

**Montague School District
Second Grade Mathematics**

Unit 1 Second Grade		
Pacing: 45 days		
Content Standards	Suggested Mathematical Practices	Critical Knowledge & Skills
Unit 1 Add and Subtract within 100 and Understand Place Value to 1000	<ul style="list-style-type: none"> ■ 2.OA.A.1 ■ 2.OA.B.2 ■ 2.NBT.A.1 ■ 2.NBT.A.2 ■ 2.NBT.A.3 ■ 2.NBT.A.4 ■ 2.NBT.B.8 	<ul style="list-style-type: none"> ● Represent and solve problems involving addition and subtraction ● Add and subtract within 20 ● Understand place value ● Use place value understanding and properties of operations to add and subtract
Content Standards	Suggested Mathematical Practices	Critical Knowledge & Skills
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.	MP.1 Make sense of problems and persevere in solving them. MP.2 Reason abstractly and quantitatively. MP.3 Construct viable arguments and critique the reasoning of others. MP.4 Model with mathematics. MP.5 Use appropriate tools strategically. MP.8 Look for and express regularity in repeated reasoning.	<p>Concept(s): No new concept(s) introduced</p> <p>Students are able to:</p> <ul style="list-style-type: none"> ● count on and put together to add to solve one- and two-step word problems. ● take from or take apart to subtract to solve one- and two-step word problems. ● use drawings and equations to represent the problem. <p>Learning Goal 1: Add and subtract within 20 to solve 1- and 2-step word problems with unknowns in any position.</p>
2.OA.B.2. Fluently add and subtract within 20 using mental strategies. By end of Grade 2, know from memory all sums of two one-digit numbers	MP.2 Reason abstractly and quantitatively. MP.7 Look for and make use of structure. MP.8 Look for and express regularity in repeated reasoning.	<p>Concept(s): No new concept(s) introduced</p> <p>Students are able to:</p> <ul style="list-style-type: none"> ● add within 10 using mental strategies with accuracy and efficiency. ● subtract within 10 using mental strategies with accuracy and efficiency. <p>Learning Goal 2: Fluently add and subtract within 10 using mental strategies.</p>
2.NBT.A.1. Understand that the three digits of a three-digit number represent	MP.2 Reason abstractly and quantitatively.	<p>Concept(s):</p> <ul style="list-style-type: none"> ● 100 can be thought of as a bundle of ten tens — called a hundred.



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<p>amounts of hundreds, tens, and ones; e.g., 706 equals 7 hundreds, 0 tens, and 6 ones. Understand the following as special cases:</p> <p>2.NBT.A.1.a. 100 can be thought of as a bundle of ten tens — called a “hundred.”</p> <p>2.NBT.A.1.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).</p>	<p>MP.7 Look for and make use of structure. MP.8 Look for and express regularity in repeated reasoning.</p>	<ul style="list-style-type: none"> 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). <p>Students are able to:</p> <ul style="list-style-type: none"> represent 100 as a bundle of ten tens. represent the number of hundreds, tens, and ones in a 3-digit number. <p>Learning Goal 3: Represent a 3-digit number as specific amounts of hundreds, tens, and ones.</p> <p>Learning Goal 4: Identify ten tens as 100 and represent two hundred, three hundred, ... nine hundred with 2, 3, ..., 9 hundred bundles (with zero tens and zero ones).</p>
<p>2.NBT.A.2. Count within 1000; skip-count by 5s, 10s, and 100s.</p>	<p>MP.2 Reason abstractly and quantitatively. MP.7 Look for and make use of structure. MP.8 Look for and express regularity in repeated reasoning.</p>	<p>Concept(s): No new concept(s) introduced</p> <p>Students are able to:</p> <ul style="list-style-type: none"> count by fives within 1000. count by tens within 1000. count by hundreds within 1000. <p>Learning Goal 5: Skip count by 5s and 10s up to 100...beginning at any multiple of 5.</p>
<p>2.NBT.A.3. Read and write numbers to 1000 using base-ten numerals, number names, and expanded form.</p>	<p>MP.2 Reason abstractly and quantitatively. MP.7 Look for and make use of structure. MP.8 Look for and express regularity in repeated reasoning.</p>	<p>Concept(s):</p> <ul style="list-style-type: none"> Expanded form <p>Students are able to:</p> <ul style="list-style-type: none"> read numbers to 1000 written using base-ten numerals. read number names to 1000. read numbers to 1000 written in expanded form. write numbers to 1000 using base-ten numerals, number names, and expanded form. <p>Learning Goal 6: Read numbers to 1000 using base-ten numerals, number names, and</p>

