

Mathematical Grade 2 Standards by Quarter

	Quarter 1	Quarter 2	Quarter 3	Quarter 4
PROBLEM SOLVING	<ul style="list-style-type: none"> • Look for and make use of structure • Attend to precision • Use appropriate tools strategically • Make sense of problems and persevere in solving them • Model with mathematics 			
MATHEMATICAL COMMUNICATION	<ul style="list-style-type: none"> • Construct viable arguments and critique the reasoning of others • Reason abstractly and quantitatively • Look for and express regularity in repeated reasoning 			
NUMBERS AND OPERATIONS	CC.2.1.2.B.2 Use place-value concepts to read, write, and skip count to 1000. CC.2.1.2.B.1 Use place-value concepts to represent amounts of tens and ones and to compare three digit numbers.	CC.2.1.2.B.3 Use place-value understanding and properties of operations to add and subtract within 1000.	→	CC.2.2.2.A.3 Work with equal groups of objects to gain foundations for multiplication.
OPERATIONS & ALGEBRAIC THINKING	CC.2.2.2.A.1 Represent and solve problems involving addition and subtraction within 100. CC.2.2.2.A.2 Use mental strategies to add and subtract within 20.	CC.2.2.2.A.1 Represent and solve problems involving addition and subtraction within 100.	→	
GEOMETRY	N/A	N/A	N/A	CC.2.3.2.A.1 Analyze and draw two and three-dimensional shapes having specified attributes. CC.2.3.2.A.2 Use the understanding of fractions to partition shapes into halves, quarters, and thirds.
MEASUREMENT & DATA	N/A	N/A	CC.2.4.2.A.2 Tell and write time to the nearest five minutes, using both analog and digital clocks. CC.2.4.2.A.3 Solve problems and make change using coins and paper currency with appropriate symbols. CC.2.4.2.A.1 Measure and estimate lengths in standard units using appropriate tools. CC.2.4.2.A.6 Extend the concepts of addition and subtraction to problems involving length.	CC.2.4.2.A.4 Represent and interpret data using line plots, picture graphs, and bar graphs.

Skills are on-going; the standards are listed in the quarter it is introduced.