## 2<sup>nd</sup> Grade Math Parent Guide

	1 <sup>st</sup> Grading Period	2 <sup>nd</sup> Grading Period	3 <sup>rd</sup> Grading Period	4 <sup>th</sup> Grading Period
Units/TEKS Process Standards 2.1ABCDEFG and Personal Financial Literacy Standards 2.11ABCDEF through every unit <u>TEKS</u>	Unit 1: Counting, Coins, and Combinations 2.2ABCDEF, 2.4ABCD, 2.5AB, 2.9CG Unit 3: Place Value, Addition, and Subtraction 2.2ABF, 2.4ABCD, 2.9G	<u>Continue Unit 3</u> 2.4ABC, 2.5AB, 2.6AB, 2.7ABC, 2.9CG <u>Unit 4: Data and Graphs</u> 2.10ABCD	Unit 2: 2D and 3D and their Attributes 2.8ABCDE Unit 7: Fractions 2.3ABCD, 2.8E Unit 6: Place Value to 100, Addition and Subtraction of 2-digit numbers 2.2ABCDE, 2.4ABCD, 2.5AB, 2.6A, 2.7BC, 2.9C	Unit 8 2.4ABCD, 2.5AB, 2.7BC Unit 5: Patterns, Multiplication Concept, and Tables 2.6AB, 2.9F Unit 9: Measurement 2.9ABDEF Personal Financial Literacy 2.11ABCDEF
	Unit 1: The mathematical focus of this unit is on building number sense	Continue Unit 3: The mathematical focus of this unit is on using what you	Unit 2: This unit develops students' ideas about 2D and 3D shapes and their	Unit 8: The mathematical focus of this unit is on making generalizations about
<b>Topic Focus</b>	through counting and comparing quantities and composing and decomposing numbers. Students also work with the operations of addition and subtraction, developing strategies for comparing, combining, and doubling quantities, as well as taking one quantity away from another. <u>Unit 3:</u> The mathematical focus of this unit is on using what you know (e.g. known combinations, order does not matter in addition, and so on) to make problems easier to solve, developing and refining strategies for solving a variety of addition and subtraction problems, and counting by groups. Students also investigate what makes numbers even and odd.	know (e.g. known combinations, order does not matter in addition, and so on) to make problems easier to solve, developing and refining strategies for solving a variety of addition and subtraction problems, and counting by groups. Students also investigate what makes numbers even and odd. <u>Unit 4:</u> This unit develops ideas about collecting, representing, describing, and interpreting data.	characteristics and attributes. Students work on how to compose and decompose the shapes in different ways, and how to sort, categorize, name, and think about the relationships between them. <u>Unit 7:</u> This unit develops ideas about understanding, representing, and computing with fractions. The mathematical focus will be on understanding fractions as equal parts of a whole, equal parts of a group, and using terms and notations. <u>Unit 6:</u> This unit develops ideas about counting and quantity, the composition of numbers-including work with place value and the structure of the base-10 number system-and the operations of addition and subtraction. The mathematical focus of this unit is on developing students' understanding of place value with specific emphasis on the structure of 100. Students apply their understanding of place value as they continue to develop and refine their strategies for adding and subtracting two- digit numbers.	what happens when you add even and odd numbers, developing fluency with the remaining strategies for adding and subtracting two- and three-digit numbers, and recording such work. <u>Unit 5:</u> This unit develops the ideas about patterns, sequences, and functions and are part of the early algebra foundation integrated into the curriculum. Students will describe and represent ratios and use tables to represent change. <u>Unit 9:</u> This unit develops ideas about linear measurement as it relates to length, width, and units to measure.