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		<p>expanded form.</p> <p>Learning Goal 7: Write numbers to 1000 using base-ten numerals, number names, and expanded form.</p>
<p>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.</p>	<p>MP.2 Reason abstractly and quantitatively. MP.6 Attend to precision. MP.7 Look for and make use of structure. MP.8 Look for and express regularity in repeated reasoning.</p>	<p>Concept(s):</p> <ul style="list-style-type: none"> Place value <p>Students are able to:</p> <ul style="list-style-type: none"> use the number of the hundreds, tens and/or ones digits to compare two three-digit numbers. write the results of the comparison using $>$, $=$, or $<$. <p>Learning Goal 8: Use symbols $>$, $=$, $<$ to record the results of comparing two 3-digit numbers by decomposing the number into a number (100s, 10s, and 1s).</p>
<p>2.NBT.B.8. Mentally add 10 or 100 to a given number 100–900, and mentally subtract 10 or 100 from a given number 100–900.</p>	<p>MP.2 Reason abstractly and quantitatively. MP.7 Look for and make use of structure. MP.8 Look for and express regularity in repeated reasoning.</p>	<p>Concept(s):</p> <ul style="list-style-type: none"> Place value <p>Students are able to:</p> <ul style="list-style-type: none"> Mentally add 10 or 100 from any given number between 100 and 900. Mentally subtract 10 or 100 from any given number between 100 and 900. <p>Learning Goal 9: Mentally add or subtract 10 or 100 from any given number between 100 and 900</p>

Unit 1 Second Grade	
<p>Formative, Alternate, Benchmark and Summative Assessments ESGI Bridges Corner Checkups Quizzes Math Fluency Assessments Tests Pair and Share Benchmarks Performance Assessments Bridges Post Assessments Observations Exit and Entrance Tickets Self Evaluations</p>	
<p>Accommodations & modifications for special education, ELL, G&T, 504 plans and At Risk Learners</p>	<p>Integration of NJSL 21st Century Skills, Life and Career Standards 9.1 CRP, 9.2 Financial Literacy, and 9.3 Career Awareness</p>

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https://docs.google.com/document/d/1OOotX2EluJaPydBBcm-l6_Jo6n-j0uEq13YX0q3MDVM/edit?usp=sharing	iPads Google Classroom https://docs.google.com/document/d/1sBiARk7yaPV_NQhMh5cJJ_wJb0Rj9nEUvxJKsE-8xvw/edit?usp=sharing
Interdisciplinary Connections ELA, STEM, Science, Visual and Performing Arts	Core instructional and supplemental materials
NSLS Technology: https://docs.google.com/document/d/1GHL_TdtZh2bmZbeyCW5BPMWOvY-2o5P7NLU_3bDo1qE/edit?usp=sharing	Bridges Math Program ESGI 2.OA.A.1 Pencil and a Sticker 2.OA.B.2 Building toward fluency 2.NBT.A.1 Making 124 2.NBT.A.1 Largest Number Game 2.NBT.A.3 Looking at Numbers Every Which Way 2.NBT.A.4 Ordering 3-digit numbers 2.NBT.B.8 Choral Counting



