

UNIT	SKILLS	TYPE OF ASSESSMENT USED
Chapter 1 Understanding Addition	<ul style="list-style-type: none"> • Model addition • Different facts with the same sum • Commutative property of addition • Using mental math to count on 1,2, or 3 • Using a number line to count on • Model subtraction as taking away • Subtract zero or all • Use mental math to count back • Use the number line to count back • Exploring related fact • Writing fact families • Problem Solving – understanding the operations and choosing the operation 	<ul style="list-style-type: none"> • Chapter 1 Test (free response) • Performance Assessment (Text p. 39)
Chapter 2 Using Fact Strategies: Sums to 18	<ul style="list-style-type: none"> • Facts using doubles strategy • Facts using doubles + one strategy • Sums of 10 using a 10-frame • Facts with 9 using a 10-frame • Finding facts by making 10 and adding the extra using a 10-frame • Sum of 3 numbers • Problem solving – Act it out 	<ul style="list-style-type: none"> • Chapter 2 Test (free response)
Chapter 3 Using Fact Strategies: Differences to 18	<ul style="list-style-type: none"> • Subtract by counting up • Subtract 9 using the 10-frame • Subtract with doubles • Problem solving- Using objects • Subtract from 10 or less using fact families • Use related facts to subtract from 11 – 17 	<ul style="list-style-type: none"> • Chapter 3 Test (free response) • Performance Assessment (Text p.115)

<p>Chapter 4 Place Value and Counting: Numbers to 100</p>	<ul style="list-style-type: none">• Manipulatives to explore and record tens and ones• Count by 10's, 5's• Group and record tens and ones to 100 and write the number• Match a 2-digit number to given number of tens and ones• Record the value of digits in a 2-digit number• Order numbers to 100• Determine numbers before, after and between a given number• Comparing number to 100 and using the symbols < and >• Ordinal position (1st to 20th)• Count on and back by 10's from a 2-digit number• Explore odd and even numbers• Problem solving – estimating and looking for a pattern.	<ul style="list-style-type: none">• Chapter 4 Test (free response)• Performance Assessment (Booklet p. 9 OR Text p. 155)
<p>Chapter 5 Geometry and Graphing</p>	<ul style="list-style-type: none">• Classify solid figures (cube, cone, rectangular prism, cylinder, sphere)• Identify the faces, corners, and edges of a solid figure• Identify plane shapes as the faces of solids• Identify the attributes of a solid that is shown by a plane drawing• Identify and draw congruent figures• Explore symmetry• Identify points on a number pair graph• Tally and complete a bar graph• Survey and complete a graph showing the results• Make and interpret a pictograph• Problem solving – finding patterns and drawing a picture	<ul style="list-style-type: none">• Chapter 5 Test (free response)

Chapter 6 Money	<ul style="list-style-type: none">• Count amounts with quarters, dimes, nickels, and pennies• Identify amounts equivalent to a quarter• Identify amounts equivalent to a half-dollar• Identify amounts equivalent to \$1 bill• Problem solving – critical thinking about making a purchase and making change (less than .05)	<ul style="list-style-type: none">• Chapter 6 Test (free response)• Performance Assessment (Text p. 217)
Chapter 7 2-Digit Addition and Subtraction	<ul style="list-style-type: none">• Use basic facts to add multiples of 10• Add by counting on by tens• Explore making tens• Use basic facts to subtract multiples of 10• Subtract by counting back by tens• Explore subtraction with 2-digit numbers• Estimate sums and differences of money• Problem solving – choose the operation	<ul style="list-style-type: none">• Chapter 7 Test (free response)• Performance Assessment (Booklet p. 15)
Chapter 8 Adding 2-digit Numbers (with trading)	<ul style="list-style-type: none">• Trading 10 ones for 1 ten• Adding 2-digit numbers• Adding three 2-digit numbers• Estimating money• Problem solving – guess and check	<ul style="list-style-type: none">• Chapter 8 Test (free response)• Performance Assessment (Text p. 275)
Chapter 9 Subtracting 2-Digit Numbers (with trading)	<ul style="list-style-type: none">• Trading 1 ten for 10 ones• Manipulatives to explore subtracting with 2-digit numbers• Subtract 2-digit numbers• Addition to check subtraction• Estimating money using a benchmark• Problem solving – making a table	<ul style="list-style-type: none">• Chapter 9 Test (free response)• Performance Assessment (Text p. 309)

