
Elementary Traditional 2nd Grade

Math
Course Description
and Curriculum Map

Telesis Preparatory Academy



Telesis Preparatory Academy

Contact Person(s): Sandra Breece Ed.D. - Administrator
 Padmaja Chava – Academic / Testing Coordinator

CURRENT COURSE INFORMATION: COURSE ID: Envision Math – Common Core
 CLASS LEVEL: Elementary – Traditional 2nd

COURSE RESOURCES: Text: Envision Math T.E.: 9780328673551 2012
 CD ROM KIT
 Hands-On Manipulatives Kits
 Tools4Math
 “Hatchin’ Eggs” On-Line Fraction Game
 MDIS – Supplementals

ON LINE RESOURCES at: www.pearsonsuccessnet.com

Course Description: This course is designed to expand students’ previous understanding of number and operations in Base Ten. Primary focuses are on developing and demonstrating a solid understanding of: the properties of addition that connect to the basics of multiplication; becoming concrete with subtraction; using standard units of measure (time, money and length); and the relationship between whole multi-digit numbers with the beginning of study in properties and operations. Additionally, the study of geometric figures and their attributes for both plane and solids continues with a basic exploration of “fractioning” shapes and extending to an understanding of area, volume and congruency for later grades.

REQUIRED ASSESSMENTS & BENCHMARKING:

| WEEK | WEEK / DATE | TESTING TYPE |
|---------|-------------|------------------------|
| WEEK 2 | | GALILEO – PRETEST |
| WEEK 3 | | STAR MATH |
| WEEK 9 | | GALILEO – BENCHMARK #1 |
| WEEK 18 | | GALILEO - BENCHMARK #2 |
| WEEK 21 | | STAR MATH |
| WEEK 26 | | GALILEO – BENCHMARK #3 |
| WEEK 29 | | PARCC |
| WEEK 33 | | SAT 10 |
| WEEK 37 | | STAR MATH |
| WEEK 38 | | GALILEO – POST TEST |

Note: Benchmarking standards shall be determined by Administration / Data Analysis Team and be in compliance with state requirements. These tests do not take the place of regularly scheduled quizzes or chapter exams as suggested by curriculum. Dates/ weeks provided are the scheduled time(s) for required testing per Administration guidelines. Date(s) are subject to change.

LESSON DETAILS AND CURRICULUM MAPPING

*NOTE: Common Core Alignment indicators are based on Arizona “recoding” effective October 2013.
(see enclosed Arizona Common Core Placemat for detailed descriptors)*

Optional Studies in italics

Upon completion of each topic, student will be able to demonstrate thorough assessment and content application of:

| Objective | Common Core Alignments | Pacing | Date(s) |
|--|---|---------------|---------|
| TOPIC 1: UNDERSTANDING ADDITION | OPERATIONS AND ALGEBRAIC THINKING Represent and solve problems involving addition and subtraction. | 8 DAYS | |
| 1-1 WRITING ADDITION NUMBER SENTENCES | 2OAA.1, 2NBTB.5 | 1 day | |
| 1-2 STORIES ABOUT JOINING | 2OAA.1, 2NBTB.5 | 1 day | |
| 1-3 WRITING SUBTRACTION NUMBER SENTENCES | 2OAA.1, 2NBTB.5 | 1 day | |
| 1-4 STORIES ABOUT SEPARATING | 2OAA.1, 2NBTB.5 | 1 day | |
| K55 USING = AND \neq | 1OAA.6, 2NBTA.4 | 1 day | |
| F36 EQUALITY AND INEQUALITY | 2OAA.1, 2NBTA.4 | ½ day | |
| 1-5 STORIES ABOUT COMPARING | 2OAA.1, 2NBTB.5, 2NBTB.9 | 1 day | |
| 1-6 CONNECTING ADDITION AND SUBTRACTION | 2OAA.1, 2NBTB.5, 2.OAA.1, 2NBTB.5 | 1 day | |
| 1-7 PROBLEM SOLVING – USE OBJECTS | 2OAA.1, 2NBTB.5 | 1 day | |
| TOPIC 2: ADDITION STRATEGIES | OPERATIONS AND ALGEBRAIC THINKING Represent and solve problems involving addition and subtraction. Add and subtract within 20. | 7 DAYS | |
| 2-1 ADDING 0, 1, 2 | 2OAA.1, 2OAB.2, 2NBTB.5, 2NBTB.9 | 1 day | |
| 2-2 DOUBLES | 2OAA.1, 2OAB.2, 2NBTB.5, 2NBTB.9 | 1 day | |
| 2-3 NEAR DOUBLES | 2OAA.1, 2OAB.2, 2NBTB.5, 2NBTB.9 | 1 day | |
| 2-4 ADDING IN ANY ORDER | 2OAA.1, 2NBTB.5, 2NBTB.9 | 1 day | |
| 2-5 ADDING THREE NUMBERS | 2OAA.1, 2NBTB.5, 2NBTB.9 | 1 day | |
| 2-6 MAKING 10 TO ADD | 2OAA.1, 2NBTB.5, 2NBTB.9 | 1 day | |
| 2-7 Problem Solving – Draw a Picture and Write a Number Sentence | 2OAA.1, 2NBTB.9 | 1 day | |
| TOPIC 3: SUBTRACTION STRATEGIES | OPERATIONS AND ALGEBRAIC THINKING Represent and solve problems involving addition and subtraction. Add and subtract within 20. | 5 DAYS | |
| 3-1 SUBTRACTING 0, 1, 2 | 2.OAA.1, 2NBTB.5, 2NBTB.9 | 1 day | |

