

# Diocese of Bridgeport – Math Standards – Grade 2



## BASE TEN VALUE, OPERATIONS, and THEORY

	<u>STANDARD</u>	<u>SKILLS</u>	<u>VOCABULARY</u>
<b>BVOT 2.1</b>	Understand place value of and compare three- digit numbers	<ul style="list-style-type: none"> <li>·Understand the digits in a number represent, hundreds, tens and ones</li> <li>·Understand that a hundred represents ten bundles of ten or one hundred ones</li> <li>·The numbers 200, 300, 400 etc. represent two, three, four etc. hundreds, zero tens, zero ones</li> <li>·Read, write and count to 1,000</li> <li>·Read and write numbers in word, standard, and expanded form</li> <li>·Skip count by 5s, 10s, and 100s</li> <li>·Compare 2 three-digit numbers using <math>&gt;</math>, <math>&lt;</math>, and <math>=</math></li> <li>·Use number sentences to represent quantitative relationships</li> </ul>	Digit, place value, ones, tens, hundreds, thousand, bundles, represent, value, read, write, count, expand, number, numeral, compare, $<$ , $>$ , $=$ equal, equivalent, relationship, standard form, expanded form
<b>BVOT 2.2</b>	Solve Addition and subtraction problems	<ul style="list-style-type: none"> <li>·Use place value understanding to add and subtract within 1000</li> <li>·Add up to 4 two-digit numbers</li> <li>·Add and subtract multiples of ten</li> <li>·Use models, strategies, drawing, and place value and explain why they work</li> <li>·Solve addition and subtraction real world word problems</li> <li>·Estimate to solve and determine reasonableness</li> </ul>	Add, subtract, sum, difference, addend, part, whole, word problem, number stories, solve, strategies, add on, combine, take away, take apart, multiples of ten, explain, estimate, reasonable
<b>BVOT 2.2A</b>	Fluently add and subtract within 100	<ul style="list-style-type: none"> <li>·Mentally add and subtract within 20</li> <li>·Use strategies to solve one and two step problems</li> <li>·Solve word problems involving adding to, taking from, putting together, comparing, and taking apart</li> </ul>	Mental math, fact families, related, compare
<b>BVOT 2.2B</b>	Understand the relationships between addition and subtraction	<ul style="list-style-type: none"> <li>·Identify and use inverse operations and fact families</li> <li>·Apply the commutative property</li> <li>·Identify and apply patterns to solve addition and subtraction problems</li> </ul>	Inverse operations, fact families, commutative property, pattern, addition, subtraction, solve, explain

<b>BVOT 2.2C</b>	Represent addition and subtraction problems	<ul style="list-style-type: none"> <li>·Use models and equations</li> <li>·Solve for unknown</li> <li>·Solve addition and subtraction word problems using drawings and equations</li> <li>·Begin to use a symbol to represent the unknown</li> </ul>	Equation, model, unknown, draw, symbols
<b>BVOT 2.3</b>	Draw conclusions about equal groups as a foundation for multiplication	<ul style="list-style-type: none"> <li>·Determine whether a group of objects up to 20 has an even or odd number</li> <li>·Count by 2s</li> <li>·Use addition to find the number of objects in an array</li> </ul>	Even, odd, array
<b>BVOT 2.4</b>	Understand patterns and relationships	<ul style="list-style-type: none"> <li>·Analyze and solve change of quantity patterns using addition and subtraction</li> <li>·Analyze and solve change of quality patterns</li> <li>·Solve patterns involving numbers, quantities, sounds, and shapes</li> <li>·Identify and continue growing and repeating patterns</li> <li>·Use number sentences to represent relationships</li> </ul>	Patterns, change, amount, numbers, shape, sounds, growing, shrinking, more, less, relationship, represent

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## DATA, MEASUREMENT and MONEY

