

SADLIER

Progress in Mathematics

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Common Core Progress Mathematics

Common Core State Standards for Mathematics

Grade 2 Crosswalk

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Skills Update—Review of Grade 1 Skills

PROGRESS IN MATHEMATICS, GRADE 2	COMMON CORE PROGRESS MATHEMATICS, GRADE 2	COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2
SU Addition Facts to 10 —pp. A	Lesson 3 Addition and Subtraction Facts to 20 (fluency)—pp. 26–33	2.OA.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 10 Add Two-Digit Numbers —pp. 88–95	2.NBT.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.
SU Subtraction Facts to 10 —pp. B	Lesson 3 Addition and Subtraction Facts to 20 (fluency)—pp. 26–33	2.OA.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 11 Subtract Two-Digit Numbers —pp. 96–103	2.NBT.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.
SU Number Words to Twenty —pp. C	Lesson 8 Read and Write Numbers to 1,000 —pp. 72–79	2.NBT.3 Read and write numbers to 1000 using base-ten numerals, number names, and expanded form.
SU Greater or Less —pp. D	Lesson 9 Compare Numbers —pp. 80–87	2.NBT.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.
SU Tallying —pp. E	Lesson 26 Picture Graphs —pp. 226–233 Lesson 27 Bar Graphs —pp. 234–247	2.MD.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.
SU Add Tens —pp. F	Lesson 10 Add Two-Digit Numbers —pp. 88–95	2.NBT.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.
SU Subtract Tens —pp. G	Lesson 11 Subtract Two-Digit Numbers —pp. 96–103	
SU Plane Figures —pp. H		

Skills Update—Review of Grade 1 Skills

PROGRESS IN MATHEMATICS, GRADE 2	COMMON CORE PROGRESS MATHEMATICS, GRADE 2	COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2
SU Penny, Nickel, Dime —pp. I	Lesson 24 Money —pp. 210–217	2.MD.8 Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using \$ and ¢ symbols appropriately. <i>Example: If you have 2 dimes and 3 pennies, how many cents do you have?</i>
SU Clock Sense: Hours —pp. J	Lesson 23 Tell and Write Time —pp. 202–209	2.MD.7 Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m.
SU Equal Parts —pp. K	Lesson 30 Equal Shares —pp. 264–271	2.G.3 Partition circles and rectangles into two, three, or four equal shares, describe the shares using the words <i>halves</i> , <i>thirds</i> , <i>half of</i> , <i>a third of</i> , 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.
SU Nonstandard Units of Length —pp. L		
SU Equal Groups —pp. M		

Chapter 1 Addition and Subtraction Facts

PROGRESS IN MATHEMATICS, GRADE 2	COMMON CORE PROGRESS MATHEMATICS, GRADE 2	COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2
1-1 Addition Concepts —pp. 3–4	Lesson 1 Problem Solving: Addition —pp. 10–17	2.OA.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 3 Addition and Subtraction Facts to 20 (fluency) —pp. 26–33	2.OA.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.

Chapter 1 Addition and Subtraction Facts

PROGRESS IN MATHEMATICS, GRADE 2	COMMON CORE PROGRESS MATHEMATICS, GRADE 2	COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2
<p>1-2 Problem Solving: Read and Write in Math: Find Extra Information—pp. 5–6</p>	<p>Lesson 10 Add Two-Digit Numbers—pp. 88–95</p>	<p>2.NBT.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.</p>
<p>1-3 Related Addition Facts—pp. 7–8</p>	<p>Lesson 3 Addition and Subtraction Facts to 20 (fluency)—pp. 26–33</p>	<p>2.OA.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.</p>
<p>1-4 Count On to Add—pp. 9–10</p>	<p>Lesson 10 Add Two-Digit Numbers—pp. 88–95</p>	<p>2.NBT.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.</p>
	<p>Lesson 1 Problem Solving: Addition—pp. 10–17</p>	<p>2.OA.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.</p>
	<p>Lesson 3 Addition and Subtraction Facts to 20 (fluency)—pp. 26–33</p>	<p>2.OA.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.</p>
	<p>Lesson 10 Add Two-Digit Numbers—pp. 88–95</p>	<p>2.NBT.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.</p>
	<p>Lesson 12 Add More than Two Numbers—pp. 104–111</p>	<p>2.NBT.6 Add up to four two-digit numbers using strategies based on place value and properties of operations.</p>
<p>1-5 Extend Facts to 20—pp. 11–12</p>	<p>Lesson 1 Problem Solving: Addition—pp. 10–17</p>	<p>2.OA.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,</p>
<p>1-6 Make 10 to Add—pp. 15–16</p>		<p>– continued on next page –</p>

Chapter 1 Addition and Subtraction Facts

PROGRESS IN MATHEMATICS, GRADE 2

COMMON CORE PROGRESS MATHEMATICS, GRADE 2

COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2

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with unknowns in all positions, e.g., by using drawings and equations with a symbol for the unknown number to represent the problem.