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Unit 2 Second Grade		
Pacing: 45 days		
Content Standards	Suggested Mathematical Practices	Critical Knowledge & Skills
Unit 2 Place Value Strategies for Addition and Subtraction	2.OA.A.1 2.OA.B.2 2.OA.C.3 2.OA.C.4 2.G.A.2 2.NBT.B.5 2.NBT.B.6 2.NBT.B.7 2.NBT.B.9 2.NBT.A.2	<ul style="list-style-type: none"> ● Represent and solve problems involving addition and subtraction ● Add and subtract within 20 ● Work with equal groups of objects to gain foundations for multiplication ● Reason with shapes and their attribute ● Use place value understanding and properties of operations to add and subtract ● Understand place value
Content Standards	Suggested Mathematical Practices	Critical Knowledge & Skills
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.	MP.1 Make sense of problems and persevere in solving them. MP.2 Reason abstractly and quantitatively. MP.3 Construct viable arguments and critique the reasoning of others. MP.4 Model with mathematics. MP.5 Use appropriate tools strategically. MP.8 Look for and express regularity in repeated reasoning.	Concept(s): No new concept(s) introduced Students are able to: <ul style="list-style-type: none"> ● count on and put together to add to solve one- and two-step word problems. ● take from or take apart to subtract to solve one- and two-step word problems. ● use drawings and equations to represent the problem. Learning Goal 1: Add and subtract within 100 to solve 1- and 2-step word problems with unknowns in any position.
2.OA.B.2. Fluently add and subtract within 20 using mental strategies.	MP.2 Reason abstractly and quantitatively. MP.7 Look for and make use of structure. MP.8 Look for and express regularity in repeated reasoning.	Concept(s): No new concept(s) introduced Students are able to: <ul style="list-style-type: none"> ● add within 10 using mental strategies with accuracy and efficiency. ● subtract within 10 using mental strategies with accuracy and efficiency. Learning Goal 2: Fluently add and subtract within 10 using mental strategies.



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<p>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</p>	<p>MP.2 Reason abstractly and quantitatively. MP.3 Construct viable arguments and critique the reasoning of others. MP.7 Look for and make use of structure. MP.8 Look for and express regularity in repeated reasoning</p>	<p>Concept(s):</p> <ul style="list-style-type: none"> ● Even: groups having even numbers of objects will pair up evenly. ● Odd: groups having odd numbers of objects will not pair up evenly. <p>Students are able to:</p> <ul style="list-style-type: none"> ● pair up to 20 object, count by 2s and determine whether the group contains an even or odd number of objects. ● write an equation to express an even number as a sum of two equal addends. <p>Learning Goal 3: Write an equation to express an even number as a sum of two equal addends</p>
<p>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</p>	<p>MP.2 Reason abstractly and quantitatively. MP.3 Construct viable arguments and critique the reasoning of others. MP.7 Look for and make use of structure. MP.8 Look for and express regularity in repeated reasoning.</p>	<p>Concept(s):</p> <ul style="list-style-type: none"> ● Arrays as arrangements of objects. <p>Students are able to:</p> <ul style="list-style-type: none"> ● with objects arranged in an array, use repeated addition to find the total. ● with objects arranged in an array, write an equation to express repeated addition. <p>Learning Goal 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.</p>
<p>2.G.A.2. Partition a rectangle into rows and columns of same-size squares and count to find the total number of them.</p>	<p>MP.2 Reason abstractly and quantitatively. MP.6 Attend to precision. MP.8 Look for and express regularity in repeated reasoning.</p>	<p>Concept(s): No new concept(s) introduced</p> <p>Students are able to:</p> <ul style="list-style-type: none"> ● partition a rectangle into rows and columns of same-size squares and count to find the total number. <p>Learning Goal 5: Partition a rectangle into rows and columns of same-size squares and count to find the total number.</p>
<p>2.NBT.B.5. Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between</p>	<p>MP.2 Reason abstractly and quantitatively. MP.7 Look for and make use of structure. MP.8 Look for and express regularity in repeated reasoning.</p>	<p>Concept(s): No new concept(s) introduced</p> <p>Students are able to:</p> <ul style="list-style-type: none"> ● with accuracy and efficiency, add and subtract within 50 using strategies based on place value