	<u>STANDARD</u>	<u>SKILLS</u>	<u>VOCABULARY</u>
<b>DMM 2.1</b>	Measure, estimate, and compare length in standard units	<ul style="list-style-type: none"> <li>·Use appropriate tools to measure length; ruler, yard stick, and measuring tapes</li> <li>·Measure length twice using two different units</li> <li>·Describe how measurement relates to unit size</li> <li>·Estimate length in inches, feet, centimeters, meters</li> <li>·Measure to compare length and express the difference in units</li> <li>·Identify examples of measurement in daily life</li> <li>·Begin to become familiar with capacity, weight, and temperature</li> </ul>	Ruler, yard stick, measuring tape, inch, feet, centimeters, meters, measure, estimate, express, length, size, unit, gaps, overlap, relate, Celsius, Fahrenheit, thermometer, gram, gallon, cup, pound, yard
<b>DMM 2.1A</b>	Relate addition and subtraction to length	<ul style="list-style-type: none"> <li>·Use addition and subtraction within 100 to solve problems involving lengths given in the same units</li> <li>·Draw pictures and write equations</li> <li>·Represent whole numbers as lengths from zero on a number line</li> </ul>	Add, subtract, solution, problem, equation, whole, part, number line, length, regroup,
<b>DMM 2.2</b>	Tell and write time to the nearest 5 minutes	<ul style="list-style-type: none"> <li>·Tell time to the nearest five minutes on a digital and analog clock</li> <li>·Write times to the nearest five minutes</li> <li>·Use a.m. and p.m.</li> <li>·Extend understanding and use of calendar</li> <li>·Correctly write and read the date</li> <li>·Ask and answer questions about time</li> </ul>	Hours, minutes, digital, analog, a.m, p.m., o'clock, calendar, time, day, week, month, year, date, today, tomorrow, last week, next week, yesterday
<b>DMM 2.2A</b>	Identify and solve problems involving money	<ul style="list-style-type: none"> <li>·Identify and count dollar bills, quarters, dimes, nickels, and pennies</li> <li>·Use symbols correctly and appropriately</li> <li>·Express the value of money in written and oral form</li> <li>·Trade sets of coins with equivalent value</li> <li>·Solve problems with above dollars and cents</li> <li>·Ex. If you have 3 nickels and one penny, how much money do you have?</li> </ul>	Dollars, bills, quarters, dimes, nickels, pennies, symbol, express, equivalent, cents, value, price, total, dollar sign, cent sign
<b>DMM 2.3</b>	Represent and interpret data and graphs	<ul style="list-style-type: none"> <li>·Generate data by measuring several objects or measuring the same object several times</li> <li>·Make line plots, picture, and bar graphs</li> <li>·Interpret line plots, picture and bar graphs</li> <li>·Solve simple problems using a graph</li> <li>·Conduct simple surveys and represent the data</li> <li>·Determine the likelihood of events through simple experiments and games</li> </ul>	Measure, line plot, picture, bar graph, data, chart, tally, collect, survey, possible, impossible, likely, unlikely

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## GEOMETRY

### STANDARD

### SKILLS

### VOCABULARY

<b>G 2.1</b>	Reason with shapes based on angles and faces	<ul style="list-style-type: none"><li>·Recognize shapes having specific attributes such as angles and faces</li><li>·Identify triangles, quadrilaterals, pentagons, hexagons and cubes</li></ul>	Attributes, angles, faces, sides, triangles, quadrilateral, pentagon, hexagon, cubes
<b>G 2.1A</b>	Draw shapes based on attributes	<ul style="list-style-type: none"><li>·Draw shapes having specific attributes such as angles and faces</li><li>·Draw triangles, quadrilaterals, pentagons, hexagons and cubes</li></ul>	Attributes, angles, faces, sides, triangles, quadrilateral, pentagon, hexagon, cubes
<b>G 2.1B</b>	Extend ability to partition shapes	<ul style="list-style-type: none"><li>·Partition rectangles into rows and columns of same size squares and count the number of them</li><li>·Partition circles and rectangles into two, three, or four equal parts</li><li>·Describe parts using halves, thirds, and fourths</li><li>·Describe the whole as four fourths, three thirds, or two halves</li><li>·Recognize that equal shares of the same whole aren't always the same shape</li><li>·Relate partitioned shapes to fractions on a number line</li></ul>	Rows, columns, half, halves, thirds, fourths, equal parts, equal shares, whole, fairness, column