1-7 **Doubles Facts**—pp. 17–18

Lesson 3 **Addition and Subtraction Facts to 20 (fluency)**—pp. 26–33

2.OA.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 10 **Add Two-Digit Numbers**—pp. 88–95

2.NBT.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 1 **Problem Solving: Addition**—pp. 10–17

2.OA.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 10 **Add Two-Digit Numbers**—pp. 88–95

2.NBT.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.

1-8 **Doubles + 1, Doubles –1**—pp. 19–20

Lesson 1 **Problem Solving: Addition**—pp. 10–17

2.OA.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.

1-9 **Three Addends**—pp. 21–22

1-10 **Four Addends**—pp. 23–24

Lesson 3 **Addition and Subtraction Facts to 20 (fluency)**—pp. 26–33

2.OA.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.

Chapter 1 Addition and Subtraction Facts

PROGRESS IN MATHEMATICS, GRADE 2	COMMON CORE PROGRESS MATHEMATICS, GRADE 2	COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2
1-11 Subtraction Concepts—pp. 27–28	Lesson 10 Add Two-Digit Numbers—pp. 88–95	2.NBT.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.
*1-11A Add or Subtract to Compare—Online	Lesson 11 Subtract Two-Digit Numbers—pp. 96–103	2.NBT.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 1 Problem Solving: Addition—pp. 10–17	2.OA.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 2 Problem Solving: Subtraction—pp. 18–25	2.OA.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	2.NBT.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 11 Subtract Two-Digit Numbers—pp. 96–103	2.OA.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.
1-12 Count Back to Subtract—pp. 29–30	Lesson 2 Problem Solving: Subtraction—pp. 18–25	2.OA.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	

Chapter 1 Addition and Subtraction Facts

PROGRESS IN MATHEMATICS, GRADE 2	COMMON CORE PROGRESS MATHEMATICS, GRADE 2	COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2
	Lesson 11 Subtract Two-Digit Numbers —pp. 96–103	2.NBT.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 22 Number Line Diagrams —pp. 194–201	2.MD.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.
1-13 Related Subtraction Facts —pp. 31–32	Lesson 11 Subtract Two-Digit Numbers —pp. 96–103	2.NBT.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.
1-14 Relate Addition and Subtraction —pp. 33–34	Lesson 1 Problem Solving: Addition —pp. 10–17	2.OA.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 2 Problem Solving: Subtraction —pp. 18–25	2.OA.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	2.NBT.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	2.NBT.9 Explain why addition and subtraction strategies work, using place value and the properties of operations. ¹
	Lesson 11 Subtract Two-Digit Numbers —pp. 96–103	¹ Explanations may be supported by drawings or objects.
	Lesson 10 Add Two-Digit Numbers —pp. 88–95	
	Lesson 11 Subtract Two-Digit Numbers —pp. 96–103	

Chapter 1 Addition and Subtraction Facts

PROGRESS IN MATHEMATICS, GRADE 2

*1-14A Think Addition to Subtract—Online

1-15 Use Addition to Check—pp. 35–36

1-16 Count Up to Subtract—pp. 39–40

COMMON CORE PROGRESS MATHEMATICS, GRADE 2

Lesson 3 Addition and Subtraction Facts to 20
(fluency)—pp. 26–33**Lesson 10 Add Two-Digit Numbers**—pp. 88–95**Lesson 11 Subtract Two-Digit Numbers**—pp. 96–103**Lesson 3 Addition and Subtraction Facts to 20**
(fluency)—pp. 26–33**Lesson 10 Add Two-Digit Numbers**—pp. 88–95**Lesson 2 Problem Solving: Subtraction**—pp. 18–25**Lesson 3 Addition and Subtraction Facts to 20**
(fluency)—pp. 26–33**Lesson 11 Subtract Two-Digit Numbers**—pp. 96–103**Lesson 22 Number Line Diagrams**—pp. 194–201

COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2

2.OA.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.

2.NBT.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.

2.OA.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.

2.NBT.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.

2.OA.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.

2.OA.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.

2.NBT.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.

2.MD.6 Represent whole numbers as lengths from 0 on a number line diagram with equally spaced points corresponding to the numbers 0, 1, 2, ...

