

Second Grade Number Sense

Mathematics Expectations and Related Games



Counting and Symbolic Notation

- count within 1000 forwards and backwards (skip count by 5's, 10's and 100's)
- read and write numbers to 1000 using base-ten numerals, number names and expanded form

Games to play that focus on these standards:

- Rote Counting
- Before and After
- Trash Can Game



Groupings and Place Value

- understands that the three digits of a three digit number represent amounts of hundreds, tens and ones (e.g., 706 equals 7 hundreds, 0 tens and 6 ones OR 70 tens and 6 ones)
- mentally add or subtract 10 or 100 to any given number (between 0 and 1000)

Games to play that focus on these standards:

- Counting Collections
- Add and Subtract 1 or 10
- Partners to 20 Concentration
- Partners to 100



Basic Facts and Equality

- Can add and subtract within 20 fluently (within 3 seconds) using mental strategies
- Can identify partners for 0 to 20 that equal 20 when added to the given number (Example: Knows that $11 + 9 = 20$ and $7 + 13 = 20$)
- Can identify partners for 0 to 100 that equal 100 when added to the given number

Games to play that focus on these standards:

- Tens in the Pool
- Doubles – Squares
- Fast Ten
- Doubles and Neighbors
- Spin and Double It

Estimation/Magnitude



- Order numbers within 0 to 1000 (Sequential: 128, 129, 130, 131, ... or non-sequential: 174, 225, 232, 254)
- Compare two 3-digit numbers based on meanings of the hundreds, tens and ones digit ($137 < 276$, $152 = 152$, or $387 > 346$)

Games to play that focus on these standards:

- Ordering Non-sequential Numbers
- Where Will I Fit?
- Comparing
- Estimating Jar

Addition and Subtraction



- Can fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition/subtraction
- Can add and subtract within 1000 (using concrete models or drawings and strategies)
- Uses addition and subtraction within 100 to solve one- and two- step word problems involving situations of adding to, taking from, putting together, taking apart, and comparing with unknowns in all positions (by using drawings and equations)
- Understands the meaning of the equal sign and determines if equations are true or false

Addition games to play that focus on these standards:

- Rolling in the Money
- Alphabet Addition
- Close to 100
- Race to 100 from Zero

Subtraction games to play that focus on these standards:

- Make a Difference
- Closest One
- Target Subtraction
- Race to Zero from 100
- Zero Game