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| 3-2 THINKING ADDITION TO SUBTRACT DOUBLES | 2OAA.1, 2OAB.2, 2NBTB.5, 2NBTB.9 | 1 day | |
| 3-3 THINKING ADDITION TO 10 O SUBTRACT | 2OAA.1, 2OAB.2, 2NBTB.5, 2NBTB.9 | 1 day | |
| 3-4 THINKING ADDITION TO 18 TO SUBTRACT | 2OAA.1, 2OAB.2, 2NBTB.5, 2NBTB.9 | 1 day | |
| 3-5 MAKING 10 TO SUBTRACT | 2OAB.2, 2OAA.1, 2NBTB.5 | 1 day | |
| 3-6 Problem Solving – TWO-QUESTION PROBLEMS | 2OAA.1 | 1 day | |
| TOPIC 4: REPEATED ADDITION (optional studies included) | OPERATIONS AND ALGEBRAIC THINKING Represent and solve problems involving Addition and Subtraction. Work with equal groups of objects to gain foundations for multiplication. | 4 - 6 DAYS | |
| 4-1 REPEATED ADDITION | 2OAC.4 | 1 day | |
| 4-2 BUILDING ARRAYS | 2OAC.4 | 1 day | |
| 4-3 PRACTICING REPEATED ADDITION | 2OAC.4 | 1 day | |
| 4-4 Problem Solving – Draw a Picture and Write a Number Sentence | 2OAA.1, 2OAC.4 | 1 day | |
| B47 MULTIPLYING BY 2 AND 5 (time permitting) | 3OAA.1 | 1 day | |
| B49 MULTIPLYING BY 1 OR 0 (time permitting) | 3OAA.1 | ½ day | |
| B54 MULTIPLYING BY 10 (time permitting) | 3OAA.1 | ½ day | |
| TOPIC 5: PLACE VALUE TO 100 | OPERATIONS AND OPERATIONS IN BASE TEN Understand Place Value. Use place value understanding and properties of operations to add and subtract. | 8 DAYS | |
| 5-1 MODELS FOR TENS AND ONES | 2NBTA.1.a, 2NBTA.1, 2NBTA.3 | 1 day | |
| 5-2 READING AND WRITING NUMBERS | 2NBTA.3, 2NBTA.1 | 1 day | |
| 5-3 USING SYMBOLS TO COMPARE NUMBERS | 2NBTA.4 | 1 day | |
| 5-4 COUNTING TO 100 | 2NBTA.2 | 1 day | |
| K2 COUNTING BACKWARD | 2NBTA.2 | ½ day | |
| K52 COUNTING BACKWARD FROM 100 | 2NBTA.2 | ½ day | |
| 5-5 10 MORE OR 10 LESS | 2NBTB.5, 2NBTB.6 | 1 day | |
| 5-6 EVEN AND ODD NUMBERS | 2OAC.3, 2NBTB.9 | 1 day | |
| 5-7 Problem Solving – Use Data from a Chart | 2NBTB.5, 2OAA.1 | 1 day | |
| TOPIC 6: MENTAL ADDITION | NUMBER AND OPERATIONS IN BASE TEN Understand place value. Use place value understanding and properties of operations to add and subtract. | 6 DAYS | |

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| 6-1 ADDING TENS | 2NBTB.5, 2NBTC.8, 2NBTB.9 | 1 day | |
| 6-2 ADDING ONES | 2NBTB.5, 2NBTC.8, 2NBTB.9 | 1 day | |
| 6-3 ADDING TENS AND ONES | 2NBTB.5, 2NBTC.8, 2NBTB.9 | 1 day | |
| 6-4 ADDING ON A HUNDRED CHART | 2NBTB.5, 2NBTB.9 | 1 day | |
| 6-5 ADDING MULTIPLES OF 10 | 2NBTB.5, 2OAA.1, 2NBTC.8, 2NBTB.9 | 1 day | |
| 6-6 Problem Solving – Look for a Pattern | 2NBTA.2 | 1 day | |
| TOPIC 7: MENTAL SUBTRACTION | NUMBER AND OPERATIONS IN BASE TEN Use place value understanding and properties of operations to add and subtract. | 5 DAYS | |
| 7-1 SUBTRACTING TENS | 2NBTC.8, 2NBTB.5, 2NBTB.9 | 1 day | |
| 7-2 FINDING PARTS OF 100 | 2NBTB.5, 2NBTB.9 | 1 day | |
| 7-3 SUBTRACTING ON A HUNDRED CHART | 2NBTB.5, 2NBTB.9 | ½ day | |
| 7-4 SUBTRACTING MULTIPLES OF 10 | 2NBTB.5, 2OAA.1, 2NBTC.8, 2NBTB.9 | 1 day | |
| 7-5 Problem Solving – Missing or Extra Information | 2NBTB.5, 2NBTB.7 | 1 day | |
| TOPIC 8: ADDING TWO-DIGIT NUMBERS | NUMBER AND OPERATIONS IN BASE TEN Use place value understanding and properties of operations to add and subtract | 9 DAYS | |
| 8-1 REGROUPING 10 ONES FOR 1 TEN | 2NBTB.5, 2NBTB.9 | 1 day | |
| 8-2 MODELS TO ADD TWO- AND ONE- DIGIT NUMBERS | 2NBTB.5, 2NBTB.9 | 1 day | |
| 8-3 ADDING TWO- AND ONE- DIGIT NUMBERS | 2NBTB.5, 2NBTB.9 | 1 day | |
| 8-4 MODELS TO ADD TWO-DIGIT NUMBERS | 2NBTB.5, 2NBTB.6, 2NBTB.9 | 1 day | |
| 8-5 ADDING TWO DIGIT NUMBERS | 2NBTB.5, 2NBTB.6, 2NBTB.9 | 1 day | |
| 8-6 ADDING ON A NUMBER LINE | 2MDB.6, 2NBTB.5, 2NBTB.6, 2NBTB.9 | 1 day | |
| 8-7 ADDING MORE THAN TWO NUMBERS | 2NBTB.6, 2NBTB.5, 2NBTB.9 | 1 day | |
| 8-8 WAYS TO ADD | 2NBTB.5, 2NBTB.6, 2NBTB.9 | 1 day | |
| K61 ESTIMATING SUMS UP TO 100 | 2OAB.2 | | |
| 8-9 Problem Solving – Draw a Picture and Write a Number Sentence | 2NBTB.5, 2OAA.1 | 1 day | |
| TOPIC 9: SUBTRACTING TWO-DIGIT NUMBERS | NUMBER AND OPERATIONS IN BASE TEN Use place value understanding and properties of operations to add and subtract. | 9 DAYS | |
| 9-1 REGROUPING 1 TEN FOR 10 | | | |