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	Counting Coins	Subtraction Strategy #1:	Addition Strategy #2: Adding One	Multiplication and Repeated Addition:
	Ask your child to name coins and the	Subtracting by Place Value	Number in Parts	In 2 <sup>nd</sup> Grade, students will begin to
	value of each coin. Count the coins		This strategy is a great extension for	explore situations that involve many
	and write the total. Ask your child to	Once students are comfortable skip counting	students who can add groups of ten to	equal groups. In previous grades,
	find a quarter, how many pennies a	forward and backward by 10's,	a number mentally. In this strategy,	students have counted to find these
	guarter is worth, and how much	subtracting by place value becomes a	decompose one of the addends into	totals, either by ones, twos, fives, or
	money do I have if I have three	natural mental strategy. In this strategy,	easier parts to add.	tens. Now they will make connections
	nuarters	students only decompose the second	23 + 48	between skip counting and repeatedly
	Telling Time	number. Then they subtract it in parts.	<b>23 + 40 = 63 23 + 40 = 63 48 + 20 = 68</b>	adding equal sized groups.
	Practice reading a digital and analog	48 - 22	<b>63 + 7= 70 63 + 8= 71 68 + 3= 71</b>	Sample Problem:
	clock to the minute. Discuss daily	Show your thinking using pictures:	70 + 1=71	A new hotel is being built. They want to
	schodulos		Addition Strategy #3: Compensation	build a chart to figure out how many
	East Elupary		This strategy is a great extension for	rooms they can build without having to
	In this first unit, students will be		students who are ready to mentally	walk down every hall and count the
	in this first unit, students will be		calculate larger problems. This strategy	rooms. Help them create a chart to
	working to become nuent with the	This has the sound in a head wounds	requires you to take a little from one	represent the number of rooms in the
	three following sets of	48 38	number and give it to the other number in	hotel.
	combinations:	28, 27, 26	order to make the problem easier to	Total Total How I Number Number Figured it Nichole explained: If
	<ul> <li>Make 10: All of the</li> </ul>	<b>Or</b> using a number line:	mentally compute.	of Floors of Rooms Out there are 10 rooms on the
	combinations of 10 make with	-2 -10 -10	23 + 48	1 10 10 first floor, then there are
	two numbers (8+2, 3+7, etc)		23+48	2 20 10+10 10+10 10+10 on the second floor
	• Plus 1 Combinations: Any number	<+++++++++++++++++++++++++++++++→	23 and gave it to the 48 to make 50.	The fourth floor will have
	plus one (5+1, 1+8, etc)	2628 38 48	21+50=71 50+21 is easier to do in my head	four groups of ten.
	Plus 2 Combinations: Any	48-10-10=28 28-2=26	than 23 + 48.	
Suggestions	number plus two $(3+2, 2+7)$	Or using equations:	Culture ations Churcher and #24 Adding Lin	
for Parental	etc.)	48 - 20 = 28	Subtraction Strategy #2: Adding Up	Common Measurement Errors:
Involvement	• Doubles: A fast that has two	28 - 2 = 26	Since addition and subtraction are related,	In 1 <sup>st</sup> grade, students measured items
/Support	•Doubles: A fact that has two		many students prefer to add up rather than	using non-standard units (paper clips of
		We begin the year with the Subtracting by	bacquise it uses a skill most students are	popsicie sticks). Il 2 <sup>nd</sup> glade, students
	(5+5, 8+8, 3+3 etc)	Place Value strategy because it reinforces	strong in (addition) and most students are	to measure both area and length. Here
	• Near Doubles: A fact that is 1	understanding of how our place value	less likely to make mistakes	are a few common errors students
	more or 1 less than a doubles	system is based on tens and ones and	500-246 = 254	make while learning about
	fact (5+6, 8+7, 2+3m etc)	provides practice for skip counting by tens.	246 + 2 - 500	massurement
	Students will work to master other	Being able to mentally add or subtract ten	246 + 4 = 250	Overlapping rulers     The rulers should
	sets of combinations in later units.	from any given number is a very important	250 + 50 = 300	or gaps between
	To learn these combinations, we will	skill for third grade. We will learn	300 + 200 = 500	the rulers
	be frequently working with these	more strategies as the year progresses.	500 - 200 - 500	Lookl 3 markers are     The same number
	combinations in a variety of	Activities to Try at Home - Collect \$1	1.000 - 734 = 266	(longer than 3 glue sticks) of different sized
	experiences such as games and	In 1 <sup>st</sup> grade, students began skip counting by	734 + ? = 1.000	units are not the
	problem solving. To become fluent	2's, 5's, and 10's. Many 2 <sup>nd</sup> graders still	734 + 6 = 740	Same length
	students must be able to recall these	struggle with this skill past the number 10.	740 + 60 = 800	The same length can be     The same length can be     This eraser is 5 inches or     Jaimest 13 centimeters long.