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<p>addition and subtraction. *(benchmarked)</p>		<ul style="list-style-type: none"> with accuracy and efficiency, add and subtract within 50 using strategies based on properties of operations. with accuracy and efficiency, add and subtract within 50 using strategies based on the relationship between addition and subtraction. <p>Learning Goal 6: Use a variety of strategies (place value, properties of operation, and/or the relationship between addition and subtraction) to add and subtract within 50.</p>
<p>2.NBT.B.6. Add up to four two-digit numbers using strategies based on place value and properties of operations.</p>	<p>MP 2 Reason abstractly and quantitatively. MP.7 Look for and make use of structure. MP.8 Look for and express regularity in repeated reasoning.</p>	<p>Concept(s): No new concept(s) introduced</p> <p>Students are able to:</p> <ul style="list-style-type: none"> add three two digit numbers using place value strategies and properties of operations. add four two digit numbers using place value strategies and properties of operations. <p>Learning Goal 7: Add up to four two -digit numbers using strategies based on place value and properties of operations.</p>
<p>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.</p>	<p>MP 2 Reason abstractly and quantitatively. MP.4 Model with mathematics. MP.5 Use appropriate tools strategically. MP.7 Look for and make use of structure. MP.8 Look for and express regularity in repeated reasoning.</p>	<p>Concept(s):</p> <ul style="list-style-type: none"> In adding or subtracting three-digit numbers, one adds or subtracts hundreds and hundreds, tens and tens, ones and ones. Sometimes it is necessary to compose or decompose tens or hundreds. <p>Students are able to:</p> <ul style="list-style-type: none"> add and subtract within 1000, using concrete models or drawings. add and subtract within 1000 using strategies based on place value. add and subtract within 1000 using properties of operations or the relationship between addition and subtraction. relate the strategies to a written method. <p>Learning Goal 8: 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.</p>
<p>2.NBT.B.9. Explain why addition and subtraction strategies work, using</p>	<p>MP 2 Reason abstractly and quantitatively. MP.3 Construct viable arguments and critique the reasoning of others.</p>	<p>Concept(s): No new concept(s) introduced</p> <p>Students are able to:</p>

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<p>place value and the properties of operations.</p>	<p>MP.4 Model with mathematics. MP.5 Use appropriate tools strategically. MP.7 Look for and make use of structure. MP.8 Look for and express regularity in repeated reasoning.</p>	<ul style="list-style-type: none"> ● Explain, using objects and drawings, why addition and subtraction strategies based on place value work. ● Explain, using objects and drawings, why addition and subtraction strategies based on properties of operations work. <p>Learning Goal 9: After applying addition and subtraction strategies based on place value and the properties of operations, explain why these strategies work using drawings or objects [for example, $37 + 12$ equals $30 + 7 + 10 + 2$ (place value) which equals $30 + 10 + 7 + 2$ (property of operations)].</p>
<p>2.NBT.A.2. Count within 1000; skip-count by 5s, 10s, and 100s. *(benchmarked)</p>	<p>MP.2 Reason abstractly and quantitatively. MP.7 Look for and make use of structure. MP.8 Look for and express regularity in repeated reasoning.</p>	<p>Concept(s): No new concept(s) introduced</p> <p>Students are able to:</p> <ul style="list-style-type: none"> ● count within 1000 by ones. ● count within 1000 by fives, tens, and hundreds beginning at any multiple of 5, 10, or 100. <p>Learning Goal 10: Count within 1000 by ones, fives, tens, and hundreds beginning at any multiple of 1, 5, 10, or 100 (e.g. begin at 505 and skip count by 5 up to 605, or begin at 600 and skip count by 100 up to 1000).</p>

