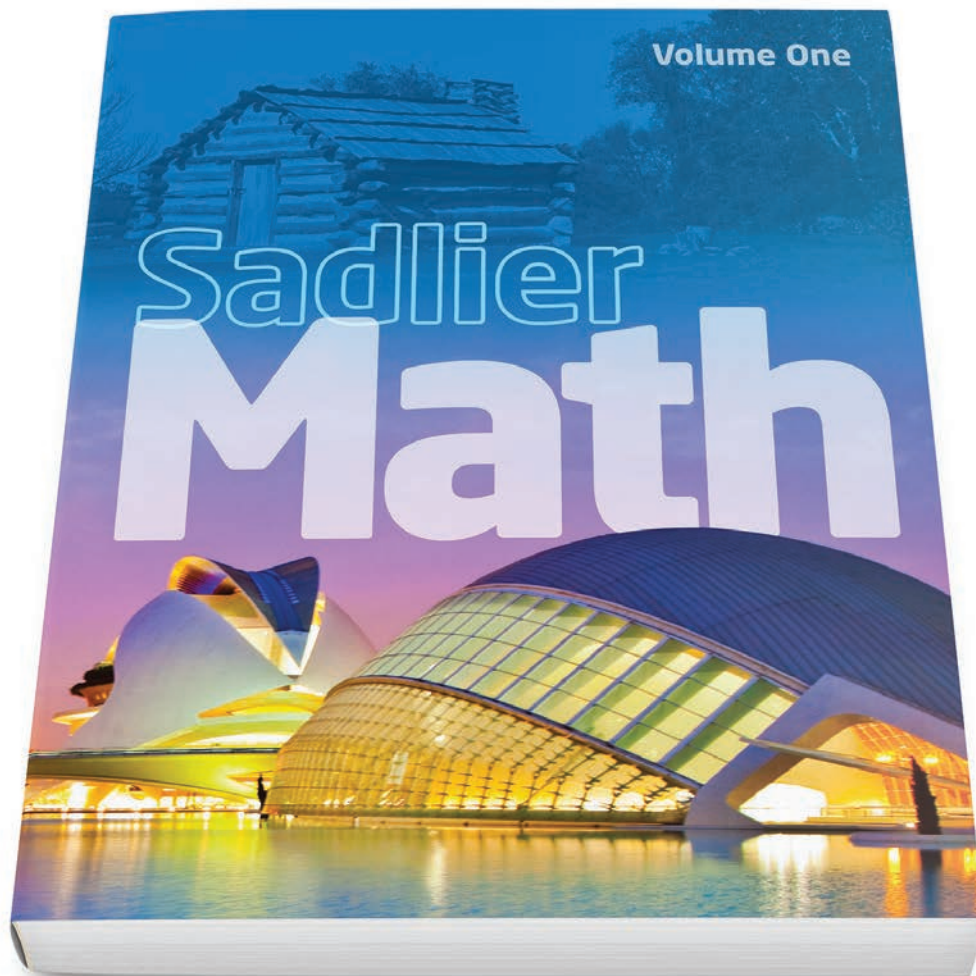


# *Sadlier Math™*

Correlation to the South Carolina College- and Career-Ready Standards for Mathematics

Grade 2



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## NUMBER SENSE AND BASE TEN

Grade 2 Content Standards	Sadlier Math, Grade 2
<b>The student will:</b>	
<b>2.NSBT.1</b> Understand place value through 999 by demonstrating that:	
a. 100 can be thought of as a bundle (group) of 10 tens called a “hundred”;	<b>Chapter 7 Place Value to 1000</b> • 7-1 Hundreds—pp. 299-302
b. the hundreds digit in a three-digit number represents the number of hundreds, the tens digit represents the number of tens, and the ones digit represents the number of ones;	<b>Chapter 7 Place Value to 1000</b> • 7-1 Hundreds—pp. 299-302
c. three-digit numbers can be decomposed in multiple ways (e.g., 524 can be decomposed as 5 hundreds, 2 tens and 4 ones or 4 hundreds, 12 tens, and 4 ones, etc.).	<b>Chapter 7 Place Value to 1000</b> • 7-3 Place Value in Three-Digit Numbers—pp. 307-310
<b>2.NSBT.2</b> Count by tens and hundreds to 1,000 starting with any number.	<b>Chapter 3 Place Value to 100</b> • 3-3 Compare Numbers —pp. 119-122 • 3-4 Order Numbers Within 100 —pp. 125-128 • 3-5 Counting Patterns by 2s, 5s, and 10s —pp. 129-132  <b>Chapter 7 Place Value to 1000</b> • 7-5 Skip Count Within 1000 —pp. 317-320
<b>2.NSBT.3</b> Read, write and represent numbers through 999 using concrete models, standard form, and equations in expanded form.	<b>Chapter 3 Place Value to 100</b> • 3-1 Tens and Ones —pp. 111-114 • 3-2 Expanded Form —pp. 115-118  <b>Chapter 7 Place Value to 1000</b> • 7-2 Hundreds, Tens and Ones—pp. 307-310 • 7-3 Place Value in Three-Digit Numbers—pp. 307-310 • 7-4 Expanded Form with Hundreds, Tens, and Ones—pp. 311-314
<b>2.NSBT.4</b> Compare two numbers with up to three digits using words and symbols (i.e., $>$ , $=$ , or $<$ ).	<b>Chapter 7 Place Value to 1000</b> • 7-6 Compare Numbers Within 1000—pp. 321-324 • 7-7 Order Numbers within 1000—pp. 325-328

