

CARTERVILLE SCHOOL DISTRICT
MATHEMATICS CURRICULUM
GRADE 2
Revised 2005

FIRST QUARTER

Chapter 1

- Join two groups together to find how many in all.
- Write a number sentence to tell how many in all.
- Solve a story problem by writing an addition number sentence.
- Take away a number of objects from a group and count to find how many are left.
- Compare two groups to find out how many more or how many fewer.
- Write subtraction sentences to solve both separation and comparison problems.
- Solve problems by choosing addition or subtraction.
- Use the commutative property to find sums.
- Recognize facts that have sums of 10.
- Write the addition and subtraction sentences that make up a fact family.
- Use counters to find the missing addend in an addition sentence.

Chapter 2

- Count on to add 1, 2, or 3 to another number.
- Recognize doubles as a strategy for remembering sums.
- Use doubles facts to learn doubles-plus-1 facts.
- Find the sum of three addends.

- Find sums by making a 10 when adding a 9, 8, or 7.
- Solve problems by writing an addition or subtraction number sentence.
- Use a number line to count back 1 or 2.
- Find differences by using doubles facts and known addition facts.
- Use data in pictures to help find missing numbers in number sentences.

Chapter 3

- Count groups of ten, up to 10 tens, and write how many.
- Use groups of tens and ones to show a given two-digit number.
- Read and write number words for given numbers.
- Solve a problem by making an organized list.
- Compare numbers using the greater-than, less-than, and equal-to symbols.
- Use a number line to determine the closest ten.
- Identify and write numbers that are one before, one after, or between given numbers.
- Recognize and extend skip-counting patterns.
- Identify numbers as even or odd.
- Use ordinals through twentieth to identify position.
- Solve a problem by using clues and data from a chart.
- Identify the value of a group of dimes, nickels, and pennies through 99 cents.
- Count a collection of coins that includes half-dollars, quarters, dimes, nickels, and pennies.
- Compare the value of two sets of coins.
- Show the same amount of money using different sets of coins.

- Count on from the price of an object up to the greater amount paid in order to make change.
- Identify the value of a dollar bill and a dollar coin.

SECOND QUARTER

Chapter 4

- Add a multiple of 10 to a two-digit number using models or mental math.
- Add a one-digit number to a two-digit number using models or mental math.
- Add a two-digit number to a two-digit number using models or mental math.
- Estimate the sum of 2 two-digit numbers.
- Subtract a multiple of 10 from a two-digit number using models or mental math.
- Subtract a two-digit number from a two-digit number using models or mental math.
- Determine whether the difference between a multiple of 10 and another amount is more or less than a given multiple of 10.
- Solve a problem by finding pairs of numbers, the sums of which are a given multiple of 10.
- Discover a numeric pattern made by repeatedly adding or subtracting the same number.
- Find the missing part of 100 when the given part is a multiple of 5 or 10.
- Use the “look back and check” strategy that can help confirm the solution to a problem.

Chapter 5

- Regroup 10 ones as 1 ten when adding.
- Add a one-digit number to a two-digit number, regroup, and record the process in the vertical format.
- Use the standard algorithm to add 2 two-digit numbers with and without regrouping.
- Use the standard algorithm symbolically to add two-digit numbers with and without regrouping.
- Add two money amounts (less than \$1.00) using paper and pencil.
- Add 3 two-digit numbers with paper and pencil.
- Solve problems involving addition by using data from a table.
- Estimate a sum as a multiple of 10 and compare the estimate to the exact sum.
- Recognize and use different ways to add two-digit numbers.
- Solve a problem by estimating, checking the estimate, and then revising the estimate until the final answer is reached.

Chapter 6

- Regroup 1 ten as 10 ones when subtracting.
- Subtract a one-digit number from a two-digit number with or without regrouping using the standard algorithm.
- Use the standard subtraction algorithm to subtract a two-digit number from another two-digit number.
- Solve problems by writing number sentences.
- Subtract amounts of money less than \$1.00 with or without regrouping.
- Relate addition to subtraction by using one operation to check the other.

- Estimate a difference to the nearest ten and then use that estimate to check the reasonableness of an exact answer.
- Choose an appropriate method for subtracting.
- Solve two-digit addition and subtraction problems after identifying and eliminating extra information.