<p align="center">Unit 2 Second Grade</p>	
<p>Formative, Alternate, Benchmark and Summative Assessments ESGI Bridges Corner Checkups Quizzes Math Fluency Assessments Tests Pair and Share Benchmarks Performance Assessments Bridges Post Assessments Observations Exit and Entrance Tickets Self Evaluations</p>	
<p>Accommodations & modifications for special education, ELL, G&T, 504 plans and At Risk Learners</p>	<p>Integration of NJSL 21st Century Skills, Life and Career Standards 9.1 CRP, 9.2 Financial Literacy, and 9.3 Career Awareness</p>
<p>https://docs.google.com/document/d/1OOotX2EiuJaPydBBcm-l6_Jo6n-j0uEqI3YX0q3MDVM/edit?usp=sharing</p>	<p>iPads Google Classroom</p>



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	https://docs.google.com/document/d/1sBiARk7yaPV_NOhMh5cJJ_wJb0Rj9nEUvxJKsE-8xvw/edit?usp=sharing
Interdisciplinary Connections ELA, STEM, Science, Visual and Performing Arts	Core instructional and supplemental materials
NSLS Technology: https://docs.google.com/document/d/1GHL_TdtZh2bmZbeyCW5BPMWOvY-2o5P7NLU_3bDo1qE/edit?usp=sharing	Bridges Math Program ESGI 2.OA.B.2 Hitting the Target Number 2.OA.C.3 Red and Blue Tiles 2.OA.C.4 Counting Dots in Arrays 2.G.A.2 Partitioning a Rectangle into Unit Squares 2.NBT.B.6 Toll Bridge Puzzle 2.NBT.B.7 How Many Days Until Summer Vacation? 2.NBT.B.9 Peyton and Presley Discuss Addition



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Unit 3 Second Grade		
Pacing: 45 days		
Content Standards	Suggested Mathematical Practices	Critical Knowledge & Skills
Unit 3 Measurement	<ul style="list-style-type: none"> ■ 2.MD.A.1 ■ 2.MD.A.3 ■ 2.MD.A.2 ■ 2.MD.A.4 ■ 2.MD.B.5 ■ 2.MD.B.6 ⊙ 2.MD.C.7 ■ 2.NBT.A.2 ■ 2.NBT.B.5 	<ul style="list-style-type: none"> ● Measure and estimate lengths in standard units ● Relate addition and subtraction to length ● Work with time ● Understand place value ● Use place value understanding and properties of operations to add and subtract
Content Standards	Suggested Mathematical Practices	Critical Knowledge & Skills
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.	MP.5 Use appropriate tools strategically. MP.6 Attend to precision. MP.7 Look for and make use of structure.	Concept(s): No new concept(s) introduced Students are able to: <ul style="list-style-type: none"> ● measure lengths of objects using rules, yardsticks, meter sticks and measuring tapes. Learning Goal 1: Estimate lengths of objects and measure lengths of objects using appropriate tools.
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.	MP.2 Reason abstractly and quantitatively. MP.3 Construct viable arguments and critique the reasoning of others. MP.5 Use appropriate tools strategically. MP.6 Attend to precision. MP.7 Look for and make use of structure.	Concept(s): No new concept(s) introduced Students are able to: <ul style="list-style-type: none"> ● measure the length of an object using different units of measure ● compare the measurements and explain how they relate to each unit. Learning Goal 2: Compare measurements of an object taken with two different units of measure and 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	MP.5 Use appropriate tools strategically. MP.6 Attend to precision.	Concept(s): No new concept(s) introduced Students are able to:



