

<b>2.OA Operations and Algebraic Thinking</b>	
<ul style="list-style-type: none"> <li><input type="checkbox"/> Use addition and subtraction within 100 to solve one- and two-step word problems. (2.OA.A.1)</li> <li><input type="checkbox"/> Fluently add and subtract within 20 using mental strategies. (2.OA.B.2)</li> <li><input type="checkbox"/> Determine whether a group of objects has an odd or even number of members. (2.OA.C.3)</li> <li><input type="checkbox"/> Write an equation to express an even number as a sum of two equal addends. (2.OA.C.3)</li> <li><input type="checkbox"/> Use addition to find the total number of objects arranged in rectangular arrays with up to 5 rows and up to 5 columns. (2.OA.C.4)</li> </ul>	
<p><b><u>Essential Questions</u></b></p> <p>How would the world be different if we didn't have numbers? Why is it important to learn our number facts? How are whole numbers used in our daily life?</p>	<p><b><u>Enduring Understandings</u></b></p> <p>To make an estimate of a sum, it is necessary to add only the front one or two digits of the numbers involved; Showing information visually rather than in written form can make comparison easier and quicker; Not all the math we do in life requires exact numbers. Some questions can be answered with good estimates.</p>
<p><b><u>Suggested Activities and Resources</u></b> <b>(in addition to guided reading and leveled materials)</b></p> <p>Pantomime a short scenario relative to using math &amp; ask students to identify the specific use(s) of math that were depicted. Then have students cite, find, or draw their own examples; Guide students to see that their addresses &amp; classroom number are examples of the labeling use of numbers; During transition periods, have students identify which pupil is first, last, 5<sup>th</sup> on line, after the 6<sup>th</sup> person on line, before the 9<sup>th</sup> person, etc.; See the measurement area for relevant measurement number use activities; Work with students to create a simple map of the classroom &amp; have students identify specific locations</p>	<p><b><u>Suggested Assessments</u></b></p> <p>Pantomime each of the uses for numbers &amp; have students identify them; Have students order a set of 1-10 items and identify each item's ordinal position; Ask students use manipulatives and show as they count the difference between counting by 1s, 2s, 5s, &amp; tens</p>

<b>2.NBT Number and Operations in Base Ten</b>	
<ul style="list-style-type: none"> <li><input type="checkbox"/> Understand that the three digits of a three-digit number represent amounts of hundreds, tens, and ones. (2.NBT.A.1)</li> <li><input type="checkbox"/> Count within 1000. (2.NBT.A.2)</li> <li><input type="checkbox"/> Skip-count by 5s, 10s, and 100s. (2.NBT.A.2)</li> <li><input type="checkbox"/> Read and write numbers to 1000 using base-ten numerals, number names, and expanded form. (2.NBT.A.3)</li> <li><input type="checkbox"/> Compare two three-digit numbers. (2.NBT.A.4)</li> <li><input type="checkbox"/> Fluently add and subtract within 100. (2.NBT.B.5)</li> <li><input type="checkbox"/> Add up to four two-digit numbers using strategies based on place value and properties of operations. (2.NBT.B.6)</li> <li><input type="checkbox"/> Add and subtract within 1000. (2.NBT.B.7)</li> <li><input type="checkbox"/> Mentally add or subtract 10 or 100 to a given number 100–900. (2.NBT.B.8)</li> <li><input type="checkbox"/> Explain why addition and subtraction strategies work. (2.NBT.B.9)</li> </ul>	
<p><b><u>Essential Questions</u></b></p> <p>How many numbers are enough? Do we need numbers that are more than 1 million? When do all things need to be equal?</p>	<p><b><u>Enduring Understandings</u></b></p> <p>Numbers are compared by beginning with the place of greatest value, the place farthest to the left, and then moving to the right as far as is needed; Some real world-problems can be solved using known concepts, skills, and strategies; 10 tens make 100, and 10 hundreds make 1,000.</p>
<p><b><u>Suggested Activities and Resources</u></b> <b>(in addition to guided reading and leveled materials)</b></p> <p>Help students learn to use “ball park estimates” (i.e., change numbers in a given problem to close-but easier numbers that can be computed mentally); begin with addition of 2-digit numbers without regrouping, &amp; ,when children seem comfortable with this, then move to subtraction of 2-digit numbers without regrouping; Play “Say it &amp; Press It” –display a 2- or 3-digit number using base-ten materials &amp; have students say the number then enter it on their calculators</p>	<p><b><u>Suggested Assessments</u></b></p> <p>Give students a set of items &amp; have them explain their rationale for determining if an odd or even number is being represented.</p>