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Chapter 1 Addition and Subtraction Facts

PROGRESS IN MATHEMATICS, GRADE 2	COMMON CORE PROGRESS MATHEMATICS, GRADE 2	COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2
<p>*1-16A Make 10 to Subtract—Online</p>	<p>Lesson 3 Addition and Subtraction Facts to 20 (fluency)—pp. 26–33</p>	<p>– continued from previous page –</p> <p>and represent whole-number sums and differences within 100 on a number line diagram.</p> <p>2.0A.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.</p>
<p>*1-16B Writing a Number Sentence—Online</p>	<p>Lesson 11 Subtract Two-Digit Numbers—pp. 96–103</p>	<p>2.NBT.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.</p>
<p>1-17 Fact Families—pp. 41–42</p>	<p>Lesson 3 Addition and Subtraction Facts to 20 (fluency)—pp. 26–33</p> <p>Lesson 4 Odd and Even Numbers—pp. 34–41</p> <p>Lesson 5 Arrays—pp. 42–55</p> <p>Lesson 10 Add Two-Digit Numbers—pp. 88–95</p> <p>Lesson 11 Subtract Two-Digit Numbers—pp. 96–103</p> <p>Lesson 3 Addition and Subtraction Facts to 20 (fluency)—pp. 26–33</p>	<p>2.0A.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.</p> <p>2.0A.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.</p> <p>2.0A.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.</p> <p>2.NBT.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.</p> <p>2.0A.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.</p>

Chapter 1 Addition and Subtraction Facts

PROGRESS IN MATHEMATICS, GRADE 2	COMMON CORE PROGRESS MATHEMATICS, GRADE 2	COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2
1-18 Missing Addends—pp. 43–44	<p>Lesson 10 Add Two-Digit Numbers—pp. 88–95</p> <p>Lesson 11 Subtract Two-Digit Numbers—pp. 96–103</p> <hr/> <p>Lesson 1 Problem Solving: Addition—pp. 10–17</p> <p>Lesson 2 Problem Solving: Subtraction—pp. 18–25</p> <hr/> <p>Lesson 3 Addition and Subtraction Facts to 20 (fluency)—pp. 26–33</p> <hr/> <p>Lesson 10 Add Two-Digit Numbers—pp. 88–95</p> <p>Lesson 11 Subtract Two-Digit Numbers—pp. 96–103</p>	<p>2.NBT.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.</p> <hr/> <p>2.OA.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.</p> <hr/> <p>2.OA.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.</p>
*1-18A Use a Bar Model—Online	<p>Lesson 1 Problem Solving: Addition—pp. 10–17</p> <p>Lesson 2 Problem Solving: Subtraction—pp. 18–25</p> <hr/> <p>Lesson 10 Add Two-Digit Numbers—pp. 88–95</p> <p>Lesson 11 Subtract Two-Digit Numbers—pp. 96–103</p>	<p>2.NBT.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.</p> <hr/> <p>2.OA.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.</p>
1-19 Fact Patterns—pp. 45–46	<p>Lesson 10 Add Two-Digit Numbers—pp. 88–95</p> <p>Lesson 11 Subtract Two-Digit Numbers—pp. 96–103</p> <hr/> <p>Lesson 1 Problem Solving: Addition—pp. 10–17</p> <p>Lesson 2 Problem Solving: Subtraction—pp. 18–25</p>	<p>2.NBT.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.</p> <hr/> <p>2.OA.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.</p>

Chapter 1 Addition and Subtraction Facts

PROGRESS IN MATHEMATICS, GRADE 2	COMMON CORE PROGRESS MATHEMATICS, GRADE 2	COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2
	<p>Lesson 3 Addition and Subtraction Facts to 20 (fluency)—pp. 26–33</p> <p>Lesson 10 Add Two-Digit Numbers—pp. 88–95</p> <p>Lesson 11 Subtract Two-Digit Numbers—pp. 96–103</p>	<p>2.0A.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.</p> <p>2.NBT.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.</p>
<p>1-20 Problem Solving Strategy: Choose the Operation—pp. 47–48</p>	<p>Lesson 1 Problem Solving: Addition—pp. 10–17</p> <p>Lesson 2 Problem Solving: Subtraction—pp. 18–25</p>	<p>2.0A.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.</p>
<p>*1-20A Two-Step Problems—Online</p>	<p>Lesson 3 Addition and Subtraction Facts to 20 (fluency)—pp. 26–33</p> <p>Lesson 1 Problem Solving: Addition—pp. 10–17</p> <p>Lesson 2 Problem Solving: Subtraction—pp. 18–25</p>	<p>2.0A.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.</p> <p>2.0A.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.</p>
<p>1-21 Problem Solving Applications: Mixed Strategies—pp. 49–50</p>	<p>Lesson 1 Problem Solving: Addition—pp. 10–17</p> <p>Lesson 2 Problem Solving: Subtraction—pp. 18–25</p>	<p>2.0A.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.</p>
	<p>Lesson 3 Addition and Subtraction Facts to 20 (fluency)—pp. 26–33</p>	<p>2.0A.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.</p>

