



## Curriculum Document for Mathematics

Course Title: elementary school

Grade: 2

**Learner Objective #1:** Students will use appropriate vocabulary and reasoning skills when solving problems.

- Add basic facts to 18
- Subtract facts of 18 or less
- Find sums of three addends
- Identify fact families
- Skip count by twos, threes, fives and tens
- Identify even and odd
- Identify greater than and less than
- Identify numbers before, between and after
- Identify fractions as parts of a whole
- Identify 100's, 10's and ones
- Add three-digit numbers
- subtract three-digit numbers
- Regroup for addition
- Regroup for subtraction
- Add two digit numbers
- Subtract two digit numbers
- Multiply by 2,3,4 and 5
- Identify division

**Learner Objective #2:** Students will effectively use numbers for counting, measuring, estimating, and problem solving.

- Identify amounts of money using coins
- Use coins to show values to .99

- Identify time to the hour, half-hour, 5 minutes, and 15 minutes
- Elapsed time
- Read and use a calendar
- Read a schedule and solve problems
- Problem solving using time and money

**Learner Objective #3: Students will use geometric concepts and relationships to interpret, represent, and solve problems.**

- Identify solid figures
- Identify patterns
- Identify plane figures
- Identify sides and corners in a plane figure
- Identify and draw congruent figures
- Identify lines of symmetry
- Identify a slide, flip, or turn of a figure

**Learner Objective #4: Students will use appropriate tools to measure accurately. Students will use measurements in problem-solving situations.**

- Measure with non-standard units of measure
- Estimate and measure length in inches
- Measure in centimeters
- Measure using decimeters
- Measure the perimeter
- Identify cups, pints, quarts and gallons
- Measure using one pound
- Measure using grams
- Read a thermometer in Fahrenheit and Celsius
- Choose the correct tool to measure

**Learner Objective #5: Students will use data and statistics in problem-solving situations.**

- Record data in tally tables and use data to solve problems
- Take surveys and record data in tally tables
- Read and interpret data in picture graphs , pictographs and bar graphs
- Use graphs to solve problems
- Determine probability
- Interpret outcomes of games

**Learner Objective #6: Students will use patterns and generalizations to define and solve problems.**

- Identify number patterns to solve problems
- Look for patterns in solid and plane figures and find mistakes in the pattern
- Identify, reproduce and extend patterns
- Analyze patterns