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## NUMBER SENSE AND BASE TEN

### Grade 2 Content Standards

**2.NSBT.5** Add and subtract fluently through 99 using knowledge of place value and properties of operations.

### Sadlier Math, Grade 2

#### Chapter 1 Addition Within 20

- 1-1 Addition Concepts —pp. 3-6
- 1-2 Put Together —pp. 7-10
- 1-3 Related Addition Facts —pp. 11-14
- 1-4 Count On to Add —pp. 15-18
- 1-5 Doubles and Near Doubles —pp. 19-22
- 1-6 Make 10 to Add —pp. 23-26
- 1-7 Three Addends —pp. 29-32
- 1-8 Problems Solving: The Four-Step Process —pp. 33-38
- 1-9 Solve for Unknown Addends —pp. 39-42
- 1-10 Patterns in Addition —pp. 43-46

#### Chapter 2 Subtraction Within 20

- 2-1 Subtraction Concepts—pp. 53-56
- 2-2 Take Apart—pp. 57-60
- 2-3 Subtract to Compare—pp. 61-64
- 2-4 Count On to Subtract—pp. 65-68
- 2-5 Related Subtraction Facts—pp. 69-72
- 2-6 Relate Addition and Subtraction—pp. 73-76
- 2-7 Fact Families—pp. 77-80
- 2-8 Think Addition to Subtract—pp. 83-86
- 2-9 Use Addition to Check—pp. 87-90
- 2-10 Solve for Unknowns—pp. 91-94
- 2-11 Make 10 to Subtract—pp. 95-98
- 2-12 Problem Solving: Work Backward—pp. 99-104

#### Chapter 4 Addition: Two-Digit Numbers

- 4-1 Use Models: Add Tens and Ones—pp. 145-148
- 4-2 Add Tens and Ones—pp. 149-152
- 4-3 Regroup Ones as Tens—pp. 155-158
- 4-4 Use Models: Two-Digit Addition with Regrouping—pp. 159-162
- 4-5 Two-Digit Addition with Regrouping—pp. 163-166
- 4-6 Rewrite Two-Digit Addition—pp. 167-170
- 4-7 Break Apart to Add—pp. 171-174
- 4-8 Three Addends—pp. 175-178
- 4-9 Four Addends—pp. 179-182
- 4-10 Problem Solving: Find Needed Information—pp. 183-188

#### Chapter 5 Subtractions: Two-Digit Numbers

- 5-1 Use Models: Subtract Tens and Ones—pp. 195-198
- 5-2 Subtract Tens and Ones—pp. 199-202
- 5-3 Regroup Tens as Ones—pp. 205-208

