

*Mendham Township
Math Curriculum*

Grade 2

<i>Learning Outcome</i>	<i>Common Core Standards</i>	<i>Resources</i>
<i>1st Quarter</i>		<i>Domain</i>
<p>Chapter 1 - Number Concepts</p> <ul style="list-style-type: none"> • Classify numbers up to 20 as even or odd • Write equations with equal addends to represent even numbers • Use place value to describe the values of digits in 2-digit numbers • Write 2-digit numbers in expanded form, word form, and standard form • Apply place value concepts to find equivalent representations of numbers • Solve problems by finding different combinations of tens and ones to represent s-digit numbers using the strategy <i>find a pattern</i> • Extend counting sequences within 100 and 1,000, counting by 1s, 5s, and 100s • Write 3-digit numbers that are represented by groups of tens 	<p>Operations and Algebraic Thinking Number and Operations in Base Ten CC.2.OA.3 CC.2.NBT.2 CC.2.NBT.3 CC.K-12.MP.3 CC.K-12.MP.7</p>	<p>HMH GO MATH! Chapter 1 Lessons 1.1 – 1.9 PG: 44-45 TE:1-52B SE: 1-52 SPB: P1–P22</p>
<p>Chapter 2 – Numbers to 1,000</p> <ul style="list-style-type: none"> • Understand that each group of 10 is equivalent to 1 hundred • Write 3-digit numbers that are represented by groups of tens • Use concrete and pictorial models to represent 3-digit numbers • Apply place value concepts to write 3-digit numbers that are represented by pictorial models • Use place value to describe the values of digits in numbers to 1,000 • Read and write 3-digit numbers in word form • Write 4-digit numbers in expanded form and in standard form. • Apply place value concepts to find equivalent representations of numbers • Identify 10 more, 10 less, 100 more, or 100 less than a given number • Extend number patterns by counting on by tens or hundreds • Solve problems involving number comparisons by using the strategy <i>make a model</i> • Compare 3-digit numbers using the $>$, $=$, and $<$ symbols 	<p>Number and Operations in Base Ten CC.2.NBT.1 CC.2.NBT.3 CC.2.NBT.4 CC.2.NBT.8 CC.2.NBT.2 CC.K-12.MP.7 CC.K-12.MP.8</p>	<p>HMH GO MATH! Chapter 2 Lessons 2.1 – 2.12 PG: 46-47 TE:53A-108B SE: 53-108 SPB: P23–P50</p>
<p>Chapter 3 - Basic facts and Relationships</p> <ul style="list-style-type: none"> • Use doubles facts as a strategy for finding sums for near doubles facts • Recall sums for basic facts using properties and strategies 	<p>Operations and Algebraic Thinking CC.2.OA.1 CC.2.OA.2</p>	<p>HMH GO MATH! Chapter 3 Lessons 3.1-3.11 PG: 48-49</p>

