

# Grade 2

Adopted 2014

## Numbers and Operations CC.2.1

### (B) Numbers & Operations in Base Ten

1. Use place-value concepts to represent amounts of tens and ones and to compare three digit numbers. CC.2.1.2.B.1
  2. Use place-value concepts to read, write, and skip count to 1000. CC.2.1.2.B.2
  3. Use place-value understanding and properties of operations to add and subtract within 1000. CC.2.1.2.B.3
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## Algebraic Concepts CC.2.2

### (A) Operations and Algebraic Thinking

1. Represent and solve problems involving addition and subtraction within 100. CC.2.2.2.A.1
  2. Use mental strategies to add and subtract within 20. CC.2.2.2.A.2
  3. Work with equal groups of objects to gain foundations for multiplication. CC.2.2.2.A.3
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## Geometry CC.2.3

### (A) Geometry

1. Analyze and draw two- and three-dimensional shapes having specified attributes. CC.2.3.2.A.1
  2. Use the understanding of fractions to partition shapes into halves, quarters, and thirds. CC.2.3.2.A.2
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## Measurement, Data, and Probability CC.2.4

### (A) Measurement and Data

1. Measure and estimate lengths in standard units using appropriate tools. CC.2.4.2.A.1
  2. Tell and write time to the nearest five minutes using both analog and digital clocks. CC.2.4.2.A.2
  3. Solve problems and make change using coins and paper currency with appropriate symbols. CC.2.4.2.A.3
  4. Represent and interpret data using line plots, picture graphs, and bar graphs. CC.2.4.2.A.4
  6. Extend the concepts of addition and subtraction to problems involving length. CC.2.4.2.A.6
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## The Standards of Mathematical Practices

- 1. Make sense of problems and persevere in solving them.** MP.1

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- 2. Construct viable arguments and critique the reasoning of others.** MP.2

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- 3. Use appropriate tools strategically.** MP.3

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- 4. Look for and make use of structure.** MP.4

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- 5. Reason abstractly and quantitatively.** MP.5

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- 6. Model with mathematics.** MP.6

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- 7. Attend to precision.** MP.7

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- 8. Look for and express regularity in repeated reasoning.** MP.8