Florida Mathematics (B.E.S.T.)

Grade 2: Access Points

Algebraic Reasoning

1 Solve addition problems with sums between 0 and 100 and related subtraction problems.

1 Solve one-step addition and subtraction real-world problems within 20 using objects. MA.2.AR.1.AP.1

2 Demonstrate an understanding of equality and addition and subtraction.

1 Determine if addition or subtraction equations with no more than three terms are true or false. Sums may not exceed 20 and their related subtraction facts. MA.2.AR.2.AP.1

2 Determine the unknown whole number in an addition or subtraction equation, relating three whole numbers, with the change or result unknown (e.g., 7 + _ = 10, 10 − 3= ?). Sums may not exceed 20 and their related subtraction facts. MA.2.AR.2.AP.2

3 Develop an understanding of multiplication.

1 Explore the concept of odd and even by pairing objects to represent an even number using two equal groups or represent an odd number by using two equal groups with one left over. Group of objects may not exceed 20. MA.2.AR.3.AP.1

2 Explore using repeated addition to find the total number of objects represented in a collection of equal groups (e.g., 3 groups of 2 objects) or in a rectangular array (e.g., 3 rows of 2 objects). Total objects may not exceed 20. MA.2.AR.3.AP.2

Data Analysis and Probability

1 Collect, categorize, represent and interpret data using appropriate titles, labels and units.

1 Sort data into up to three categories and represent the results using tally marks, tables, pictographs or bar graphs. Align data with given title, labels and units. MA.2.DP.1.AP.1

2 Interpret data represented with tally marks, tables, pictographs or bar graphs to solve one-step put-together and take-apart problems. Pictograph symbols and bar graph intervals may only represent a quantity of 1. MA.2.DP.1.AP.2

Fractions

1 Develop an understanding of fractions.

1 Partition circles and rectangles into two, three or four equal-sized parts. Recognize the parts of the whole as halves, thirds or fourths. Explore the whole as two halves, three thirds or four fourths. MA.2.FR.1.AP.1

Skip to main content

Geometric Reasoning

1 Identify and analyze two-dimensional figures and identify lines of symmetry.

1. Identify and produce two-dimensional figures when given defining attributes. Figures are limited to triangles, rectangles, hexagons and squares. MA.2.GR.1.AP.1
2. Sort two-dimensional figures based on the number of sides, number of vertices, whether they are closed or open and whether the sides are curved or straight. MA.2.GR.1.AP.2
3. Identify a line of symmetry for a two-dimensional figure. MA.2.GR.1.AP.3

2 Describe perimeter and find the perimeter of polygons.

1. Explore perimeter as an attribute of a figure that can be measured by placing unit segments along the boundary without gaps or overlaps. Find perimeters of rectangles by counting unit segments. MA.2.GR.2.AP.1
2. Find the perimeter of a polygon with whole-number side lengths given. Polygons are limited to triangles, rectangles and squares. MA.2.GR.2.AP.2

Measurement

1 Measure the length of objects and solve problems involving length.

a. Measure the length of an object to the nearest inch, foot and or yard when given the appropriate tool. MA.2.M.1.AP.A

b. Explore estimation strategies by developing measurement benchmarks of familiar objects that could be used to make reasonable estimates of length to the nearest inch, foot, or yard. MA.2.M.1.AP.B

2. Measure the lengths of two objects using the same unit (i.e., inch, foot, yard) and determine the difference between their measurements. MA.2.M.1.AP.2
3. Solve one-step real-world measurement problems involving addition and subtraction of lengths within 20 given in the same unit (i.e., inch, foot, yard). MA.2.M.1.AP.3

2 Tell time and solve problems involving money.

1. Using analog and digital clocks, express the time in hours and half hours. Explore the concept of a.m. and p.m. MA.2.M.2.AP.1
2. Solve one-step addition and subtraction real-world problems involving either dollar bills within $20 or coins within 20¢. Explore using $ for dollar bills and ¢ symbol for coins. MA.2.M.2.AP.2

Number Sense and Operations

1 Understand the place value of three-digit numbers.

1. Read and generate numbers from 0 to 100 using standard form and expanded form. MA.2.NSO.1.AP.1
2. Compose and decompose two-digit numbers using tens and ones. Demonstrate each composition or decomposition with objects, drawings, expressions or equations. MA.2.NSO.1.AP.2

Plot, order and compare whole numbers up to 100. MA.2.NSO.1.AP.3

Skip to main content

4 Round whole numbers from 0 to 100 to the nearest 10 with visual support. MA.2.NSO.1.AP.4

---

2 Add and subtract two- and three-digit whole numbers.

1 Recall addition facts with sums to 10 and related subtraction facts. MA.2.NSO.2.AP.1

1 Identify the number that is ten more or ten less than a given two-digit number. MA.2.NSO.2.AP.2

3 Apply a strategy for adding and subtracting a two-digit number (from 11 to 19) and a single digit whole number. MA.2.NSO.2.AP.3

4 Explore the addition of a two-digit and a single-digit whole number with sums up to 100. Explore the subtraction of a one-digit from a two-digit whole number. MA.2.NSO.2.AP.4