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| ONES | 2NBTB.5, 2NBTB.9 | 1 day | |
| 9-2 MODELS TO SUBTRACT TWO- AND ONE-DIGIT NUMBERS | 2NBTB.5, 2NBTB.9 | 1 day | |
| 9-3 SUBTRACTING TWO- AND ONE- DIGIT NUMBERS | 2NBTB.5, 2NBTB.9 | 1 day | |
| 9-4 MODELS TO SUBTRACT TWO- DIGIT NUMBERS | 2NBTB.5, 2NBTB.9 | 1 day | |
| 9-5 SUBTRACTING TWO-DIGIT NUMBERS | 2NBTB.5, 2NBTB.9 | 1 day | |
| 9-6 SUBTRACTING ON A NUMBER LINE | 2.MDB.6, 2NBTB.5, 2NBTB.9, 2NBTB.6 | 1 day | |
| 9-7 USING ADDITION TO CHECK SUBTRACTION | 2NBTB.5, 2NBTB.9 | 1 day | |
| 9-8 WAYS TO SUBTRACT | 2NBTB.5, 2NBTB.6, 2NBTB.9 | 1 day | |
| 9-9 Problem Solving – Two- Question Problems | 2NBTB.5, 2OAA.1 | 1 day | |
| TOPIC 10: PLACE VALUE TO 1,000 | NUMBER AND OPERATIONS IN BASE TEN Understand place value. Use place value understanding and properties of operations to add and subtract. | 9 DAYS | |
| 10-1 BUILDING 1,000 | 2NBTA.1.b, 2NBTA.1.a, 2NBTA.2 | 1 day | |
| 10-2 COUNTING HUNDREDS, TENS, AND ONES | 2NBTA.1, 2NBTA.1.b, 2NBTA.3 | 1 day | |
| 10-3 READING AND WRITING NUMBERS TO 1,000 | 2NBTA.3, 2NBTA.1.a, 2NBTA.1.b | 1 day | |
| 10-4 CHANGING NUMBERS BY HUNDREDS AND TENS | 2NBTC.8 | 1 day | |
| 10-5 PATTERNS WITH NUMBERS ON HUNDREDS CHARTS | 2NBTA.2, 2NBTC.8 | 1 day | |
| 10-6 SKIP COUNTING BY 5, 10, 100 TO 1,000 | 2NBTA.2 | 1 day | |
| 10-7 COMPARING NUMBERS | 2NBTA.4 | | |
| 10-8 ORDERING NUMBERS | 2NBTA.4 | | |
| 10-9 Problem Solving – Look for a Pattern | 2NBTA.2, 2NBTA.4 | | |
| TOPIC 11: THREE-DIGIT ADDITION AND SUBTRACTION | NUMBER AND OPERATIONS IN BASE TEN Use place value understanding and properties of operations to add and subtract. | 9 DAYS | |
| 11-1 EXPLORING ADDING THREE- DIGIT NUMBERS | 2NBTB.7, 2NBTC.8, 2NBTB.9 | 1 day | |
| 11-2 MENTAL MATH | 2NBTB.7, 2NBTC.8, 2NBTB.9 | 1 day | |
| 11-3 MODELS FOR ADDING WITH THREE-DIGIT NUMBERS | 2NBTB.7, 2NBTB.9 | 1 day | |
| 11-4 ADDING THREE-DIGIT NUMBERS | 2NBTB.7, 2NBTB.9 | 1 day | |
| 11-5 EXPLORING SUBTRACTING THREE-DIGIT NUMBERS | 2NBTB.7 | 1 day | |