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	MP.7 Look for and make use of structure.	<ul style="list-style-type: none"> estimate lengths of objects. <p>Learning Goal 1: Estimate lengths of objects and measure lengths of objects using appropriate tools.</p>
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.	MP.5 Use appropriate tools strategically. MP.6 Attend to precision.	<p>Concept(s): No new concept(s) introduced</p> <p>Students are able to:</p> <ul style="list-style-type: none"> Measure objects, comparing to determine how much longer one object is than another. Express the difference in length in terms of a standard unit of measure. <p>Learning Goal 3: Compare lengths of two objects and determine how much longer one object is than the other using a standard unit of measure.</p>
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 For example, if Angela needs 30 feet of ribbon for gifts, but she only has 17 feet, number sentences $17 + \square = 30$ and $30 - \square = 17$ both represent the situation and \square represents the number of feet of ribbon that she still needs.	MP.1 Make sense of problems and persevere in solving them. MP 2 Reason abstractly and quantitatively. MP.4 Model with mathematics. MP.5 Use appropriate tools strategically.	<p>Concept(s): No new concept(s) introduced</p> <p>Students are able to:</p> <ul style="list-style-type: none"> add and subtract, within 100, to solve word problems involving lengths (lengths are given in the same units). use drawings to represent the problem. use number sentences with a symbol for the unknown to represent the problem. <p>Learning Goal 4: Add and subtract within 100 to solve word problems involving lengths using a symbol to represent the unknown number.</p>
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.	MP.4 Model with mathematics. MP 2 Reason abstractly and quantitatively. MP.5 Use appropriate tools strategically.	<p>Concept(s): No new concept(s) introduced</p> <p>Students are able to:</p> <ul style="list-style-type: none"> use equally spaced points of a number line to represent whole numbers as lengths from 0. represent whole number sums within 100 on a number line diagram. represent whole number differences within 100 on a number line diagram.



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		Learning Goal 5: Use a number line to represent the solution of whole number sums and differences related to length within 100.
2.MD.C.7. Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m.	MP.5 Use appropriate tools strategically. MP.6 Attend to precision.	<p>Concept(s): No new concept(s) introduced</p> <p>Students are able to:</p> <ul style="list-style-type: none"> ● use analog and digital clocks, tell time to the nearest five minutes using a.m. and p.m. ● use analog and digital clocks, write time to the nearest five minutes using a.m. and p.m. <p>Learning Goal 6: Tell and write time using analog and digital clocks to the nearest five minutes using a.m. and p.m.</p>
2.NBT.A.2. Count within 1000; skip-count by 5s, 10s, and 100s.	MP.2 Reason abstractly and quantitatively. MP.7 Look for and make use of structure. MP.8 Look for and express regularity in repeated reasoning.	<p>Concept(s): No new concept(s) introduced</p> <p>Students are able to:</p> <ul style="list-style-type: none"> ● count within 1000 by ones. ● count within 1000 by fives, tens, and hundreds beginning at any multiple of 5, 10, or 100. <p>Learning Goal 7: Orally count within 1000 including skip-counting by 5s, 10s, and 100s</p>
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.	MP.2 Reason abstractly and quantitatively. MP.7 Look for and make use of structure. MP.8 Look for and express regularity in repeated reasoning.	<p>Concept(s):</p> <ul style="list-style-type: none"> ● Place value ● Relationship between addition and subtraction ● Properties of Operation <p>Students are able to:</p> <ul style="list-style-type: none"> ● add and subtract within 100 using place value strategies. ● add and subtract within 100 using properties of operations and the relationship between addition and subtraction. <p>Learning Goal 8: Select and use a strategy (place value, properties of operation, and/or the relationship between addition and subtraction) to add and subtract within 100.</p>

