

Hanover Schools

Mathematics Curriculum Quick Reference Guide

Grade 2

(Note: This quick reference guide only lists mastery skills. Additionally, teachers should address developing skills as outlined in the Hanover Schools Mathematics Curriculum Document.)

TERM I:

___ 2.N.1 - Name and write (in numerals) whole numbers to 200, identify the place values of the digits, and order the numbers.

___ 2.N.9 - Automatize addition/subtraction facts and use them to solve problems - totals to 12.

___ 2.P.4 - Skip count by twos, fives, and tens up to at least 50, starting at any number.

___ 2.M.5 - Choose and use a ruler to measure linear length in centimeters.

TERM II:

___ 2.N.6 - Identify the value of all U.S. coins.

___ 2.N.9 - Automatize addition/subtraction facts and use them to solve problems - totals to 18.

___ 2.P.2 - Identify different patterns on the hundreds chart.

___ 2.P.3 - Describe and create addition and subtraction number patterns, e.g., 1, 4, 7, 10...; or 25, 23, 21...

___ 2.G.1 - Describe attributes and parts of two- and three-dimensional shapes, (length of sides, and # of corners, edges, sides).

___ 2.M.2 - Tell time at quarter-hour intervals on analog and digital clocks using a.m. and p.m.

___ 2.M.6 - Make and use estimates of time to the hour and half hour (e.g., how long it takes to complete an activity).

TERM III:

___ 2.N.1 - Name and write (in numerals) whole numbers to 1,000, identify the place values of the digits, and order the numbers.

___ 2.N.9 - Automatize addition/subtraction facts and use them to solve problems - totals to 20.

___ 2.P.6 - Write number sentences using +, -, =, and/or > to represent mathematical relationships in everyday situations.

___ 2.M.5 - Select and correctly use the appropriate measurement tools, e.g., ruler, balance scale, thermometer.

___ 2.N.10 - Demonstrate the ability to add and subtract three-digit numbers accurately and efficiently.

___ 2.N.11 - Demonstrate in the classroom an understanding of and the ability to use the conventional algorithms for addition (two 3-digit numbers and three 2-digit numbers) and subtraction (two 3-digit numbers).

___ 2.N.11 - Estimate, calculate, and solve problems involving addition and subtraction of two-digit numbers. Describe differences between estimates and actual calculations.

___ 2.P.7 - Describe functions related to trading, including coin trades and measurement trades, e.g., five pennies make one nickel or four cups make one quart.

___ 2.N.3 - Identify and represent a whole and $\frac{1}{2}$ as parts of whole, parts of groups, and numbers on the number line.

___ 2.G.1 - Describe attributes and parts of 2- and 3-dimensional shapes, e.g., length of sides, and number of corners, edges, faces, and sides.

___ 2.G.3 - Recognize congruent shapes.

___ 2.G.4 - Identify shapes that have been rotated (turned), reflected (flipped), translated (slid), and enlarged. Describe direction of translations, e.g., left, right, up, down.

___ 3.G.1 - Compare & analyze attributes & other functions (eg. # of sides, corners, diagonals) of 2-dimensional geometric shapes.