Chapter 2 Place Value to 100

PROGRESS IN MATHEMATICS, GRADE 2		COMMON CORE PROGRESS MATHEMATICS, GRADE 2	COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2
2-1	Tens and Ones —pp. 65–66	Lesson 6 Place Value: Hundreds, Tens, and Ones —pp. 56–63	2.NBT.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:
2-2	Place Value —pp. 67–68		2.NBT.1a 100 can be thought of as a bundle of ten tens — called a “hundred.”
2-3	Number Words Twenty to Forty-Nine —pp. 69–70	Lesson 8 Read and Write Numbers to 1,000 —pp. 72–79	2.NBT.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).
2-4	Number Words Fifty to Ninety-Nine —pp. 71–72		2.NBT.3 Read and write numbers to 1000 using base-ten numerals, number names, and expanded form.
2-5	Problem Solving: Read and Write in Math: Find Needed Information —pp. 73–74	Lesson 8 Read and Write Numbers to 1,000 —pp. 72–79	2.NBT.3 Read and write numbers to 1000 using base-ten numerals, number names, and expanded form.
2-6	Place Value of Two-Digit Numbers —pp. 75–76		
2-7	Expanded Form —pp. 77–78	Lesson 9 Compare Numbers —pp. 80–87	2.NBT.3 Read and write numbers to 1000 using base-ten numerals, number names, and expanded form.
2-8	Compare Numbers —pp. 81–82		2.NBT.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.
2-9	Order Using a Number Line —pp. 83–84	Lesson 22 Number Line Diagrams —pp. 194–201	2.MD.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.
2-10	Order Using Models —pp. 85–86		
2-11	Estimate —pp. 87–88		

Chapter 2 Place Value to 100

PROGRESS IN MATHEMATICS, GRADE 2	COMMON CORE PROGRESS MATHEMATICS, GRADE 2	COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2
2-12 Round to the Nearest Ten —pp. 89–90		
*2-12A Model Even and Odd —Online	Lesson 4 Odd and Even Numbers —pp. 34–41	2.0A.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.
2-13 Even and Odd Numbers —pp. 93–94		
2-14 Count by 3s and 4s —pp. 95–96		
2-15 Counting Patterns —pp. 97–98	Lesson 7 Skip Count by 5s, 10s, and 100s —pp. 64–71	2.NBT.2 Count within 1000; skip-count by 5s, 10s, and 100s.
2-16 Ordinals to 31st —pp. 99–100		
2-17 Problem Solving Strategy: Use Logical Reasoning —pp. 101–102	Lesson 4 Odd and Even Numbers —pp. 34–41	2.0A.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.
2-18 Problem Solving Applications: Mixed Strategies —pp. 103–104		

Chapter 3 Data and Graphs: Using Operations

PROGRESS IN MATHEMATICS, GRADE 2	COMMON CORE PROGRESS MATHEMATICS, GRADE 2	COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2
3-1 Problem Solving: Read and Write in Math: Read a Table —pp. 115–116		
3-2 Pictographs —pp. 117–118	Lesson 26 Picture Graphs —pp. 226–233	2.MD.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.
3-3 Bar Graphs —pp. 119–120	Lesson 27 Bar Graphs —pp. 234–247	
3-4 Surveys —pp. 121–122		
3-5 Range, Mode, and Median —pp. 123–124		
3-6 Understand Data —pp. 125–126		
3-7 Compare Data —pp. 129–130		
3-8 Circle Graphs —pp. 131–132		

Chapter 3 Data and Graphs: Using Operations

PROGRESS IN MATHEMATICS, GRADE 2	
3-9	Line Plots —pp. 133–134
3-10	Venn Diagrams —pp. 135–136
3-11	Problem Solving Strategy: Use a Graph —pp. 137–138
3-12	Problem Solving Applications: Mixed Strategies —pp. 139–140

Chapter 4 Addition: Two-Digit Numbers

PROGRESS IN MATHEMATICS, GRADE 2	
4-1	Add Ones and Tens —pp. 155–156
4-2	Mental Math Addition —pp. 157–158
4-3	Regroup Ones as Tens: Use Models —pp. 159–160
4-4	Problem Solving: Read and Write in Math: Find Hidden Information —pp. 161–162
4-5	Regroup Ones as Tens: Model and Record —pp. 163–164
4-6	Regroup Ones as Tens —pp. 165–166
*4-6A	Mental Math: Add Two-Digit Numbers —Online

COMMON CORE PROGRESS MATHEMATICS, GRADE 2	
Lesson 25	Line Plots —pp. 218–225
Lesson 4	Odd and Even Numbers —pp. 34–41
Lesson 26	Picture Graphs —pp. 226–233
Lesson 27	Bar Graphs —pp. 234–247
Lesson 7	Skip Count by 5s, 10s, and 100s —pp. 64–71

COMMON CORE PROGRESS MATHEMATICS, GRADE 2	
Lesson 1	Problem Solving: Addition —pp. 10–17
Lesson 10	Add Two-Digit Numbers —pp. 88–95

COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2	
2.MD.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.
2.OA.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.
2.MD.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.
2.NBT.2	Count within 1000; skip-count by 5s, 10s, and 100s.
2.OA.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.
2.NBT.5	Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.