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Formative, Alternate, Benchmark and Summative Assessments ESGI Bridges Corner Checkups Quizzes Math Fluency Assessments Tests Pair and Share Benchmarks Performance Assessments Bridges Post Assessments Observations Exit and Entrance Tickets Self Evaluations	
Accommodations & modifications for special education, ELL,G&T, 504 plans and At Risk Learners	Integration of NJSLS 21st Century Skills, Life and Career Standards 9.1 CRP, 9.2 Financial Literacy, and 9.3 Career Awareness
https://docs.google.com/document/d/1OOotX2EIuJaPydBBcm-l6_Jo6n-j0uEqI3YX0q3MDVM/edit?usp=sharing	iPads Google Classroom https://docs.google.com/document/d/1sBiARk7yaPV_NOhMh5cJJ_wJb0Rj9nEUvxJKsE-8xvw/edit?usp=sharing
Interdisciplinary Connections ELA, STEM, Science, Visual and Performing Arts	Core instructional and supplemental materials
NSLS Technology: https://docs.google.com/document/d/1GHL_TdtZh2bmZbeyCW5BPMWOvY-2o5P7NLU_3bDo1qE/edit?usp=sharing	Bridges Math Program ESGI 2.MD.A.1,3,4 Determining Length 2.MD.B.5 High Jump Competition 2.MD.B.6 Frog and Toad on the Number Line 2.MD.C.7 Ordering Time

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Unit 4 Second Grade		
Pacing: 45 days		
Content Standards	Suggested Mathematical Practices	Critical Knowledge & Skills
Unit 4 Reason with Shapes and Represent Data	◎ 2.G.A.1 ◎ 2.G.A.3 ● 2.MD.C.8 ● 2.MD.D.9 ● 2.MD.D.10 ■ 2.OA.B.2* ■ 2.NBT.B.5	<ul style="list-style-type: none"> ● Reason with shapes and their attributes ● Work with money ● Represent and interpret data ● Add and subtract within 20 ● Use place value understanding and properties of operations to add and subtract
Content Standards	Suggested Mathematical Practices	Critical Knowledge & Skills
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. Identify triangles, quadrilaterals, pentagons, hexagons, and cubes.	MP.2 Reason abstractly and quantitatively. MP.6 Attend to precision. MP.8 Look for and express regularity in repeated reasoning.	Concept(s): No new concept(s) introduced Students are able to: <ul style="list-style-type: none"> ● draw shapes having specified attributes (e.g. number of equal faces, number of angles) ● identify triangles, quadrilaterals, pentagons, hexagons, and cubes. Learning Goal 1: Draw shapes having specified attributes, such as a given number of angles or a given number of equal faces. Identify triangles, quadrilaterals, pentagons, hexagons, and cubes.
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.	MP.4 Model with mathematics. MP.7 Look for and make use of structure.	Concept(s): <ul style="list-style-type: none"> ● Equal shares of identical wholes need not have the same shape. Students are able to: <ul style="list-style-type: none"> ● partition rectangles into two, three, or four equal shares. ● partition two same-sized rectangles to show that equal shares of identical wholes need not have the same shape. ● describe the shares using the words halves, thirds, fourths, half of, a third of, a fourth of, etc. ● recognize and then describe the whole as two halves, three thirds, four fourths.

