

Mathematics Grade 2

Concepts and Principles of Measurement

1. Measure the length of objects by repeating a nonstandard or standard unit.
2. Use different units to measure the same object
3. Measure the length of an object to the nearest inch and/or centimeter
4. Tell time to the nearest quarter hour and know relationships of time (minutes in an hour, days in a month, etc.)
5. Determine the duration of intervals of time in hours.
6. Use appropriate tools and units to measure temperature, weight, capacity.

Data Analysis, Probability, and Statistics

1. Collect, organize, and display data.
2. Record numerical data in systematic ways.
3. Recognize, describe, extend and determine the next term in linear patterns.

Number and Operations

1. Count, read, and write whole numbers to 1,000 and identify place value for each digit.
2. Order and compare whole numbers using symbols ($>$, $=$, $<$).
3. Understand and use the inverse relationship between addition and subtraction to solve problems and check solutions.
4. Find the sum or difference of two whole numbers up to three digits long.
5. Model and solve simple problems involving multiplication using repeated addition, arrays, and counting by multiples.
6. Recognize fractions of a whole and parts of a group.
7. Model and solve problems by representing, adding, and subtracting amounts of money.
8. Know and use the decimal notation and the dollar and cent symbols for money.
9. Recognize when an estimate is reasonable in measurements.

Concepts and Language of Algebra and Functions

1. Use the commutative and associative rules to simplify mental calculations and to check results.
2. Solve addition and subtraction problems by using data from simple charts, picture graphs, and number sentences.

Concepts and Principles of Geometry

1. Describe and classify plane and solid geometric shapes according to the number and shape of faces, edges, and vertices.
2. Put shapes together and take them apart to form other shapes

Mathematical Reasoning (Not in Descartes)

1. Students make decisions about how to set up a problem
2. Students solve problems and justify their reasoning.
3. Students note connections between one problem and another.