<ul style="list-style-type: none"> • Recall sums for addition facts using the make a ten strategy • Find sums of three addends by applying the Commutative and Associative Properties of Addition • Use the inverse relationship of addition and subtraction to recall basic facts • Recall differences for basic facts using mental strategies • Find differences on a number line to develop the mental strategy of decomposing to simplify facts • Use bar models to represent a variety of addition and subtraction situations • Write equations to represent and solve a variety of addition and subtraction situations • Solve problems involving equal groups by using the strategy <i>act it out</i> • Write equations using repeated addition to find the total number of objects in arrays 	CC.2.OA.4 CC.2.NBT.5 CC.2.MD.6 CC.K-12.MP.2 CC.K-12.MP.3	TE: 109A-168B SE: 109-168 SPB: P51–P76
2nd Quarter	Domain	
Chapter 4 - 2-Digit Addition <ul style="list-style-type: none"> • Find a sum by breaking apart a 1-digit addend to make a s-digit addend a multiple of 10 • Use compensation to develop flexible thinking for 2-digit addition • Apply place-value concepts when using a break-apart strategy for 2-digit addition • Model 2-digit addition with regrouping • Draw quick pictures and record 2-digit addition using the standard algorithm • Record 2-digit addition using the standard algorithm • Practice 2-digit addition with and without regrouping • Rewrite horizontal addition problems vertically in the standard algorithm format • Solve problems involving 2-diogit addition by using the strategy draw a diagram • Represent addition situations with number sentences using a symbol for the unknown number • Find sums of three and four 2-digit numbers 	Operations and Algebraic Thinking Number and Operations in Base Ten CC.2.OA.1 CC.2.NBT.5 CC.2.NBT.6 CC.2.NBT.9 CC.2.NBT.7 CC.K-12.MP.2 CC.K-12.MP.6	HMH GO MATH! Chapter 4 Lessons 4.1-4.12 PG: 50-51 TE: 169A-224B SE: 169-224 SPB: P77-104
Chapter 5 – 2-Digit Subtraction <ul style="list-style-type: none"> • Break apart a 1-digit and a 2-digit subtrahend to subtract it from a 2-digit number • Model 2-digit subtraction with regrouping • Draw quick pictures and record 2-digit subtraction using the standard algorithm • Record 2-digit subtraction using the standard algorithm • Practice 2-digit subtraction with and without regrouping • Rewrite horizontal subtraction problems vertically in the standard algorithm format • Use addition to find differences • Solve problems involving 2-digit subtraction by using the strategy draw a diagram • Represent subtraction situations with number sentences using a symbol for the unknown number 	Operations and Algebraic Thinking Number and Operations in base Ten CC.2.OA.1 CC.2.NBT.5 CC2.NBT.9 CC.K-12.MP.5 CC.K-12.MP.6	HMH GO MATH! Chapter 5 Lessons 5.1-5.11 PG: 52-53 TE:225A-276B SE: 225-276 SPB: P105-130

<ul style="list-style-type: none"> Analyze word problems to determine what operations to use to solve multistep problems 		
<p>Chapter 6 – 3-Digit Addition and Subtraction</p> <ul style="list-style-type: none"> Draw quick pictures to represent 3-digit addition Apply place value concepts when using a break apart strategy for 3-digit addition Record 3-digit addition using the standard algorithm with possible regrouping of tens Record 3-digit addition using the standard algorithm with possible regrouping of both ones and tens Solve problems involving 3-digit subtraction by using the strategy <i>make a model</i> Record 3-digit subtraction using the standard algorithm with possible regrouping of tens, of hundreds, and of both hundreds and tens. Record subtraction using the standard algorithm when there are zeros in the minuend 	CC.2.NBT.7 CC.K-12.MP.5 CC.K-12.MP.8	<p>HMH GO MATH! Chapter 6 Lessons 6.1-6.11 PG: 54-55 TE:277A-324B SE: 277-324 SPB: P131-154</p>
<p>3rd Quarter</p>	<p>Domain</p>	
<p>Chapter 7 – Money and Time</p> <ul style="list-style-type: none"> Find the total values of collections of quarters, dimes, nickels, and pennies Order coins in a collection by value and then find the total value Represent money amounts less than a dollar using two different combinations of coins Show one dollar in a variety of ways Find and record the total value for money amounts great than \$21 Solve word problems involving money by using the strategy <i>act it out</i> Tell and write time to the hour, half hour, and nearest five minutes Practice telling time to the nearest five mintues Tell and write time using A.M. and P.M. 	Measurement and Data CC.2.MD.7 CC.2.MD.8 CC.K-12.MP.1 CC.K-12.MP.8	<p>HMH GO MATH! Chapter 7 Lessons 7.1-7.11 PG: 56 - 57 TE:325A - 384B SE: 325 - 384 SPB: P155 - P180</p>
<p>Chapter 8 – Length in Customary Units</p> <ul style="list-style-type: none"> Use concrete models to measure the length of objects in inches Make an inch ruler and use it to measure the lengths of objects Estimate the lengths of objects by mentally partitioning the lengths into inches Measure the lengths of objects to the nearest inch using an inch ruler Solve addition and subtraction problems involving the lengths of objects by using the strategy <i>draw a diagram</i> Measure the lengths of objects in both inches and feet to explore the inverse relationship between size and number of units Estimate the length of objects in feet 	Measurement and Data CC.2.MD.1 CC.2.MD.2 CC.2.MD.3 CC.2.MD.5 CC2.NBT.6 CC2.NBT.9 CC.K-12.MP.5 CC.K-12.MP.6	<p>HMH GO MATH! Chapter 8 Lessons 8.1-8.9 PG: 58- 59 TE:385A – 428B SE: 385 - 428 SPB: P181 - 202</p>