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		<p>Learning Goal 2: 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, and four fourths.</p>
<p>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?</p>	<p>MP.1 Make sense of problems and persevere in solving them. MP.2 Reason abstractly and quantitatively. MP.4 Model with mathematics. MP.5 Use appropriate tools strategically. MP.8 Look for and express regularity in repeated reasoning.</p>	<p>Concept(s):</p> <ul style="list-style-type: none"> Know the value of dollar bills, quarters, dimes, nickels, and pennies. <p>Students are able to:</p> <ul style="list-style-type: none"> identify dollar bills, quarters, dimes, nickels, and pennies. using dollar bills, quarters, dimes, nickels, and pennies, count to determine the total amount of money. solve word problems involving dollar bills, quarters, dimes, nickels, and pennies. <p>Learning Goal 3: Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using the \$ and ¢ symbols appropriately.</p>
<p>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.</p>	<p>MP.4 Model with mathematics. MP.5 Use appropriate tools strategically. MP.6 Attend to precision. MP.8 Look for and express regularity in repeated reasoning.</p>	<p>Concept(s):</p> <ul style="list-style-type: none"> Generate data. <p>Students are able to:</p> <ul style="list-style-type: none"> generate measurement data by measuring lengths, to the nearest whole unit, of several objects or by making repeated measurements of the same object. record the measurements in a line plot having a horizontal scale in whole number units
<p>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.</p>	<p>MP.1 Make sense of problems and persevere in solving them. MP.2 Reason abstractly and quantitatively. MP.4 Model with mathematics. MP.5 Use appropriate tools strategically. MP.6 Attend to precision. MP.8 Look for and express regularity in repeated reasoning.</p>	<p>Concept(s): No new concept(s) introduced</p> <p>Students are able to:</p> <ul style="list-style-type: none"> draw a picture graph to represent a data set with up to four categories. draw a bar graph to represent a data set with up to four categories. use information in a bar graph to solve simple put together, take apart, and compare problems. <p>Learning Goal 5: 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 the graph.</p>



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<p>2.OA.B.2. Fluently add and subtract within 20 using mental strategies. By end of Grade 2, know from memory all sums of two one-digit numbers.</p>	<p>MP.2 Reason abstractly and quantitatively. MP.7 Look for and make use of structure. MP.8 Look for and express regularity in repeated reasoning.</p>	<p>Concept(s): No new concept(s) introduced</p> <p>Students are able to:</p> <ul style="list-style-type: none"> • add within 20 using mental strategies with accuracy and efficiency. • subtract within 20 using mental strategies with accuracy and efficiency. <p>Learning Goal 6: Fluently add and subtract within 20 using mental strategies.</p>
<p>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.</p>	<p>MP.2 Reason abstractly and quantitatively. MP.7 Look for and make use of structure. MP.8 Look for and express regularity in repeated reasoning.</p>	<p>Concept(s): No new concept(s) introduced</p> <p>Students are able to:</p> <ul style="list-style-type: none"> • with accuracy and efficiency, add and subtract within 100 using place value strategies, properties of operations and/or the relationship between addition and subtraction. <p>Learning Goal 7: Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.</p>

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<p>Formative, Alternate, Benchmark and Summative Assessments ESGI Bridges Corner Checkups Quizzes Math Fluency Assessments Tests Pair and Share Benchmarks Performance Assessments Bridges Post Assessments Observations Exit and Entrance Tickets Self Evaluations</p>	
<p>Accommodations & modifications for special education, ELL, G&T, 504 plans and At Risk Learners</p>	<p>Integration of NJSLs 21st Century Skills, Life and Career Standards 9.1 CRP, 9.2 Financial Literacy, and 9.3 Career Awareness</p>
<p>https://docs.google.com/document/d/1OOotX2EluJaPydBBcm-l6_Jo6n-j0uEqI3YX0q3MDVM/edit?usp=sharing</p>	<p>iPads Google Classroom https://docs.google.com/document/d/1sBiARk7yaPV_NQhMh5cJJ_wJb0Rj9nEUvxJKsE-8xvw/edit?usp=sharing</p>
<p>Interdisciplinary Connections ELA, STEM, Science, Visual and Performing Arts</p>	<p>Core instructional and supplemental materials</p>
<p>NLSL Technology: https://docs.google.com/document/d/1GHL_TdtZh2bmZbeyCW5BPMWOvY-2o5P7NLU_3bDo1qE/edit?usp=sharing</p>	<p>Bridges Math Program ESGI</p>

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	2.MD.C.8 Delayed Gratification 2.MD.D.9 Hand Span Measures 2.MD.D.9 The Longest Walk 2.MD.D.10 Favorite Ice Cream Flavor 2.NBT.B.5 Saving Money 1 2.NBT.B.5 Saving Money 2
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