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| 11-6 MENTAL MATH – WAYS TO FIND MISSING PARTS | 2NBTB.7, 2NBTC.8, 2NBTB.9 | 1 day | |
| 11-7 MODELS FOR SUBTRACTING WITH THREE-DIGIT NUMBERS | 2NBTB.7, 2NBTB.9 | 1 day | |
| 11-8 SUBTRACTING THREE-DIGIT NUMBERS | 2NBTB.7, 2NBTB.9 | 1 day | |
| 11-9 Problem Solving – Use Logical Reasoning | 2NBTB.7 | 1 day | |
| TOPIC 12: GEOMETRY | GEOMETRY Reason with shapes and their attributes. | 9 DAYS | |
| 12-1 FLAT SURFACES, VERTICES, AND EDGES | 2GA.1 | 1 day | |
| 12-2 RELATING PLANE SHAPES TO SOLID FIGURES | 2GA.1 | 1 day | |
| 12-3 POLYGONS AND ANGELS | 2GA.1 | 1 day | |
| 12-4 MAKING NEW SHAPES | 2GA.1 | 1 day | |
| 12-5 CUTTING SHAPES APART | 2GA.1 | 1 day | |
| D56 SYMMETRY | 2GA.1 | ½ day | |
| 12-6 DIVIDING RECTANGLES INTO EQUAL SQUARES | 2GA.2 | 1 day | |
| 12-7 WHOLE AND EQUAL PARTS | 2GA.3 | 1 day | |
| 12-8 Problem Solving – Use Reasoning | 2GA.1 | 1 day | |
| TOPIC 13: COUNTING MONEY | MEASUREMENT AND DATA Work with time and money. | 5 DAYS | |
| 13-1 COINS | 2MDC.8 | 1 day | |
| 13-2 COUNTING COLLECTIONS OF COINS | 2MDC.8 | 1 day | |
| 13-3 WAYS TO SHOW THE SAME AMOUNT | 2MDC.8 | 1 day | |
| 13-4 ONE DOLLAR | 2MDC.8 | 1 day | |
| 13-5 Problem Solving – Make an Organized List | 2MDC.8 | 1 day | |
| TOPIC 14: MONEY | MEASUREMENT AND DATA Work with time and money. | 4 DAYS | |
| 14-1 ADDING MONEY | 2MDC.8, 2NBTB.5, 2NBTB.9 | 1 day | |
| 14-2 SUBTRACTING MONEY | 2MDC.8, 2NBTB.5, 2NBTB.9 | 1 day | |
| 14-3 ESTIMATING SUMS AND DIFFERENCES | 2MDC.8, 2NBTB.5, 2NBTB.9 | 1 day | |
| 14-4 Problem Solving – Try, Check, and Revise | 2MDC.8 | 1 day | |
| TOPIC 15: MEASURING LENGTH | MEASUREMENT AND DATA Measure and estimate lengths in standard units. Relate addition and subtraction to length. | 13 DAYS | |
| 15-1 EXPLORING LENGTH | 2MDA.1 | 1 day | |
| 15-2 INCHES | 2MDA.1, 2MDA.3 | 1 day | |

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| 15-3 CENTIMETERS | 2MDA.1, 2MDA.3 | 1 day | |
| 15-4 INCHES, FEET, AND YARDS | 2MDA.1, 2MDA.3 | 1 day | |
| 15-5 CENTIMETERS AND METERS | 2MDA.1, 2MDA.3 | 1 day | |
| 15-6 MEASURING LENGTH | 2MDA.2 | 1 day | |
| D28 EXPLORING CAPACITY | 2MDA.1 | ½ day | |
| D29 CUPS, PINTS, AND QUARTS | 2MDA.1 | ½ day | |
| D40 USING CUSTOMARY UNITS OF CAPACITY | 2MDA.1, 2MDA.3 | 1 day | |
| K59 ESTIMATING AND MEASURING WEIGHT USING NON-STANDARD UNITS | 2MDA.1 | ½ day | |
| D33 POUNDS AND OUNCES | 2MDA.1, 2MDA.3 | ½ day | |
| K60 ESTIMATING AND MEASURING WEIGHT USING CUSTOMARY UNITS | 2MDA.1 | ½ day | |
| D17 TEMPERATURE | 2MDA.1 | ½ day | |
| 15-7 ADDING AND SUBTRACTING IN MEASUREMENT | 2MDB.5 | 1 day | |
| 15-8 COMPARING LENGTHS | 2MDA.4 | 1 day | |
| 15-9 Problem Solving – Use Objects | 2MDA.3, 2MDA.1, 2MDB.5 | 1 day | |
| TOPIC 16: TIME, GRAPHS AND DATA | MEASUREMENT AND DATA Work with time and money. Represent and interpret data. | 6 DAYS | |
| 16-1 TELLING TIME TO FIVE MINUTES | 2MDC.7 | 1 day | |
| 16-2 TELLING TIME BEFORE AND AFTER THE HOUR | 2MDC.7 | 1 day | |
| D14 TELLING TIME | 2MDC.7 | ½ day | |
| D10 EQUIVALENT TIMES | 2MDC.7 | ½ day | |
| K18 ELAPSED CALENDAR TIME | 2MDC.7 | 1 day | |
| 16-3 ORGANZING DATA | 2MDD.10 | 1 day | |
| 16-4 GRAPHING LENGTHS | 2MDD.9 | 1 day | |
| 16-5 PICTOGRAPHS | 2MDD.10 | 1 day | |
| 16-6 Problem Solving – Use a Graph | 2MDD.10 | | |

Objectives and standards for design and implementing of this course are based on Arizona Common Core Standards of Mathematics for the traditional Second Grade level.

The applied Standards and Objectives of the course are listed in conceptual categories including: Operations and Algebraic Thinking; Number and Operations in Base Ten; Measurement and Data; and Geometry. Categories for objectives are based on such and listed as follows:

Operations and Algebraic Thinking

- Represent and solve problems involving addition and subtraction. (OAA)
- Add and subtract within 20. (OAB)
- Work with equal groups of objects to gain foundations for multiplication. (OAC)

Number and Operations in Base Ten

- Understand place value. (NBTA)
- Use place value understanding and properties of operations to add and subtract. (NBTB & NBTC)

Measurement and Data

- Measure and estimate lengths in standard units. (MDA)
- Relate addition and subtraction to length. (MDB)
- Work with money. (MDC)
- Represent and interpret data. (MDD)

Geometry

- Reason with shapes and their attributes. (GA)

Student objectives are also based on the demonstration of Core Mathematical Practices (MP) as follows:

1. Make sense of problems and persevere in solving them.
2. Reason abstractly and quantitatively.
3. Construct viable arguments and critique the reasoning of others.
4. Model with mathematics.
5. Use appropriate tools strategically.
6. Attend to precision.
7. Look for and make use of structure.
8. Look for and express regularity in repeated reasoning.