<p>Chapter 10 Time</p>	<ul style="list-style-type: none"> • Identify and write days of week and months • Tell and write time on the hour, half-hour, quarter hour, and 5 minute intervals • Count the 5 minute intervals around a clock • Problem Solving – elapsed time and making a list 	<ul style="list-style-type: none"> • Chapter 10 Test (free response) • Performance Assessment (Booklet p. 21 and Revised Assessment Chapter 10)
<p>Chapter 11 Measurement and Fractions</p>	<ul style="list-style-type: none"> • Estimate and measure length using non-standard units • Estimate and measure length to the nearest inch and foot • Estimate and measure length using centimeters and meters • Explore the relationship between cups, pints, and quarts • Estimate whether the weight of an object is more than , less than or equal to a pound or kilogram • Explore capacity using liters • Problem solving – identifying extra data • Probability 	<ul style="list-style-type: none"> • Revised Chapter 11 Test (free response)
<p>Chapter 12 Place Value: Numbers to 1,000</p>	<ul style="list-style-type: none"> • Trading 10 tens for 1 hundred • Count by 100's to 1,000 • Record hundreds, tens and ones • Identify the value of the digit in a 3-digit number • Match a 3-digit number to a given number of hundreds, tens, and ones • Record dollar and cents as a 3-digit number • Order numbers to 1,000 • Compare numbers to 1,000 using < and > • Count on and back by 100's • Problem solving – using pictographs and writing a question 	<ul style="list-style-type: none"> • Chapter 12 Test (free response) • Performance Assessment (Text p. 405)

<p>Chapter 13 Exploring 3-digit Addition and Subtraction (with and without trading)</p>	<ul style="list-style-type: none"> • Use basic facts to add multiples of 100 • Trade 10 tens for 1 hundred • Explore adding 3-digit numbers • Add 3-digit numbers • Use basic facts to subtract multiples of 100 • Trade 1 hundred for 10 tens • Explore subtracting 3-digit numbers • Subtract 3-digit numbers • Add and subtract amounts of money represented by 3-digit numbers • Problem solving – using logical reasoning 	<ul style="list-style-type: none"> • Chapter 13 Test (free response) • Performance Assessment (Booklet p. 27)
<p>Chapter 14 (optional) Understanding Multiplication and Division</p>	<ul style="list-style-type: none"> • Relating equal groups and repeated addition • Relating multiplication and repeated addition • Find products using equal groups • Multiplication sentences with factors to 5 in vertical form • Explore the commutative property of multiplication • Model division as sharing • Write division sentences for sharing situations • Problem solving – writing a story 	<ul style="list-style-type: none"> • Not assessed at 2nd grade
<p>CSMP Probability and Statistics</p>	<ul style="list-style-type: none"> • String pictures • Arrow roads 	<ul style="list-style-type: none"> • Teacher observation • Worksheets • Workbooks
<p>CSMP Geometry</p>	<ul style="list-style-type: none"> • Area • Perimeter • Symmetry 	<ul style="list-style-type: none"> • Teacher observation • Worksheets • Workbooks
<p>CSMP Systems and Operations</p>	<ul style="list-style-type: none"> • Mini computers • Arrow roads 	<ul style="list-style-type: none"> • Teacher observation • Worksheets • Workbooks

Course/Subject: **Math**

Grade Level/Building: **2/Elementary School**

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