<ul style="list-style-type: none"> • Select appropriate tools for measuring different lengths • Measure the lengths of objects and use a line plot to display the measurement data 		
<p>Chapter 9 – Length in Metric Units</p> <ul style="list-style-type: none"> • Use a concrete model to measure the lengths of objects in centimeters • Estimate lengths of objects in centimeters by comparing them to known lengths • Measure lengths of objects to the nearest centimeter using a centimeter ruler • Solve problems involving adding and subtracting lengths by using the strategy draw a diagram • Measure the lengths of objects in both centimeters and meters to explore the inverse relationship between size and number of units • Estimate the lengths of objects in meters • Measure and then find the difference in the lengths of two objects 	<p>Measurement and Data CC.2.MD.1 CC.2.MD.2 CC.2.MD.3 CC.2.MD.4 CC2.NBT.5 CC2.NBT.6 CC.K-12.MP.4 CC.K-12.MP.7</p>	<p>HMH GO MATH! Chapter 9 Lessons 9.1-9.7 PG: 60 – 61 TE: 429A – 464B SE: 429 - 464 SPB: P203 - 220</p>
<p>4th Quarter</p>	<p>Domain</p>	
<p>Chapter 10 — Data</p> <ul style="list-style-type: none"> • Collect data in a survey and record that data in a tally chart • Interpret data in picture graphs and use that information to solve problems • Make picture graphs to represent data • Interpret data in bar graphs and use that information to solve problems • Make bar graphs to represent data • Solve problems involving data by using the strategy <i>make a graph</i> 	<p>Measurement and Data CC.2.MD.10 CC.K-12.MP.4 CC.K-12.MP.6</p>	<p>HMH GO MATH! Chapter 10 Lessons 10.1-10.6 PG: 62 – 63 TE: 465A – 496B SE: 465 - 496 SPB: P221 - 236</p>
<p>Chapter 11 — Geometry and Fraction Concepts</p> <ul style="list-style-type: none"> • Identify three-dimensional shapes • Identify and describe three-dimensional shapes according to the number of faces, edges, and vertices • Name 3-, 4-, 5-, and 6-sided shapes according to the number of sides and vertices • Identify angles in two-dimensional shapes • Sort two-dimensional shapes according to their attributes • Partition rectangles into equal-size squares and find the total number of these squares • Identify and name equal parts of circles and rectangles as halves, thirds, or fourths • Partition shapes to show halves, thirds, or fourths • Identify and describe one equal part as a half of, a third of, or a fourth of a whole • Solve problems involving wholes divided into equal shares by using the strategy <i>draw diagram</i> 	<p>Geometry CC.2.G.1 CC.2.G.2 CC.2.G.3 CC2.OA.4 CC.K-12.MP.1 CC.K-12.MP.4</p>	<p>HMH GO MATH! Chapter 11 Lessons 11.1-11.6 PG: 64 – 65 TE: 497A – 552B SE: 497 - 552 SPB: P237 - 260</p>

<p>Getting Ready for Grade 3</p> <ul style="list-style-type: none"> • Find sums on an addition table • Estimate sums: 2-digit and 3-digit addition • Estimate differences: 2-digit subtraction and 3-digit subtraction • Order 3-digit numbers • Find total number of objects in equal groups of 2, 5, and 10 • Size of shares • Explore and solve problems with equal shares • Tell hour before and after in telling time • Find elapsed time in hours and minutes • Measure capacity in nonstandard units • Describe measurement data • Identify fractions in thirds, sixths, fourths, and eighths • Compare fraction models 	<p>Operations & Algebraic Thinking CC.2.OA.2 CC.2.OA.4 CC.3.OA.1 CC.3.OA.2 CC.3.OA.3 CC.3.OA.9</p> <p>Numbers & Operations in Base Ten CC.2.NBT.4 CC.2.NBT.5 CC.2.NBT.7 CC.3.NBT.1</p> <p>Measurement & Data CC.2.MD.7 CC.2.MD.9 CC.3.MD.1 CC.3.MD.2 CC.23.MD.4</p> <p>Geometry CC.2.G.3</p> <p>Number and Operations- Fractions CC.3.NF.1 CC.3.NF.3d</p>	<p><i>HMH GO MATH!</i> Review and Enrich Lessons 1-20</p>
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