*continued*

**NUMBER SENSE AND BASE TEN**

Grade 2 Content Standards	Sadlier Math, Grade 2
	<ul style="list-style-type: none"> <li>• 5-4 Use Models: Two-Digit Subtraction with Regrouping—pp. 209-212</li> <li>• 5-5 Two-Digit Subtraction with Regrouping—pp. 213-216</li> <li>• 5-6 Rewrite Two-Digit Subtraction—pp. 217-220</li> <li>• 5-7 Break Apart to Subtract—pp. 221-224</li> <li>• 5-8 Add to Check—pp. 225-228</li> </ul>
<p><b>2.NSBT.6</b> Add up to four two-digit numbers using strategies based on knowledge of place value and properties of operations.</p>	<p><b>Chapter 4 Addition: Two-Digit Numbers</b></p> <ul style="list-style-type: none"> <li>• 4-1 Use Models: Add Tens and Ones—pp. 145-148</li> <li>• 4-2 Add Tens and Ones—pp. 149-152</li> <li>• 4-3 Regroup Ones as Tens—pp. 155-158</li> <li>• 4-4 Use Models: Two-Digit Addition with Regrouping—pp. 159-162</li> <li>• 4-5 Two-Digit Addition with Regrouping—pp. 163-166</li> <li>• 4-6 Rewrite Two-Digit Addition—pp. 167-170</li> <li>• 4-7 Break Apart to Add—pp. 171-174</li> <li>• 4-8 Three Addends—pp. 175-178</li> <li>• 4-9 Four Addends—pp. 179-182</li> <li>• 4-10 Problem Solving: Find Needed Information—pp. 183-188</li> </ul>
<p><b>2.NSBT.7</b> Add and subtract through 999 using concrete models, drawings, and symbols which convey strategies connected to place value understanding.</p>	<p><b>Chapter 1 Addition Within 20</b></p> <ul style="list-style-type: none"> <li>• 1-1 Addition Concepts —pp. 3-6</li> <li>• 1-2 Put Together —pp. 7-10</li> <li>• 1-3 Related Addition Facts —pp. 11-14</li> <li>• 1-4 Count On to Add —pp. 15-18</li> <li>• 1-5 Doubles and Near Doubles —pp. 19-22</li> <li>• 1-6 Make 10 to Add —pp. 23-26</li> <li>• 1-7 Three Addends —pp. 29-32</li> <li>• 1-8 Problems Solving: The Four-Step Process —pp. 33-38</li> <li>• 1-9 Solve for Unknown Addends —pp. 39-42</li> <li>• 1-10 Patterns in Addition —pp. 43-46</li> </ul> <p><b>Chapter 2 Subtraction Within 20</b></p> <ul style="list-style-type: none"> <li>• 2-1 Subtraction Concepts—pp. 53-56</li> <li>• 2-2 Take Apart—pp. 57-60</li> <li>• 2-3 Subtract to Compare—pp. 61-64</li> <li>• 2-4 Count On to Subtract—pp. 65-68</li> <li>• 2-5 Related Subtraction Facts—pp. 69-72</li> <li>• 2-6 Relate Addition and Subtraction—pp. 73-76</li> <li>• 2-7 Fact Families—pp. 77-80</li> <li>• 2-8 Think Addition to Subtract—pp. 83-86</li> </ul> <p style="text-align: right;"><i>continued</i></p>

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## NUMBER SENSE AND BASE TEN

### Grade 2 Content Standards

### Sadlier Math, Grade 2

- 2-9 Use Addition to Check—pp. 87-90
- 2-10 Solve for Unknowns—pp. 91-94
- 2-11 Make 10 to Subtract—pp. 95-98
- Chapter 4 Addition: Two-Digit Numbers**
- 4-1 Use Models: Add Tens and Ones—pp. 145-148
- 4-2 Add Tens and Ones—pp. 149-152
- 4-3 Regroup Ones as Tens—pp. 155-158
- 4-4 Use Models: Two-Digit Addition with Regrouping—pp. 159-162
- 4-5 Two-Digit Addition with Regrouping—pp. 163-166
- 4-6 Rewrite Two-Digit Addition—pp. 167-170
- 4-7 Break Apart to Add—pp. 171-174
- 4-8 Three Addends—pp. 175-178
- 4-9 Four Addends—pp. 179-182
- Chapter 5 Subtractions: Two-Digit Numbers**
- 5-1 Use Models: Subtract Tens and Ones—pp. 195-198
- 5-2 Subtract Tens and Ones—pp. 199-202
- 5-3 Regroup Tens as Ones—pp. 205-208
- 5-4 Use Models: Two-Digit Subtraction with Regrouping—pp. 209-212
- 5-5 Two-Digit Subtraction with Regrouping—pp. 213-216
- 5-6 Rewrite Two-Digit Subtraction—pp. 217-220
- 5-7 Break Apart to Subtract—pp. 221-224
- 5-8 Add to Check—pp. 225-228
- Chapter 7 Place Value to 1000**
- 7-8 Problem Solving: Use a Table—pp. 329-334
- Chapter 8 Addition: Three-Digit Numbers**
- 8-1 Mental Math: Add 1, 10, or 100—pp. 341-344
- 8-2 Add Hundreds, Tens and Ones—pp. 345-348
- 8-3 Add: Regroup Ones as Tens—pp. 349-352
- 8-4 Regroup Tens as Hundreds Using Models—pp. 353-356
- 8-5 Add: Regroup Tens as Hundreds—pp. 357-360
- 8-6 Add: Regroup Twice—pp. 363-366
- 8-7 Problem Solving: Make an Organized List—pp. 367-372
- 8-8 Use Properties to Add—pp. 373-376
- Chapter 9 Subtraction: Three-Digit Numbers**
- 9-1 Mental Math: Subtract 1, 10, or 100—pp. 383-386
- 9-2 Subtract Hundreds, Tens and Ones—pp. 387-390
- 9-3 Subtract: Regroup Tens as Ones—pp. 391-394