Chapter 4 Addition: Two-Digit Numbers

PROGRESS IN MATHEMATICS, GRADE 2	COMMON CORE PROGRESS MATHEMATICS, GRADE 2	COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2
*4-6B Mental Math: Use Compensation —Online		
4-7 Estimate Sums —pp. 169–170	Lesson 10 Add Two-Digit Numbers —pp. 88–95	2.NBT.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.
4-8 Rewrite Two-Digit Addition —pp. 171–172	Lesson 1 Problem Solving: Addition —pp. 10–17	2.OA.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.
4-9 Three Addends —pp. 173–174	Lesson 10 Add Two-Digit Numbers —pp. 88–95	2.NBT.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.
4-9 Three Addends —pp. 173–174	Lesson 1 Problem Solving: Addition —pp. 10–17	2.OA.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.
4-9 Three Addends —pp. 173–174	Lesson 10 Add Two-Digit Numbers —pp. 88–95	2.NBT.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.
4-9 Three Addends —pp. 173–174	Lesson 12 Add More than Two Numbers —pp. 104–111	2.NBT.6 Add up to four two-digit numbers using strategies based on place value and properties of operations.
4-9 Three Addends —pp. 173–174	Lesson 12 Add More than Two Numbers —pp. 104–111	2.NBT.6 Add up to four two-digit numbers using strategies based on place value and properties of operations.

Chapter 4 Addition: Two-Digit Numbers

PROGRESS IN MATHEMATICS, GRADE 2	COMMON CORE PROGRESS MATHEMATICS, GRADE 2	COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2
<p>4-9 Three Addends—pp. 173–174</p>	<p>Lesson 12 Add More than Two Numbers—pp. 104–111</p>	<p>2.NBT.6 Add up to four two-digit numbers using strategies based on place value and properties of operations.</p>
<p>4-10 Add: Choose the Method—pp. 177–178</p>	<p>Lesson 10 Add Two-Digit Numbers—pp. 88–95</p>	<p>2.NBT.9 Explain why addition and subtraction strategies work, using place value and the properties of operations.¹</p> <p>¹ Explanations may be supported by drawings or objects.</p>
<p>4-11 Addition Practice—pp. 179–180</p>	<p>Lesson 1 Problem Solving: Addition—pp. 10–17</p>	<p>2.OA.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.</p>
	<p>Lesson 10 Add Two-Digit Numbers—pp. 88–95</p>	<p>2.NBT.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.</p>
<p>4-12 Problem Solving Strategy: Use More Than One Step—pp. 181–182</p>	<p>Lesson 12 Add More than Two Numbers—pp. 104–111</p>	<p>2.NBT.6 Add up to four two-digit numbers using strategies based on place value and properties of operations.</p>
<p>4-13 Problem Solving Applications: Mixed Strategies—pp. 183–184</p>	<p>Lesson 1 Problem Solving: Addition—pp. 10–17</p>	<p>2.OA.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.</p>
	<p>Lesson 1 Problem Solving: Addition—pp. 10–17</p>	<p>2.OA.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.</p>

Chapter 4 Addition: Two-Digit Numbers

PROGRESS IN MATHEMATICS, GRADE 2

COMMON CORE PROGRESS MATHEMATICS, GRADE 2

COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2

Lesson 10 Add Two-Digit Numbers—pp. 88–95

2.NBT.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.

Chapter 5 Subtraction: Two-Digit Numbers

PROGRESS IN MATHEMATICS, GRADE 2

COMMON CORE PROGRESS MATHEMATICS, GRADE 2

COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2

5-1 Subtract Tens and Ones—pp. 195**Lesson 2 Problem Solving: Subtraction**—pp. 18–25

2.OA.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 11 Subtract Two-Digit Numbers—pp. 96–103

2.NBT.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.

5-2 Mental Math Subtraction—pp. 197–198**Lesson 2 Problem Solving: Subtraction**—pp. 18–25

2.OA.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 9 Compare Numbers—pp. 80–872.NBT.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 11 Subtract Two-Digit Numbers**—pp. 96–103

2.NBT.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.

Chapter 5 Subtraction: Two-Digit Numbers

PROGRESS IN MATHEMATICS, GRADE 2	COMMON CORE PROGRESS MATHEMATICS, GRADE 2	COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2
5-3 Ways to Make Numbers—pp. 199–200	Lesson 2 Problem Solving: Subtraction —pp. 18–25	2.OA.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.
5-4 Regroup Tens as Ones: Use Models—pp. 201–202		
5-5 Regroup Tens as Ones: Model and Record—pp. 203–204		
5-6 Regroup Tens as Ones—pp. 205–206	Lesson 9 Compare Numbers —pp. 80–87	2.NBT.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.
*5-6A Mental Math: Subtract Two-Digit Numbers—Online		
5-7 Estimate Differences—pp. 209–210	Lesson 11 Subtract Two-Digit Numbers —pp. 96–103	2.NBT.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 22 Number Line Diagrams —pp. 194–201	2.MD.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.
5-8 Rewrite Two-Digit Subtraction—pp. 211–212	Lesson 2 Problem Solving: Subtraction —pp. 18–25	2.OA.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.
5-9 Add to Check—pp. 213–214		
5-10 Subtraction Practice—pp. 215–216		
5-11 Chain Operations—pp. 217–218		
5-12 Problem Solving: Read and Write in Math: Ask a Question—pp. 221–222	Lesson 11 Subtract Two-Digit Numbers —pp. 96–103	2.NBT.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.
5-13 Choose the Method—pp. 223–224		
5-14 Mixed Practice—pp. 225–226		
5-15 Estimate or Exact Answer—pp. 227–228		
5-16 Problem Solving Strategy: Make a Table—pp. 229–230		

