition and subtraction of multidigit whole numbers; describe the

strategies used; calculate and compare values of coin and bill combinations.

Goal 3: Make reasonable estimates for whole number addition and subtraction problems; explain how the estimates were obtained.

Goal 4: Identify and describe change, comparison, and parts-and-total situations; use repeated addition, arrays, and skip counting to model multiplication; use equal sharing and equal grouping to model division.

Data and Chance

Goal 1: Collect and organize data or use given data to create tally charts, tables, graphs, and line plots.

Goal 2: Use graphs to ask and answer simple questions and draw conclusions; find the maximum, minimum, mode, and median of a data set.

Goal 3: Describe events using certain, likely, unlikely, impossible, and other basic probability terms, explain the choice of language.

Measurement and Reference Frames

Goal 1: Estimate length with and without tools; measure length to the nearest inch and centimeter; use standard and nonstandard tools to measure and estimate weight.

Goal 2: Partition rectangles into unit squares and count unit squares to find areas.

Goal 3: Describe relationships between days in a week and hours in a day.

Goal 4: Make exchanges between coins and bills.

Goal 5: Read temperature on both the Fahrenheit and Celsius scales.

Goal 6: Tell and show time to the nearest five minutes on an analog clock; tell and write time in digital notation.

Geometry

Goal 1: Draw line segments and identify parallel line segments.

Goal 2: Identify, describe, and model plane and solid figures including circles, triangles, squares, rectangles, hexagons, trapezoids, rhombuses, spheres, cylinders, rectangular prisms, pyramids, cones, and cubes.

Goal 3: Create and complete two-dimensional symmetric shapes or designs.

Patterns, Functions, and Algebra

Goal 1: Extend, describe, and create numeric, visual, and concrete patterns; describe rules for patterns and use them to solve problems; use words and symbols to describe and write rules for functions involving addition and subtraction and use those rules to solve problems.

Goal 2: Read, write, and explain expressions and number sentences using the symbols +,-,=,>,and <; solve number sentences involving addition and subtraction; write expressions and number sentences to model number stories.

Goal 3: Describe the Commutative and Associative Properties of Addition and the Additive Identity and apply them to mental arithmetic problems.