

# St. Raphael the Archangel

## Math

### Second Grade 2017-2018

**Learning Goals- Students will:**

#### **Operations and Algebraic Thinking**

- 1. Fluently add within 20.**
- 2. Fluently subtract within 20.**
- 3. Tell if a number is odd or even.**
- 4. Solve addition word problems within 100.**
- 5. Solve subtraction word problems within 100.**
- 6. Use repeated addition to figure out how many objects are in rows and columns.**

#### **Numbers and Operations- Base Ten**

- 1. Explain how addition works using fact families.**
- 2. Explain how subtraction works using fact families.**
- 3. Read and write numbers using base-ten numerals.**
- 4. Read and write numbers using expanded form.**
- 5. Read and write numbers using number names.**
- 6. Represent numbers using base ten blocks.**
- 7. Add up to four two-digit numbers.**
  - o Add two two-digit numbers.**
  - o Add three two-digit numbers.**
- 8. Know that three-digit numbers are made up of hundreds, tens, and ones.**
- 9. Know that two-digit numbers are made up of tens and ones.**
- 10. Add within 1,000 using many strategies.**
- 11. Subtract within 1,000 using many strategies.**
  - o Represent numbers as they are regrouped.**
- 12. Compare two two-digit numbers.**
- 13. Compare two three-digit numbers.**
- 14. Count by 5s, 10s, and 100s within 1,000.**
- 15. Mentally add 10 or 100 to a number 100-900.**
- 16. Mentally subtract 10 or 100 from a number 100-900.**

#### **Measurement and Data**

- 1. Identify the value of a set of coins.**

2. **Solve money word problems.**
3. **Tell and write time to the nearest five minutes.**
4. **Use tools to measure length.**
5. **Measure the length of an object using two different units.**
6. **Estimate lengths.**
7. **Measure to figure out how much longer one object is than another.**
8. **Analyze measurement data.**
9. **Display measurement data.**
10. **Use addition within 100 to solve measurement word problems.**
11. **Use subtraction within 100 to solve measurement word problems.**
12. **Solve for the perimeters of polygons.**

## **Geometry**

1. **Draw shapes based on attributes.**
2. **Recognize shapes based on attributes.**
3. **Divide circles into 2, 3, 4 equal parts and name those parts.**
4. **Divide rectangles into 2, 3, 4 equal parts and name those parts.**
5. **Divide rectangles into rows and columns of same-size squares.**