Chapter 5 Subtraction: Two-Digit Numbers

PROGRESS IN MATHEMATICS, GRADE 2

5-17 Problem Solving Applications: Mixed Strategies—pp. 231–232

COMMON CORE PROGRESS MATHEMATICS, GRADE 2

Lesson 2 Problem Solving: Subtraction—pp. 18–25

Lesson 11 Subtract Two-Digit Numbers—pp. 96–103

COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2

2.OA.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.

2.NBT.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.

Chapter 6 Geometry

PROGRESS IN MATHEMATICS, GRADE 2

6-1 Solid Figures—pp. 247–248

6-2 Faces, Edges, Vertices—pp. 249–250

6-3 Explore Plane Figures—pp. 251–252

6-4 Plane Figures—pp. 253–254

***6-4A Identify and Draw Plane Figures**—Online

***6-4B Attributes of Plane Figures**—Online

6-5 Sort Figures—pp. 255–256

6-6 Congruent Figures—pp. 259–260

6-7 Lines of Symmetry—pp. 261–262

6-8 Slides and Flips—pp. 263–264

6-9 Turns—pp. 265–266

6-10 Find a Pattern—pp. 269–270

COMMON CORE PROGRESS MATHEMATICS, GRADE 2

Lesson 28 Identify and Draw Shapes—pp. 248–255

COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2

2.G.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.

⁵ Sizes are compared directly or visually, not compared by measuring.

Chapter 6 Geometry

PROGRESS IN MATHEMATICS, GRADE 2	
6-11	Ways to Make Figures —pp. 271–272
6-12	Problem Solving: Read and Write in Math: Understand Math Words —pp. 273–274
6-13	Ordered Pairs —pp. 275–276
6-14	Problem Solving Strategy: Use a Pattern —pp. 277–278
5-17	Problem Solving Applications: Mixed Strategies —pp. 231–232

COMMON CORE PROGRESS MATHEMATICS, GRADE 2	
Lesson 28	Identify and Draw Shapes —pp. 248–255
Lesson 28	Identify and Draw Shapes —pp. 248–255

COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2	
2.G.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. ⁵ Sizes are compared directly or visually, not compared by measuring.
2.G.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. ⁵ Sizes are compared directly or visually, not compared by measuring.

Chapter 7 Money and Time

PROGRESS IN MATHEMATICS, GRADE 2	
7-1	Pennies, Nickels, and Dimes —pp. 291–292
7-2	Quarters —pp. 293–294
7-3	Half Dollar —pp. 295–296
7-4	Equal Amounts —pp. 299–300
7-5	Compare Money —pp. 301–302
7-6	Make Change —pp. 303–304
7-7	Add and Subtract Money —pp. 305–306
7-8	One Dollar —pp. 307–308

COMMON CORE PROGRESS MATHEMATICS, GRADE 2	
Lesson 24	Money —pp. 210–217
Lesson 24	Money —pp. 210–217

COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2	
2.MD.8	Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using \$ and ¢ symbols appropriately. <i>Example: If you have 2 dimes and 3 pennies, how many cents do you have?</i>
2.MD.8	Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using \$ and ¢ symbols appropriately. <i>Example: If you have 2 dimes and 3 pennies, how many cents do you have?</i>

Chapter 7 Money and Time

PROGRESS IN MATHEMATICS, GRADE 2	COMMON CORE PROGRESS MATHEMATICS, GRADE 2	COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2
7-9 Dollars and Cents —pp. 309–310		
*7-9A Money Problems —Online		
7-10 Hour and Half Hour —pp. 313–314	Lesson 23 Tell and Write Time —pp. 202–209	2.MD.7 Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m.
7-11 Five Minutes —pp. 315–316	Lesson 7 Skip Count by 5s, 10s, and 100s —pp. 64–71	2.NBT.2 Count within 1000; skip-count by 5s, 10s, and 100s.
7-12 Quarter Hour —pp. 317–318	Lesson 23 Tell and Write Time —pp. 202–209	2.MD.7 Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m.
7-13 Before the Hour —pp. 319–320	Lesson 7 Skip Count by 5s, 10s, and 100s —pp. 64–71	2.NBT.2 Count within 1000; skip-count by 5s, 10s, and 100s.
*7-13A A.M. and P.M. —Online	Lesson 23 Tell and Write Time —pp. 202–209	2.MD.7 Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m.
7-14 Elapsed Time —pp. 323–324	Lesson 23 Tell and Write Time —pp. 202–209	2.MD.7 Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m.
7-15 Problem Solving: Read and Write in Math: Read a Schedule —pp. 325–326	Lesson 23 Tell and Write Time —pp. 202–209	2.MD.7 Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m.
7-16 Estimate Time —pp. 327–328		
7-17 Calendar —pp. 329–330		
7-18 Problem Solving Strategy: Guess and Test —pp. 331–332	Lesson 24 Money —pp. 210–217	2.MD.8 Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using \$ and ¢ symbols appropriately.
7-19 Problem Solving Applications: Mixed Strategies —pp. 333–334		<i>Example: If you have 2 dimes and 3 pennies, how many cents do you have?</i>

