

SECOND GRADE MATH

By the end of 2nd Grade a student will be able to . . .

NUMBERS

- skip count (e.g., counting by 2's, 5's, & 10's) from any number

2, 4, 6, 8, OR
4, 14, 24, 34,

- recognize and explain the concept of odd and even numbers
- describe relationships between numbers using comparison notation ($>$, $<$, $=$)
- solve two-step addition and subtraction (story problems)
- use manipulatives to solve multiplication and division problems (e.g., making arrays with cubes or sharing 6 cookies equally among 3 children)
- connect number words and numerals to the quantities they represent, with numbers through hundreds

*eight = 8 = VIII = ******
- utilize a calculator to solve three-digit addition and subtraction problems
- demonstrate mastery of addition and subtraction up to 3 digits

MEASUREMENT & GEOMETRY

- measure and compare objects, including width and length, using both US customary and metric units
- order events chronologically
- compare and contrast attributes of two and three-dimensional shapes using appropriate vocabulary (prisms, cylinders, pyramids, cones, and spheres)
- predict the results of putting and taking apart two and three dimensional shapes (e.g., putting two triangles together makes a square)
- create and complete shapes that have lines of symmetry (e.g., hearts, butterflies, triangles, and rectangles)
- navigate space and apply ideas about direction and space (e.g., nearer, farther)
- identify congruent shapes

MONEY & TIME

- count, compare, and order sets of coins
- tell time on a clock (quarter past, half-past, quarter to, etc.)
- describe relationships within units of time and money (e.g., 25 cents = quarter dollar)

APPLYING MATH, PROBLEM-SOLVING, GRAPHING

- use tables and graphs to solve problems
- describe and compare qualitative change (e.g., student grows two inches in one year)
- solve a variety of sentences with equalities and inequalities (use symbols $<$ less than, $>$ greater than, $=$ equal to)
- ask questions, collect data, and make a graph
- predict the possible outcomes of events (e.g., coin tosses, spinners, election results)

DECIMALS, FRACTIONS, PERCENTAGES

- describe parts of a set using
 $\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$
- compare fractions using $<$, $>$, $=$
- divide an object using fractions (e.g., one-half, one-third, one-fourth, one-tenth, etc.)

PATTERNS, FUNCTIONS, ALGEBRA

- solve word problems involving unknown quantities (e.g., $x + 3 = 5$, what does x equal?)
- recognize and work with extending numeric patterns (e.g., 1, 3, 5, etc.)