THIRD QUARTER

Chapter 7

- Identify solid figures (cone, cube, cylinder, pyramid, rectangular prism, and sphere) and count their flat surfaces, vertices, and edges.
- Match a geometric solid to an outline of one of its flat surfaces and match that flat surface to a plane shape.
- Solve problems by matching solid figures with their two-dimensional nets.
- Recognize and name trapezoids, parallelograms, and hexagons and identify the number of sides and angles.
- Identify and create congruent figures.
- Perform a slide, flip, or turn on an object and identify the resulting orientation.
- Identify and create symmetrical shapes.
- Solve a problem by using logical reasoning.
- Determine whether a shape has been divided into equal or unequal parts: identify halves, thirds, and fourths.
- Identify and show a unit fraction of a region.
- Identify and show any fraction of a region.
- Estimate the fraction for a given part of a region.
- Identify and show fractions of a set of objects.

Chapter 8

- Tell time to 5 minute intervals
- Tell time before and after the hour.
- Estimate whether an activity takes minutes, hours, or days to complete.
- Determine the amount of time that passes between the start of an event and the end of an event, and determine the ending time when given the elapsed time.
- Determine whether events occur in the A.M. or P.M.
- Complete, read, and use a calendar.
- Solve problems involving equivalent times.
- Solve a problem by making a table.
- Collect and analyze data that have been gathered using a survey.
- Collect, record, and analyze data using a Venn diagram.
- Collect and analyze data using a pictograph.
- Create and analyze line plots.
- Locate and name points on a coordinate grid.
- Solve problems using data from a pictograph and bar graph.

Chapter 9

- Measure the lengths and heights of objects using nonstandard units.
- Estimate and measure the lengths or heights of objects in inches, feet, or yards using a ruler.
- Estimate and measure lengths in centimeters and meters using a centimeter ruler or meterstick.
- Solve problems involving perimeter by acting them out.

- Estimate, measure, and order objects by their capacities, using nonstandard units.
- Compare the capacities of cups, pints, and quarts.
- Estimate and measure capacity in liters.
- Count and compare the numbers of cubes needed to build or fill various rectangular prisms.
- Estimate and measure the weights of different objects by comparing each of them to a nonstandard unit of weight.
- Compare and estimate the weights of objects in ounces and pounds.
- Compare and estimate the masses of objects in grams and kilograms.
- Show, read, and write temperatures shown on Fahrenheit and Celsius thermometers.
- Predict the outcomes of simple experiments.
- Record and analyze data collected from performing an experiment.
- Solve multiple step problems involving addition and subtraction.

FOURTH QUARTER

Chapter 10

- Count by hundreds to 1,000.
- Count sets grouped in hundreds, tens, and ones.
- Read and write three digit numbers using expanded form, standard form, and number words.
- Add and subtract multiples of 10 or 100 to and from a three digit number without regrouping.
- Compare three digit numbers using the symbols $<$, $>$, and $=$.
- Use counting on to find missing parts of 1,000.

- Use data from a chart to solve problems.
- Identify numbers that are before, after, or between numbers.
- Order three digit numbers from greatest to least and from least to greatest.
- Continue number patterns using three digit numbers and skip count by different amounts..

Chapter 11

- Add three digit numbers mentally, without regrouping.
- Decide whether the sum of 2 three digit numbers is more or less than a given number.
- Use place value models to add 2 three digit numbers with regrouping.
- Use paper and pencil to add 2 three digit numbers with one regrouping.
- Add 2 three digit numbers in vertical form when they are given in horizontal form.
- Solve word problems by displaying information in a graph.
- Given a quantity and one of its parts, find the missing part by counting on or counting back.
- Use estimation to select two numbers that have a given difference.
- Use models to subtract three digit numbers with regrouping.
- Use the standard algorithm to subtract three digit numbers with regrouping.
- Subtract three digit numbers written in horizontal form.
- Distinguish between story problems that need exact answers and problems that need only estimated answers.

Chapter 12

- Make equal groups of objects and find the total number of objects in those groups.
- Write equivalent repeated addition and multiplication number sentences.
- Build an array to model a multiplication situation.
- Multiply numbers in any order to get the same product.
- Multiply numbers written in vertical format.
- Solve a problem by drawing a picture.
- Divide a set of objects into a given number of equal groups.
- Write a division sentence to represent a sharing situation.
- Choose a number sentence to represent a problem situation.