Chapter 8 Place Value to 1000

PROGRESS IN MATHEMATICS, GRADE 2

8-1 **Hundreds**—pp. 349–350*8-1A **Make Hundreds**—Online

COMMON CORE PROGRESS MATHEMATICS, GRADE 2

Lesson 12 Read and Write Numbers—pp. 104–111**Lesson 7 Skip Count by 5s, 10s, and 100s**—pp. 64–71**Lesson 8 Read and Write Numbers to 1,000**—pp. 72–79**Lesson 9 Compare Numbers**—pp. 80–87**Lesson 12 Read and Write Numbers**—pp. 104–111**Lesson 8 Read and Write Numbers to 1,000**—pp. 72–79

COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2

2.NBT.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.1a 100 can be thought of as a bundle of ten tens — called a “hundred.”

2.NBT.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).

2.NBT.2 Count within 1000; skip-count by 5s, 10s, and 100s.

2.NBT.3 Read and write numbers to 1000 using base-ten numerals, number names, and expanded form.

2.NBT.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.

2.NBT.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.1a 100 can be thought of as a bundle of ten tens — called a “hundred.”

2.NBT.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).

2.NBT.3 Read and write numbers to 1000 using base-ten numerals, number names, and expanded form.

Chapter 8 Place Value to 1000

PROGRESS IN MATHEMATICS, GRADE 2

8-2 **Hundreds, Tens, and Ones**—pp. 351–352

8-3 **Place Value of Three-Digit Numbers**—pp. 353–354

8-4 **Expanded Form with Hundreds, Tens, and Ones**—pp. 355–356

COMMON CORE PROGRESS MATHEMATICS, GRADE 2

Lesson 12 **Read and Write Numbers**—pp. 104–111

Lesson 7 **Skip Count by 5s, 10s, and 100s**—pp. 64–71

Lesson 22 **Number Line Diagrams**—pp. 194–201

Lesson 12 **Read and Write Numbers**—pp. 104–111

Lesson 8 **Read and Write Numbers to 1,000**—pp. 72–79

COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2

2.NBT.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.1a 100 can be thought of as a bundle of ten tens — called a “hundred.”

2.NBT.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).

2.NBT.2 Count within 1000; skip-count by 5s, 10s, and 100s.

2.MD.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.

2.NBT.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.1a 100 can be thought of as a bundle of ten tens — called a “hundred.”

2.NBT.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).

2.NBT.3 Read and write numbers to 1000 using base-ten numerals, number names, and expanded form.

Chapter 8 Place Value to 1000

PROGRESS IN MATHEMATICS, GRADE 2	COMMON CORE PROGRESS MATHEMATICS, GRADE 2	COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2
*8-4A Skip Count to 1000—Online	Lesson 7 Skip Count by 5s, 10s, and 100s—pp. 64–71	2.NBT.2 Count within 1000; skip-count by 5s, 10s, and 100s.
8-5 Counting Patterns with 3-Digit Numbers—pp. 357–358	Lesson 7 Skip Count by 5s, 10s, and 100s—pp. 64–71	2.NBT.2 Count within 1000; skip-count by 5s, 10s, and 100s.
	Lesson 9 Compare Numbers—pp. 80–87	2.NBT.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.
*8-5A Use Benchmark Numbers to Compare—Online	Lesson 9 Compare Numbers—pp. 80–87	2.NBT.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.
8-6 Compare Numbers to 1000—pp. 361–362		2.NBT.2 Count within 1000; skip-count by 5s, 10s, and 100s.
8-7 Order to 1000—pp. 363–364	Lesson 7 Skip Count by 5s, 10s, and 100s—pp. 64–71	2.NBT.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	
8-8 Problem Solving: Read and Write in Math: Use a Table—pp. 365–366		
8-9 Round to the Nearest Hundred—pp. 367–368	Lesson 22 Number Line Diagrams—pp. 194–201	2.MD.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.
8-10 Problem Solving Strategy: Make an Organized List—pp. 369–370		
8-11 Problem Solving Applications: Mixed Strategies—pp. 371–372		