	facts without counting on their	We can support this learning through games	800 + 200 = 1,000	labeled with more than
	fingers	and by making connections to money.		one measurement
	Addition Stratomy #1:	Playing this game at home with your student	Fractional Understandings:	It takes two of my feet to measure the
	Addie a be Die a Mal	will encourage development of these skills.	Second graders will be learning the fraction	• When a length is measured in inches
	Adding by Place Value	Materials: two dice, a collection of coins	counting sequence for halves, fourths, and	inches used
	Once students understand place value,	naner and pencil	eighths.	
	this is one of the first strategies they			
	utilize. Each addend is broken into	How to Play:		
	expanded form and like place values	1) Each player will roll both dice and then		
	are combined. When combining	take that amount of cents from the		

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C C C T T T T T T T T T T T T T T T T T	quantities, children can work from left to right because the magnitude of the numbers is not changed. 23 + 48 Show your thinking using pictures: 23 + 48 Show your thinking using pictures: 20 + 40 = 60 3 + 8 = 11 Or using the partial sums algorithm: 23 $\frac{+48}{60}$ $\frac{+11}{71}$ Or using equations: 20 + 40 = 60 3 + 8 = 11 60 + 11 = 71 We begin the year with the Adding by Place Value strategy because it reinforces understanding of how our place value system is based on tens and ones. We will learn more strategies as the year progresses.	<ul> <li>collection of coins. Record your total on the paper.</li> <li>2) Keep taking turns, adding your coin collection <ul> <li>each time. You may trade coins to make it easier. (Remember to count by 5's and 10's.)</li> </ul> </li> <li>3) The game is over when both players have collected \$1.</li> <li>Sample Game: I rolled a 9, so I am going to take a nickel and 4 pennies. My next roll is a 3, so I take 3 pennies. I now have 12 cents. I can trade ten cents for a dime. Now I have a dime and two pennies left. 5C+4C=9C</li> <li>9C+3C=12C</li> <li>2D and 3D Shapes</li> <li>This year, students will begin sorting a variety of shapes based on their attributes. For example, given a variety of 2D shapes, students might sort the shapes by the number of sides by putting all the shapes with 4 sides in a group, 5 sides in a group, etc. Students will also be asked to create shapes with given attributes. For example, draw a shape that has 5 vertices.</li> <li>New Vocabulary:</li> <li>Polygons – Any closed, 2-d shape with three or more straight sides.</li> <li>Vertex – The point where two or more sides (on a 2-d shape) meet to form an angle or where 3 or more faces of a 3-d shape</li> </ul>	Students will also identify examples and non-examples of pictures that represent a fraction. Sam explains: This is a non-example of one- half because it does not have two equal parts. Clara explains: This is an example of two-fourths because it has four equal parts and two parts are colored in. Vocabulary: Unit Fraction – A fraction that has a 1 as its numerator Compose -Putting together smaller pieces or numbers to create a larger number Decompose – Breaking a number down into its smaller pieces or numbers inumerator A $\leftarrow$ denominator	<ul> <li>How can I support my child's learning?</li> <li>Practice measuring the length of different objects around the house in inches and centimeters with a ruler.</li> <li>Compare measurements of the same object in inches and centimeters. Ask questions suh as, "Why aren't the measurements the same number?"</li> <li>Use sidewalk chalk to mark a starting point and then measure how far different people can jump. Ask questions such as, "How much longer did Dad jump than Ben?" or "How much more does Ben need to jump to go the same distance as Dad?"</li> </ul>			
	Math 4 Texas: <u>https://www.math4</u> Graham Eletcher Progression Video	Vertex – The point where two or more sides (on a 2-d shape) meet to form an angle or where 3 or more faces of a 3-d shape intersect.					
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