*continued*

## NUMBER SENSE AND BASE TEN

Grade 2 Content Standards	Sadlier Math, Grade 2
	<ul style="list-style-type: none"> <li>• 9-4 Regroup Hundreds as Tens Using Models—pp. 395–398</li> <li>• 9-5 Subtract: Regroup Hundreds as Tens—pp. 399–402</li> <li>• 9-6 Subtract: Regroup Twice—pp. 405–408</li> <li>• 9-7 Subtract: Regroup with Zeros—pp. 409–412</li> <li>• 9-8 Problem Solving: More Than One Way—pp. 413–418</li> <li>• 9-9 Use Addition to Check Subtraction: Three-Digit Numbers—pp. 419–422</li> </ul>
<p><b>2.NSBT.8</b> Determine the number that is 10 or 100 more or less than a given number through 1,000 and explain the reasoning verbally and in writing.</p>	<p><b>Chapter 8 Addition: Three-Digit Numbers</b></p> <ul style="list-style-type: none"> <li>• 8-1 Mental Math: Add 1, 10, or 100—pp. 341–344</li> </ul> <p><b>Chapter 9 Subtraction: Three-Digit Numbers</b></p> <ul style="list-style-type: none"> <li>• 9-1 Mental Math: Subtract 1, 10, or 100—pp. 383–386</li> </ul>

## ALGEBRAIC THINKING AND OPERATIONS

Grade 2 Content Standards	Sadlier Math, Grade 2
<p><b>The student will:</b></p>	
<p><b>2.ATO.1</b> Solve one- and two-step real-world/story problems using addition (as a joining action and as a part-part-whole action) and subtraction (as a separation action, finding parts of the whole, and as a comparison) through 99 with unknowns in all positions.</p>	<p><b>Chapter 1 Addition Within 20</b></p> <ul style="list-style-type: none"> <li>• 1-1 Addition Concepts—pp. 3–6</li> <li>• 1-2 Put Together—pp. 7–10</li> <li>• 1-7 Three Addends—pp. 29–32</li> <li>• 1-9 Solve for Unknown Addends—pp. 39–42</li> </ul> <p><b>Chapter 2 Subtraction Within 20</b></p> <ul style="list-style-type: none"> <li>• 2-1 Subtraction Concepts—pp. 53–56</li> <li>• 2-2 Take Apart—pp. 57–60</li> <li>• 2-3 Subtract to Compare—pp. 61–64</li> <li>• 2-10 Solve for Unknowns—pp. 91–94</li> <li>• 2-12 Problem Solving: Work Backward—pp. 99–104</li> </ul> <p><b>Chapter 4 Addition: Two-Digit Numbers</b></p> <ul style="list-style-type: none"> <li>• 4-8 Three Addends—pp. 175–178</li> <li>• 4-9 Four Addends—pp. 179–182</li> </ul>
<p><b>2.ATO.2</b> Demonstrate fluency with addition and related subtraction facts through 20.</p>	<p><b>Chapter 1 Addition Within 20</b></p> <ul style="list-style-type: none"> <li>• 1-3 Related Addition Facts—pp. 11–14</li> <li>• 1-4 Count On to Add—pp. 15–18</li> <li>• 1-5 Doubles and Near Doubles—pp. 19–22</li> <li>• 1-6 Make 10 to Add—pp. 23–26</li> </ul> <p style="text-align: right;"><i>continued</i></p>

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## ALGEBRAIC THINKING AND OPERATIONS