See Enclosed Arizona 2nd Grade Placemat for detailed standards.



Arizona's College and Career Ready Standards – Mathematics – 2nd Grade Standards Placemat

1. Extending understanding of base-ten notation

- Students extend their understanding of the base-ten system. This includes ideas of counting in fives, tens, and multiples of hundreds, tens, and ones, as well as number relationships involving these units, including comparing. Students understand multi-digit numbers (up to 1000) written in base-ten notation, recognizing that the digits in each place represent amounts of thousands, hundreds, tens, or ones (e.g., 853 is 8 hundreds + 5 tens + 3 ones).

2. Building fluency with addition and subtraction

- Students use their understanding of addition to develop fluency with addition and subtraction within 100. They solve problems within 1000 by applying their understanding of models for addition and subtraction, and they develop, discuss, and use efficient, accurate, and generalizable methods to compute sums and differences of whole numbers in base-ten notation, using their understanding of place value and the properties of operations. They select and accurately apply methods that are appropriate for the context and the numbers involved to mentally calculate sums and differences for numbers with only tens or only hundreds.

3. Using standard units of measure

- Students recognize the need for standard units of measure (centimeter and inch) and they use rulers and other measurement tools with the understanding that linear measure involves iteration of units. They recognize that the smaller the unit, the more iterations they need to cover a given length.

4. Describing and analyzing shapes

- Students describe and analyze shapes by examining their sides and angles. Students investigate, describe, and reason about decomposing and combining shapes to make other shapes. Through building, drawing, and analyzing two- and three-dimensional shapes, students develop a foundation for understanding attributes of two- and three-dimensional shapes, students develop a foundation for understanding area, volume, congruence, similarity, and symmetry in later grades.

Operations and Algebraic Thinking - Represent and solve problems involving addition and subtraction.

2.OA.A.1: Use 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, e.g., by using drawings and equations with a symbol for the unknown number to represent the problem. (Note: See Glossary, Table 1.)

Add and subtract within 20.

2.OA.B.2: Fluently add and subtract within 20 using mental strategies. (Note: See standard 1.OA.6 for a list of mental strategies.) By end of Grade 2, know from memory all sums of two one-digit numbers.

Work with equal groups of objects to gain foundations for multiplication.

2.OA.C.3: Determine whether a group of objects (up to 20) has an odd or even number of members, e.g., by pairing objects or counting them by 2s; write an equation to express an even number as a sum of two equal addends.

2.OA.C.4: Use addition to find the total number of objects arranged in rectangular arrays with up to 5 rows and up to 5 columns; write an equation to express the total as a sum of equal addends.

Number and Operations in Base Ten - Understand place value.

2.NBT.A.1: Understand 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. Understand the following as special cases: a. 100 can be thought of as a bundle of ten tens — called a "hundred."

b. The numbers 100, 200, 300, 400, 500, 600, 700, 800, 900 refer to one, two, three, four, five, six, seven, eight, or nine hundreds (and 0 tens and 0 ones).

2.NBT.A.2: Count within 1000; skip-count by 5s, 10s, and 100s.

2.NBT.A.3: Read and write numbers to 1000 using base-ten numerals, number names, and expanded form.

2.NBT.A.4: Compare two three-digit numbers based on meanings of the hundreds, tens, and ones digits, using $>$, $=$, and $<$ symbols to record the results of comparisons.

Use place value understanding and properties of operations to add and subtract.

2.NBT.B.5: Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.

2.NBT.B.6: Add up to four two-digit numbers using strategies based on place value and properties of operations.

2.NBT.B.7: Add and subtract within 1000, using concrete models or drawings and strategies based on place value, properties of operations, and/or the relationship between addition and subtraction; relate the strategy to a written method. Understand that in adding or subtracting three-digit numbers, one adds or subtracts hundreds and hundreds, tens and tens, ones and ones; and sometimes it is necessary to compose or decompose tens or hundreds.

2.NBT.C.8: Mentally add 10 or 100 to a given number 100–900, and mentally subtract 10 or 100 from a given number 100–900.

2.NBT.B.9: Explain why addition and subtraction strategies work, using place value and the properties of operations. (Note: Explanations may be supported by drawings or objects.)

Measurement and Data - Measure and estimate lengths in standard units.

2.MD.A.1: Measure the length of an object by selecting and using appropriate tools such as rulers, yardsticks, meter sticks, and measuring tapes.

2.MD.A.2: Measure the length of an object twice, using length units of different lengths for the two measurements; describe how the two measurements relate to the size of the unit chosen.

2.MD.A.3: Estimate lengths using units of inches, feet, centimeters, and meters.

2.MD.A.4: Measure to determine how much longer one object is than another, expressing the length difference in terms of a standard length unit.

Relate addition and subtraction to length.

2.MD.B.5: Use addition and subtraction within 100 to solve word problems involving lengths that are given in the same units, e.g., by using drawings (such as drawings of rulers) and equations with a symbol for the unknown number to represent the problem.