<b>2.MD Measurement and Data</b>	
<ul style="list-style-type: none"> <li><input type="checkbox"/> Measure the length of an object by selecting and using appropriate tools. (2.MD.A.1)</li> <li><input type="checkbox"/> Measure the length of an object twice, using length units of different lengths for the two measurements. (2.MD.A.2)</li> <li><input type="checkbox"/> Describe how the two measurements relate to the size of the unit chosen. (2.MD.A.2)</li> <li><input type="checkbox"/> Estimate lengths using units of inches, feet, centimeters, and meters. (2.MD.A.3)</li> <li><input type="checkbox"/> Measure to determine how much longer one object is than another. (2.MD.A.4)</li> <li><input type="checkbox"/> Use addition and subtraction within 100 to solve word problems involving lengths. (2.MD.B.5)</li> <li><input type="checkbox"/> Represent whole numbers as lengths from 0 on a number line diagram. (2.MD.B.6)</li> <li><input type="checkbox"/> Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m. (2.MD.C.7)</li> <li><input type="checkbox"/> Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies. (2.MD.C.8)</li> <li><input type="checkbox"/> Generate measurement data by measuring lengths of several objects to the nearest whole unit. (2.MD.D.9)</li> <li><input type="checkbox"/> Draw a picture graph and a bar graph to represent a data. (2.MD.D.10)</li> </ul>	
<p><b><u>Essential Questions</u></b></p> <p>What things are impossible to measure? Why do we need standard units of measurement? How does what we measure influence how we measure?</p>	<p><b><u>Enduring Understandings</u></b></p> <p>The length of an object can be described by comparing it to a defined unit of length, such as a paper clip; The capacity of a container can be described by comparing it to that of a defined unit of capacity; An event that is more likely to happen will occur more often than an event that is less likely to happen.</p>
<p><b><u>Suggested Activities and Resources</u></b> <b>(in addition to guided reading and leveled materials)</b></p> <p>Play the “Coin Collector” game – Students take turns picking cards with pictures of coins on them, name the coin, &amp; state its value. The winner is the first students to collect one of each coin type; Engage in real-life problems so that the need for a given type of computation and numbers will emerge from the problem’s context</p>	<p><b><u>Suggested Assessments</u></b></p> <p>Give students a randomly ordered set of the target coins (penny nickel, dime, quarter, &amp; a half dollar), and have them...name each one &amp; state its value and put the set in order from least to greatest value; Show students 2 sets of numbers &amp; have them use manipulatives to determine which set is ordered correctly from highest to lowest.</p>

<b>2.G Geometry</b>	
<ul style="list-style-type: none"> <li><input type="checkbox"/> Recognize and draw shapes having specified attributes. (2.G.A.1)</li> <li><input type="checkbox"/> Partition a rectangle into rows and columns of same-size squares and count to find the total number of them. (2.G.A.2)</li> <li><input type="checkbox"/> Partition circles and rectangles into two, three, or four equal shares, describe the shares using the words <i>halves</i>, <i>thirds</i>, <i>half of</i>, <i>a third of</i>, etc. (2.G.A.3)</li> <li><input type="checkbox"/> Recognize that equal shares of identical wholes need not have the same shape. (2.G.A.3)</li> </ul>	
<p><b><u>Essential Questions</u></b></p> <p>What is the best shape? Why? If you created the world what shapes would you use? Why?</p>	<p><b><u>Enduring Understandings</u></b></p> <p>The flat surfaces on a solid figure can be “unfolded” to form a complex two-dimensional model of that figure; “Equal parts” mean that each part is the same; Solids comprise flat surfaces, vertices and edges.</p>
<p><b><u>Suggested Activities and Resources</u></b> <b>(in addition to guided reading and leveled materials)</b></p> <p>Make a <i>Geometry to Real-Life Connection Chart</i> &amp; add items when found; Students to draw simple 2-D shapes based on the teacher’s description of their orientation/direction; Pass around &amp; discuss models of each shape, name them, then ask students to find real-life examples of them</p>	<p><b><u>Suggested Assessments</u></b></p> <p>Use direction/orientation vocabulary to direct students where to place the book; Have students pick a specific #D shape out of a collection</p>