Grade 2 Content Standards	Sadlier Math, Grade 2
	<ul style="list-style-type: none"> <li>• 1-7 Three Addends—pp. 29-32</li> <li>• 1-8 Problem Solving: The Four-Step Process—pp. 33-38</li> <li>• 1-9 Solve for Unknown Addends—pp. 39-42</li> <li>• 1-10 Patterns in Addition—pp. 43-46</li> </ul> <p><b>Chapter 2 Subtraction Within 20</b></p> <ul style="list-style-type: none"> <li>• 2-2 Take Apart—pp. 57-60</li> <li>• 2-4 Count On to Subtract—pp. 65-68</li> <li>• 2-5 Related Subtraction Facts—pp. 69-72</li> <li>• 2-6 Relate Addition and Subtraction—pp. 73-76</li> <li>• 2-7 Fact Families—pp. 77-80</li> <li>• 2-8 Think Addition to Subtract—pp. 83-86</li> <li>• 2-9 Use Addition to Check—pp. 87-90</li> <li>• 2-10 Solve for Unknowns—pp. 91-94</li> <li>• 2-11 Make 10 to Subtract—pp. 95-98</li> <li>• 2-12 Problem Solving: Work Backward—pp. 99-104</li> </ul>
<p><b>2.ATO.3</b> Determine whether a number through 20 is odd or even using pairings of objects, counting by twos, or finding two equal addends to represent the number (e.g., <math>3 + 3 = 6</math>).</p>	<p><b>Chapter 10 Foundations for Multiplication</b></p> <ul style="list-style-type: none"> <li>• 10-1 Odd and Even Numbers—pp. 429-432</li> <li>• 10-2 Represent Even Numbers—pp. 433-436</li> </ul>
<p><b>2.ATO.4</b> Use repeated addition to find the total number of objects arranged in a rectangular array with up to 5 rows and up to 5 columns; write an equation to express the total as a sum of equal addends.</p>	<p><b>Chapter 10 Foundations for Multiplication</b></p> <ul style="list-style-type: none"> <li>• 10-3 Arrays: Repeated Addition—pp. 439-442</li> <li>• 10-4 Arrays: Show the Same Number—pp. 443-446</li> <li>• 10-5 Problem Solving: Draw a Picture—pp. 447-452</li> </ul>

## GEOMETRY

Grade 2 Content Standards	Sadlier Math, Grade 2
<p><b>The student will:</b></p>	
<p><b>2.G.1</b> Identify triangles, quadrilaterals, hexagons, and cubes. Recognize and draw shapes having specified attributes, such as a given number of angles or a given number of equal faces.</p>	<p><b>Chapter 13 Geometry</b></p> <ul style="list-style-type: none"> <li>• 13-1 Identify Two-Dimensional Shapes—pp. 555-558</li> <li>• 13-2 Draw Two-Dimensional Shapes—pp. 559-562</li> <li>• 13-3 Identify Three-Dimensional Shapes—pp. 565-568</li> <li>• 13-4 Faces, Edges and Vertices—pp. 569-572</li> </ul>

## GEOMETRY

Grade 2 Content Standards	Sadlier Math, Grade 2
<p><b>2.G.2</b> Partition a rectangle into rows and columns of same-size squares to form an array and count to find the total number of parts.</p>	<p><b>Chapter 14 Equal Shares</b></p> <ul style="list-style-type: none"> <li>• 14-1 Partition Rectangles into Rows and Columns—pp. 585–588</li> </ul>
<p><b>2.G.3</b> Partition squares, rectangles and circles into two or four equal parts, and describe the parts using the words <i>halves</i>, <i>fourths</i>, <i>a half of</i>, and <i>a fourth of</i>. Understand that when partitioning a square, rectangle or circle into two or four equal parts, the parts become smaller as the number of parts increases.</p>	<p><b>Chapter 14 Equal Shares</b></p> <ul style="list-style-type: none"> <li>• 4-2 Halves—pp. 589–592</li> <li>• 14-3 Thirds—pp. 595–598</li> <li>• 14-4 Fourths—pp. 599–602</li> </ul>