2.MD.B.6: Represent whole numbers as lengths from 0 on a number line diagram with equally spaced points

corresponding to the numbers 0, 1, 2, ..., and represent whole-number sums and differences within 100 on a number line diagram.

Work with time and money.

2.MD.C.7: Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m.
2.MD.C.8: Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using \$ and ¢ symbols appropriately. Example: If you have 2 dimes and 3 pennies, how many cents do you have?

Represent and interpret data.

2.MD.D.9: Generate measurement data by measuring lengths of several objects to the nearest whole unit, or by making repeated measurements of the same object. Show the measurements by making a line plot, where the horizontal scale is marked off in whole-number units.

2.MD.D.10: Draw a picture graph and a bar graph (with single-unit scale) to represent a data set with up to four categories. Solve simple put-together, take-apart, and compare problems using information presented in a bar graph. (Note: See Glossary, Table 1.)

Geometry - Reason with shapes and their attributes.

2.G.A.1: Recognize and draw shapes having specified attributes, such as a given number of angles or a given number of equal faces. (Note: Sizes are compared directly or visually, not compared by measuring.) Identify triangles, quadrilaterals, pentagons, hexagons, and cubes.

2.G.A.2: Partition a rectangle into rows and columns of same-size squares and count to find the total number of them.

2.G.A.3: Partition circles and rectangles into two, three, or four equal shares, describe the shares using the words halves, thirds, half of, a third of, etc., and describe the whole as two halves, three thirds, four fourths. Recognize that equal shares of identical wholes need not have the same shape.

Mathematical Practices

- Make sense of problems and persevere in solving them.
- Reason abstractly and quantitatively.
- Construct viable arguments and critique the reasoning of others.
- Model with mathematics.
- Use appropriate tools strategically.
- Attend to precision.
- Look for and make use of structures.
- Look for and express regularity in repeated reasoning.

TELESIS CENTER FOR LEARNING
MATH CORE CHECKLIST & VERTICAL ALIGNMENT REFERENCE

COUNTING & CARDINALITY STANDARDS (KINDER ONLY)

| STANDARD | K | N/A | N/A |
|--------------|---|-----|-----|
| CCA | | N/A | N/A |
| CCA.1 | 6-1, 6-3, 6-4, 6-5, 6-6 | N/A | N/A |
| CCA.2 | 4-8, 4-9, 5-5, 6-1, 6-3, 6-6 | N/A | N/A |
| CCA.3 | 1-3, 1-6, 2-4, 2-5, 3-2, 3-4, 3-6, 5-1, 5-2, 5-3, 5-4 | N/A | N/A |
| CCB | | N/A | N/A |
| CCB.4 | 1-1, 1-2, 1-3, 1-4, 1-5, 1-6, 1-7, 2-5, 2-7, 2-8, 2-9, 3-1, 3-2, 3-3, 3-4, 3-5, 3-6, 3-7, 4-8, 5-1, 5-2, 5-3, 5-4, 6-1, 6-3 | N/A | N/A |
| CCB.5 | 1-1, 1-2, 1-3, 1-4, 1-5, 1-6, 1-7, 2-5, 3-1, 3-2, 3-3, 3-4, 3-5, 3-6, 6-2 | N/A | N/A |
| CCC | | N/A | N/A |
| CCC.6 | 2-1, 2-2, 2-3, 2-6, 2-9, 4-1, 4-2, 4-3, 4-4, 4-5, 4-6, 4-7 | N/A | N/A |
| CCC.7 | 4-1, 4-2, 4-3, 4-4, 4-5, 4-6, 4-7, 4-10 | N/A | N/A |

KCCA- KNOW NUMBER NAMES AND THE COUNT SEQUENCE

KCCB – COUNT TO TELL THE NUMBER OF OBJECTS

KCC – COMPARE NUMBERS

N/A – NOT APPLICABLE

TELESIS CENTER FOR LEARNING
MATH CORE CHECKLIST & VERTICAL ALIGNMENT REFERENCE

OPERATIONS AND ALGEBRAIC THINKING

| STANDARD | K | 1 ST | 2 ND |
|--------------|--|--|---|
| OAA | | | |
| OAA.1 | 4-4, 4-5, 4-6, 4-7, 7-1, 7-2, 7-3, 7-4, 7-5, 7-6, 7-7, 8-1, 8-2, 8-3, 8-4, 8-5, 8-6, 8-7, 8-8, 9-9 | 1-1, 1-2, 1-3, 1-4, 1-5, 1-6, 1-8, 2-4, 2-5, 2-6, 2-7, 2-8, 2-11, 4-6, 4-10, 5- 1, 5-2, 5-3, 5-4, 6- 1, 6-2, 6-7, | 1-1, 1-2, 1-3, 1-4, 1-5, 1-6, 1-7, 2-1, 2-2, 2-3, 2-4, 2-5, 2-6, 2-7, 3-1, 3-2, 3-3, 3-4, 3-5, 3-6, 4-4, 5-7, 6-5, 7-4, 8-9, 9-9, B47 (3 RD), B49 (3 RD), B54 (3 RD), |
| OAA.2 | 7-1, 7-2, 7-3, 7-4, 7-5, 7-6, 7-7, 8-1, 8-2, 8-3, 8-4, 8-5, 8-6, 8-7, 8-8 | 5-8, 5-9, | N/A |
| OAA.3 | 9-1, 9-2, 9-3, 9-4, 9-5, 9-6, 9-8 | N/A | N/A |
| OAA.4 | 9-7 | N/A | N/A |
| OAA.5 | 7-1, 7-2, 7-3, 7-4, 7-5, 7-6, 7-7, 8-1, 8-2, 8-3, 8-4, 8-5, 8-6, 8-7 | N/A | N/A |
| OAA.6 | N/A | N/A | N/A |
| OAB | | | |
| OAB.2 | N/A | N/A | K61, 2-1, 2-2, 2-3, 3-2, 3-3, 3-4, 3-5, |
| OAB.3 | N/A | 1-7, 4-1, 5-5, 5-6, 5-7, 5-8, 5-9, | N/A |
| OAB.4 | N/A | 2-1, 2-2, 2-3, 2-4, 2-5, 2-7, 2-8, 3-4, 4-7, 4-8, 4-9, 6-3, 6-4, 6-5, 6-6, | N/A |
| OAC | | | |
| OAC.3 | N/A | N/A | 5-6, |
| OAC.4 | N/A | N/A | 4-1, 4-2, 4-3, 4-4, |
| OAC.5 | N/A | 3-1, 3-2, 4-1, 4-6, | N/A |
| OAC.6 | N/A | 2-1, 2-2, 2-3, 2-4, 2-6, 2-7, 2-8, 2-9, 2-11, 3-3, 3-4, 3-5, 4-1, 4-2, 4-3, 4-4, 4-5, 4-6, 4-8, 4-9, 4-10, 5-1, 5-2, 5-3, | N/A |

