SADLIER

Common Core Progress Mathematics

Aligned to the

Mississippi Common Core State Standards for Mathematics

Grade 2

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Operations and Algebraic Thinking

2.OA

GRADE 2 STANDARDS / DESCRIPTION		SADLIER COMMON CORE PROGRESS MATHEMATICS, GRADE 2	
	nt and solve problems involving and subtraction.		
2.OA.A.1	Use addition and subtraction within 100 to solve one- and two-step word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions, e.g., by using drawings and equations with a symbol for the unknown number to represent the problem.	Lesson 1	Problem Solving: Addition—pp. 10–17
		Lesson 2	Problem Solving: Subtraction—pp. 18–25
Add and	subtract within 20.		
2.OA.B.2	Fluently add and subtract within 20 using mental strategies. By end of Grade 2, know from memory all sums of two one-digit numbers.	Lesson 3	Addition and Subtraction Facts to 20 (fluency)—pp. 26–33
	th equal groups of objects to gain ons for multiplication.		
2.OA.C.3	Determine whether a group of objects (up to 20) has an odd or even number of members, e.g., by pairing objects or counting them by 2s; write an equation to express an even number as a sum of two equal addends.	Lesson 4	Odd and Even Numbers—pp. 34–41
2.OA.C.4	Use addition to find the total number of objects arranged in rectangular arrays with up to 5 rows and up to 5 columns; write an equation to express the total as a sum of equal addends.	Lesson 5	Arrays —pp. 42–55

Number and Operations in Base Ten

2.NBT

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GRADE 2 STANDARDS / DESCRIPTION		SADLIER CO	MMON CORE PROGRESS MATHEMATICS, GRADE 2
Understa	nd place value.		
2.NBT.A.1	Understand that the three digits of a three-digit number represent amounts of hundreds, tens, and ones; e.g., 706 equals 7 hundreds, 0 tens, and 6 ones. Understand the following as special cases: 2.NBT.A.1a 100 can be thought of as a bundle	Lesson 6	Place Value: Hundreds, Tens, and Ones—pp.
	of ten tens — called a "hundred."	Lesson o	56–63
	■ 2.NBT.A.1b The numbers 100, 200, 300, 400, 500, 600, 700, 800, 900 refer to one, two, three, four, five, six, seven, eight, or nine hundreds (and 0 tens and 0 ones).	Lesson 6	Place Value: Hundreds, Tens, and Ones—pp. 56-63
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Number and Operations in Base Ten

2.NBT

GRADE 2 ST.	ANDARDS / DESCRIPTION	SADLIER COM	mmon Core Progress Mathematics, Grade 2
2.NBT.A.2	Count within 1000; skip-count by 5s, 10s, and 100s.	Lesson 7	Skip Count by 5s, 10s, and 100s—pp. 64-71
2.NBT.A.3	Read and write numbers to 1000 using base-ten numerals, number names, and expanded form.	Lesson 8	Read and Write Numbers to 1,000—pp. 72–79
2.NBT.A.4	Compare two three-digit numbers based on meanings of the hundreds, tens, and ones digits, using >, =, and < symbols to record the results of comparisons.	Lesson 9	Compare Numbers—pp. 80-87
	e value understanding and properties tions to add and subtract.		
2.NBT.B.5	Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.	Lesson 10	Add Two-Digit Numbers—pp. 88–95
		Lesson 11	Subtract Two-Digit Numbers—pp. 96–103
2.NBT.B.6	Add up to four two-digit numbers using strategies based on place value and properties of operations.	Lesson 12	Add More than Two Numbers—pp. 104–111
2.NBT.B.7	Add and subtract within 1000, using concrete models or drawings and strategies based on place value, properties of operations, and/or the relationship between addition and subtraction; relate the strategy to a written method. Understand that in adding or subtracting three-digit numbers, one adds or subtracts hundreds and hundreds, tens and tens, ones and ones; and sometimes it is necessary to compose or decompose tens or hundreds	Lesson 13	Add Three-Digit Numbers within 1,000—pp. 112–119
		Lesson 14	Subtract Three- Digit Numbers within 1,000—pp. 120–127
2.NBT.B.8	Mentally add 10 or 100 to a given number 100–900, and mentally subtract 10 or 100 from a given number 100–900.	Lesson 15	Mentally Add and Subtract 10 or 100—pp. 128–145
2.NBT.B.9	Explain why addition and subtraction strategies work, using place value and the properties of operations. ¹	Lesson 10	Add Two-Digit Numbers—pp. 88–95
		Lesson 11	Subtract Two-Digit Numbers—pp. 96–103
	¹ Explanations may be supported by drawings or objects.		

