

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.**