## MEASUREMENT AND DATA ANALYSIS

Grade 2 Content Standards	Sadlier Math, Grade 2
<p><b>The student will:</b></p>	
<p><b>2.MDA.1</b> Select and use appropriate tools (e.g., rulers, yardsticks, meter sticks, measuring tapes) to measure the length of an object.</p>	<p><b>Chapter 6 Measurement</b></p> <ul style="list-style-type: none"> <li>• 6-1 Inches—pp. 241–244</li> <li>• 6-2 Feet and Yards—pp. 245–248</li> <li>• 6-3 Customary: Choose Tools and Units of Measure—pp. 249–252</li> <li>• 6-4 Centimeters—pp. 253–256</li> <li>• 6-5 Meters—pp. 257–260</li> <li>• 6-6 Metric: Choose Tools and Units of Measure—pp. 261–264</li> </ul>
<p><b>2.MDA.2</b> Measure the same object or distance using a standard unit of one length and then a standard unit of a different length and explain verbally and in writing how and why the measurements differ.</p>	<p><b>Chapter 6 Measurement</b></p> <ul style="list-style-type: none"> <li>• 6-7 Measure Using Different Units—pp. 267–270</li> </ul>
<p><b>2.MDA.3</b> Estimate and measure length/distance in customary units (i.e., inch, foot, yard) and metric units (i.e., centimeter, meter).</p>	<p><b>Chapter 6 Measurement</b></p> <ul style="list-style-type: none"> <li>• 6-1 Inches—pp. 241–244</li> <li>• 6-2 Feet and Yards—pp. 245–248</li> <li>• 6-4 Centimeters—pp. 253–256</li> <li>• 6-5 Meters—pp. 257–260</li> </ul>

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## MEASUREMENT AND DATA ANALYSIS

Grade 2 Content Standards	Sadlier Math, Grade 2
<p><b>2.MDA.4</b> Measure to determine how much longer one object is than another, using standard length units.</p>	<p><b>Chapter 6 Measurement</b></p> <ul style="list-style-type: none"> <li>• 6-8 Compare Lengths—pp. 271-274</li> <li>• 6-9 Add and Subtract Lengths—pp. 275-278</li> </ul>
<p><b>2.MDA.5</b> 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 through 99 on a number line diagram.</p>	<p><b>Chapter 6 Measurement</b></p> <ul style="list-style-type: none"> <li>• 6-11 Represent Whole Numbers on a Line Diagram—pp. 285-288</li> <li>• 6-12 Add and Subtract on a Number Line Diagram—pp. 289-292</li> </ul>
<p><b>2.MDA.6</b> Use analog and digital clocks to tell and record time to the nearest five-minute interval using <i>a.m.</i> and <i>p.m.</i></p>	<p><b>Chapter 12 Money and Time</b></p> <ul style="list-style-type: none"> <li>• 12-9 Hour and Half Hour—pp. 531-534</li> <li>• 12-10 Five Minutes—pp. 535-538</li> <li>• 12-11 A.M. and P.M.—pp. 539-542</li> <li>• 12-12 Problem Solving: Work Backward—pp. 543-548</li> </ul>
<p><b>2.MDA.7</b> Solve real-world/story problems involving dollar bills using the \$ symbol or involving quarters, dimes, nickels, and pennies using the ¢ symbol.</p>	<p><b>Chapter 12 Money and Time</b></p> <ul style="list-style-type: none"> <li>• 12-1 Pennies, Nickels, and Dimes—pp. 497-500</li> <li>• 12-2 Quarters—pp. 501-504</li> <li>• 12-3 Equal Amounts—pp. 505-508</li> <li>• 12-4 Compare Money—pp. 509-512</li> <li>• 12-5 Make Change—pp. 513-516</li> <li>• 12-6 Add and Subtract Money—pp. 517-520</li> <li>• 12-7 One Dollar—pp. 521-524</li> <li>• 12-8 Paper Money—pp. 525-528</li> </ul>
<p><b>2.MDA.8</b> Generate data by measuring objects in whole unit lengths and organize the data in a line plot using a horizontal scale marked in whole number units.</p>	<p><b>Chapter 11 Data and Graphical Displays</b></p> <ul style="list-style-type: none"> <li>• 11-1 Read Line Plots—pp. 459-462</li> <li>• 11-2 Make Line Plots—pp. 463-466</li> </ul>
<p><b>2.MDA.9</b> Collect, organize, and represent data with up to four categories using picture graphs and bar graphs with a single-unit scale.</p>	<p><b>Chapter 11 Data and Graphical Displays</b></p> <ul style="list-style-type: none"> <li>• 11-4 Make Picture Graphs—pp. 471-474</li> <li>• 11-6 Make Bar Graphs—pp. 481-484</li> <li>• 11-7 Problem Solving: Choose a Model—pp. 485-490</li> </ul>
<p><b>2.MDA.10</b> Draw conclusions from t-charts, object graphs, picture graphs, and bar graphs.</p>	<p><b>Chapter 11 Data and Graphical Displays</b></p> <ul style="list-style-type: none"> <li>• 11-3 Read Picture Graphs—pp. 467-470</li> <li>• 11-5 Read Bar Graphs—pp. 477-480</li> </ul>

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