Measurement and Data

2.MD

GRADE 2 ST	ANDARDS / DESCRIPTION	SADLIER COM	IMON CORE PROGRESS MATHEMATICS, GRADE 2
Measure units.	and estimate lengths in standard		
2.MD.A.1	Measure the length of an object by selecting and using appropriate tools such as rulers, yardsticks, meter sticks, and measuring tapes.	Lesson 16	Measure Length: Inches and Feet—pp. 146– 153
		Lesson 17	Measure Length: Centimeters and Meters—pp. 154–161
2.MD.A.2	Measure the length of an object twice, using length units of different lengths for the two measurements; describe how the two measurements relate to the size of the unit chosen.	Lesson 18	Use Different Units to Measure Length—pp. 162–169
2.MD.A.3	Estimate lengths using units of inches, feet, centimeters, and meters.	Lesson 19	Estimate Length—pp. 170-177
2.MD.A.4	Measure to determine how much longer one object is than another, expressing the length difference in terms of a standard length unit.	Lesson 20	Compare Lengths—pp. 178–185
Relate ac	ddition and subtraction to length.		
2.MD.B.5	Use addition and subtraction within 100 to solve word problems involving lengths that are given in the same units, e.g., by using drawings (such as drawings of rulers) and equations with a symbol for the unknown number to represent the problem.	Lesson 21	Add and Subtract Lengths—pp. 186–193
2.MD.B.6	Represent whole numbers as lengths from 0 on a number line diagram with equally spaced points corresponding to the numbers 0, 1, 2,, and represent whole-number sums and differences within 100 on a number line diagram.	Lesson 22	Number Line Diagrams—pp. 194–201
Work wit	th time and money.		
2.MD.C.7	Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m.	Lesson 23	Tell and Write Time—pp. 202–209
2.MD.C.8	Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using \$ and ¢ symbols appropriately.	Lesson 24	Money —pp. 210–217
	Example: If you have 2 dimes and 3 pennies, how many cents do you have?		

Measurement and Data

2.MD

GRADE 2 STANDARDS / DESCRIPTION		SADLIER COMMON CORE PROGRESS MATHEMATICS, GRADE 2	
Represer	nt and interpret data.		
2.MD.D.9	Generate measurement data by measuring lengths of several objects to the nearest whole unit, or by making repeated measurements of the same object. Show the measurements by making a line plot, where the horizontal scale is marked off in whole-number units.	Lesson 25	Line Plots—pp. 218–225
2.MD.D.10	Draw a picture graph and a bar graph (with single-unit scale) to represent a data set with up to four categories. Solve simple put-together, take-apart, and compare problems using information presented in a bar graph.	Lesson 26	Picture Graphs—pp. 226–233
		Lesson 27	Bar Graphs —pp. 234–247
Geom	etry		2.G
GRADE 2 STANDARDS / DESCRIPTION		SADLIER COM	MMON CORE PROGRESS MATHEMATICS, GRADE 2
Reason v	vith shapes and their attributes.		
2.G.A.1	Recognize and draw shapes having specified attributes, such as a given number of angles or a given number of equal faces. ⁵ Identify triangles, quadrilaterals, pentagons, hexagons, and cubes.	Lesson 28	Identify and Draw Shapes—pp. 248–255
	⁵ Sizes are compared directly or visually, not compared by measuring.		
2.G.A.2	Partition a rectangle into rows and columns of same-size squares and count to find the total number of them.	Lesson 29	Partition Rectangles into Same-Size—pp. 256–263
2.G.A.3	Partition circles and rectangles into two, three, or four equal shares, describe the shares using the words halves, thirds, half of, a third of, etc., and describe the whole as two halves, three thirds, four fourths. Recognize that equal shares of identical wholes need not have the same shape.	Lesson 30	Equal Shares —pp. 264–271