| | | | |
|--------------|-----|--|-----|
| | | 5-5, 5-6, 5-7, 6-1, 6-2, 6-3, 6-4, 6-5, 6-6, | |
| OAD | | | |
| OAD.7 | N/A | 1-5, 1-8, 2-10, 4-1, 5-2, 5-3, 6-1, 6-6, | N/A |
| OAD.8 | N/A | 1-5, 2-6, 2-10, 3-4, 4-2, 4-3, 4-4, 4-5, 4-7, 4-8, 4-9, 5-1, 5-2, 5-3, 5-5, 5-6, 5-7, 6-1, 6-2, 6-4, 6-6, | N/A |

K OAA - UNDERSTAND ADDITION AS PUTTING TOGETHER AND ADDING TO, AND UNDERSTAND SUBTRACTION AS TAKING APART AND TAKING FROM

1&2 OAA – REPRESENT AND SOLVE PROBLEMS INVOLVING ADDITION & SUBTRACTION

K OABK – UNDERSTAND AND APPLY PROPERTIES OF OPERATIONS AND THE RELATIONSHIP BETWEEN ADDITION AND SUBTRACTION

1 OAB – UNDERSTAND AND APPLY PROPERTIES OF OPERATIONS AND THE RELATIONSHIP BETWEEN ADDITION AND SUBTRACTION

2 OAB – ADD AND SUBTRACT WITHIN 20

K OAC – ADD AND SUBTRACT

1 OAC – ADD AND SUBTRACT WITHIN 20

2 OAC – WORK WITH EQUAL GROUPS OF OBJECTS TO GAIN FOUNDATIONS FOR MULTIPLICATION

K OAD – WORK WITH ADDITION AND SUBTRACTION EQUATIONS

1 OAD – WORK WITH ADDITION AND SUBTRACTION EQUATIONS

N/A – NOT APPLICABLE

TELESIS CENTER FOR LEARNING
MATH CORE CHECKLIST & VERTICAL ALIGNMENT REFERENCE

NUMBER AND OPERATIONS IN BASE TEN

| STANDARD | K | 1 ST | 2 ND |
|--------------|--|---|---|
| NBT | | | |
| NBT.1 | 10-1, 10-2, 10-3, 10-4, 11-1, 11-2, 11-3, 11-4, 11-5 | 7-2, 7-4, 7-5, E9, 7- 6, 9-5, | a) 5-1, 10-1, 10-3, b) 10-1, 10-2, 10-3, 5-2, 10-2, |
| NBT.2 | N/A | a) 7-1, 7-5, 8- 1, , 8-3, 8- 4, 8-5, 8-6, b) 7-1, c) 7-3, 8-2, 8- 3, 8-5, 8-6, 7-2, K52, 8-1, 8-2, 8-3, 8-4, 8-5, 8-6, 9-2, | 5-4, 6-6, 10-1, 10- 5, 10-6, 10-9, |
| NBT.3 | N/A | K55, 9-3, 9-4, | K55, F36, 5-1, 5-2, 10-2, 10-3, |
| NBT.4 | N/A | 9-1, 9-2, 10-1, 10- 2, 10-3, 10-4, 10-5, 10-6, | 5-3, 10-7, 10-8, 10- 9, |
| NBT.5 | N/A | 9-1, 10-2, 10-3, 10- 4, 11-2, 11-3, 11-4, | 1-1, 1-2, 1-3, 1-4, 1-5, 1-6, 1-7, 2-1, 2-2, 2-3, 2-4, 2-5, 2-6, 3-1, 3-2, 3-3, 3-4, 3-5, 5-5, 5-7, 6-1, 6-2, 6-3, 6-4, 6-5, 7-1, 7-2, 7-3, 7-4, 7-5, 8-1, 8-2, 8-3, 8-4, 8-5, 8-6, 8-7, 8-8, 8-9, 9-1, 9-2, 9-3, 9-4, 9-5, 9-6, 9-7, 9-8, 9-9, 14-1, 14-2, 14-3, |
| NBT.6 | N/A | 11-1, 11-2, 11-3, 11-4, 11-5, 11-6, | 5-5, 8-4, 8-5, 8-6, 8-7, 8-8, 9-6, 9-8, |
| NBT.7 | N/A | N/A | 7-5, 11-1, 11-2, 11- 3, 11-4, 11-5, 11-6, 11-7, 11-8, 11-9, |
| NBT.8 | N/A | N/A | 6-1, 6-2, 6-3, 6-5, 7-1, 7-4, 10-4, 10- 5, 11-1, 11-2, 11-6, |

| | | | |
|--------------|-----|-----|--|
| NBT.9 | N/A | N/A | 1-5, 2-1, 2-2, 2-3, 2-4, 2-5, 2-6, 2-7, 3-1, 3-2, 3-3, 3-4, 5-6, 6-1, 6-2, 6-3, 6-4, 6-5, 7-1, 7-2, 7-3, 7-4, 8-1, 8-2, 8-3, 8-4, 8-5, 8-6, 8-7, 8-8, 9-1, 9-2, 9-3, 9-4, 9-5, 9-6, 9-7, 9-8, 11-1, 11- 2, 11-3, 11-4, 11-6, 11-7, 11-8, 14-1, 14-2, 14-3, |
|--------------|-----|-----|--|

K NBT – WORK WITH NUMBES 11-19 TO GAIN FOUNDATION FOR PLACE VALUE / EXTEND COUNTING SEQUENCE

1 NBT – EXTEND THE COUNTING SEQUENCE / UNDERSTAND PLACE VALUE AND PROPERTIES OF ADD/SUB

2 NBT – UNDERSTAND PLACE VALUE AND PROPERTIES

N/A – NOT APPLICABLE

TELESIS CENTER FOR LEARNING
MATH CORE CHECKLIST & VERTICAL ALIGNMENT REFERENCE

MEASUREMENT AND DATA

| STANDARD | K | 1 ST | 2 ND |
|---------------|--|---|--|
| MDA | | | |
| MDA.1 | 12-1, 12-2, 12-3, 12-4, 12-5, 12-6, 12-7, 12-8 | 12-1, 12-2, | D28, D29, D40, 15-1, 15-2, 15-3, 15-4, 15-5, 15-9, K59, D33, |
| MDA.2 | 12-2, 12-3, 12-4, 12-5, 12-6, 12-7, 12-8 | 12-3, 12-4, 12-5, 12-6, SL8, | 15-6, |
| MDA.3 | N/A | N/A | 15-2, 15-3, 15-4, 15-5, 15-9, D33 |
| MDA.4 | N/A | N/A | 15-8, |
| MDB | | | |
| MDB.3 | 9-9, 13-1, 13-2, 13-3, 13-4, 13-5, 13-6, 13-7 | 13-1, 13-2, 13-3, 13-4, | N/A |
| MDB.5 | N/A | N/A | 15-7, 15-9, |
| MDB.6 | N/A | N/A | 8-6, 9-6, |
| MDC | | | |
| MDC.4 | N/A | 14-1, 14-2, 14-3, 14-4, 14-5, 14-6, 14-7, | N/A |
| MDC.7 | N/A | N/A | D10, K18, 16-1, 16-2, |
| MDC.8 | N/A | N/A | 13-1, 13-2, 13-3, 13-4, 13-5, 14-1, 14-2, 14-3, 14-4, |
| MDD | | | |
| MDD.9 | N/A | N/A | 16-4, |
| MDD.10 | N/A | N/A | 16-3, 16-5, 16-6 |

N/A – NOT APPLICABLE

K MDA – DESCRIBE & COMPARE MEASURABLE ATTRIBUTES

1 MDA – MEASURE LENGTHS INDIRECTLY AND BY ITERATING LENGTH UNITS

2 MDA – MEASURE AND ESTIMATE LENGTHS IN STANDARD UNITS

K MDB – CLASSIFY OBJECTS AND COUNT THE NUMBER OF OBJECTS IN EACH CATEGORY

1 MDB – TELL AND WRITE TIME

2 MDB – RELATE ADDITION AND SUBTRACTION TO LENGTH

1 MDC – REPRESENT AND INTERPRET DATA

2 MDC – WORK WITH TIME AND MONEY

2 MDD – REPRESENT AND INTERPRET DATA

TELESIS CENTER FOR LEARNING
MATH CORE CHECKLIST & VERTICAL ALIGNMENT REFERENCE

GEOMETRY

| STANDARD | K | 1 ST | 2 ND |
|-------------|---|---|---|
| GA | | | |
| GA.1 | 13-5, 15-1, 15-2, 15-3, 15-4, 15-5 | 15-1, 15-3, 15-6, 15-7, 15-8, 15-10, | D56, 12-1, 12-2, 12-3, 12-4, 12-5, 12-8 |
| GA.2 | 14-1, 14-2, 14-3, 14-4, 14-5, 14-6, 14-7, 14-8, 16-1, 16-3, 16-4 | 15-2, 15-4, 15-5, 15-9, | 12-6, |
| GA.3 | 14-6, 14-7, 16-5 | 16-1, 16-2, 16-3, 16-4, | 12-7, |
| GB | | | |
| GB.4 | 16-1, 16-2, 16-3, 16-5 | N/A | N/A |
| GB.5 | 16-4 | N/A | N/A |
| GB.6 | 16-2 | N/A | N/A |

K GA – IDENTIFY AND DESCRIBE CHAPES (SQUARES, CIRCLES, TRIANGLES, RECTANGLES, HEXAGONS, CUBES, CONES, CYLINDERS AND SPHERES)

1&2 GA – REASON WITH SHAPES AND THEIR ATTRIBUTES

2 GBK – ANALYZE, COMPARE, CREATE AND COMPOSE SHAPES

N/A – NOT APPLICABLE