Chapter 9 Addition and Subtraction: Three-Digit Numbers

PROGRESS IN MATHEMATICS, GRADE 2

9-1 Add Hundreds, Tens, and Ones—pp. 383–384

9-2 Count On 1, 10, and 100—pp. 385–386

COMMON CORE PROGRESS MATHEMATICS, GRADE 2

Lesson 13 Add Three-Digit Numbers within 1,000—pp. 112–119

Lesson 10 Add Two-Digit Numbers—pp. 88–95

Lesson 7 Skip Count by 5s, 10s, and 100s—pp. 64–71

Lesson 13 Add Three-Digit Numbers within 1,000—pp. 112–119

Lesson 15 Mentally Add and Subtract 10 or 100—pp. 128–145

COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2

2.NBT.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

2.NBT.9 Explain why addition and subtraction strategies work, using place value and the properties of operations.¹

¹ Explanations may be supported by drawings or objects.

2.NBT.2 Count within 1000; skip-count by 5s, 10s, and 100s.

2.NBT.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

2.NBT.8 Mentally add 10 or 100 to a given number 100–900, and mentally subtract 10 or 100 from a given number 100–900.

Chapter 9 Addition and Subtraction: Three-Digit Numbers

PROGRESS IN MATHEMATICS, GRADE 2

9-3 Add: Regroup Ones as Tens—pp. 387–388

9-4 Regroup Tens as Hundreds Using Models—pp. 389–390

9-5 Add: Regroup Tens as Hundreds—pp. 391–392

***9-5A Draw Pictures to Add**—Online

9-6 Add: Regroup Twice—pp. 393–394

***9-6A Using Properties to Add**—Online

COMMON CORE PROGRESS MATHEMATICS, GRADE 2

Lesson 10 Add Two-Digit Numbers—pp. 88–95

Lesson 13 Add Three-Digit Numbers within 1,000—pp. 112–119

Lesson 10 Add Two-Digit Numbers—pp. 88–95

Lesson 15 Mentally Add and Subtract 10 or 100—pp. 128–145

Lesson 13 Add Three-Digit Numbers within 1,000—pp. 112–119

COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2

2.NBT.9 Explain why addition and subtraction strategies work, using place value and the properties of operations.¹

¹ Explanations may be supported by drawings or objects.

2.NBT.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

2.NBT.9 Explain why addition and subtraction strategies work, using place value and the properties of operations.¹

¹ Explanations may be supported by drawings or objects.

2.NBT.8 Mentally add 10 or 100 to a given number 100–900, and mentally subtract 10 or 100 from a given number 100–900.

2.NBT.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

Chapter 9 Addition and Subtraction: Three-Digit Numbers

PROGRESS IN MATHEMATICS, GRADE 2

9-7	Add Money: No Regrouping —pp. 397–398
9-8	Problem Solving: Read and Write in Math: Find Needed Information —pp. 399–400
9-9	Add Money: Regroup Dimes or Pennies —pp. 401–402
9-10	Add Money: Regroup Twice —pp. 403–404
9-11	Subtract Hundreds, Tens, and Ones —pp. 407–408

COMMON CORE PROGRESS MATHEMATICS, GRADE 2

Lesson 10	Add Two-Digit Numbers —pp. 88–95
Lesson 15	Mentally Add and Subtract 10 or 100 —pp. 128–145
Lesson 7	Skip Count by 5s, 10s, and 100s —pp. 64–71
Lesson 15	Mentally Add and Subtract 10 or 100 —pp. 128–145
Lesson 14	Subtract Three-Digit Numbers within 1,000 —pp. 120–127
Lesson 11	Subtract Two-Digit Numbers —pp. 96–103

COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2

2.NBT.9	Explain why addition and subtraction strategies work, using place value and the properties of operations. ¹ ¹ Explanations may be supported by drawings or objects.
2.NBT.8	Mentally add 10 or 100 to a given number 100–900, and mentally subtract 10 or 100 from a given number 100–900.
2.NBT.2	Count within 1000; skip-count by 5s, 10s, and 100s.
2.NBT.8	Mentally add 10 or 100 to a given number 100–900, and mentally subtract 10 or 100 from a given number 100–900.
2.NBT.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
2.NBT.9	Explain why addition and subtraction strategies work, using place value and the properties of operations. ¹ ¹ Explanations may be supported by drawings or objects.

Chapter 9 Addition and Subtraction: Three-Digit Numbers

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9-12 **Count Back 1, 10, and 100**—pp. 409–410

9-13 **Subtract: Regroup Tens as Ones**—pp. 411–412

9-14 **Regroup Hundreds as Tens Using Models**—pp. 413–414

COMMON CORE PROGRESS MATHEMATICS, GRADE 2

Lesson 24 **Money**—pp. 210–217

Lesson 14 **Subtract Three-Digit Numbers within 1,000**—pp. 120–127

Lesson 15 **Mentally Add and Subtract 10 or 100**—pp. 128–145

Lesson 11 **Subtract Two-Digit Numbers**—pp. 96–103

Lesson 14 **Subtract Three-Digit Numbers within 1,000**—pp. 120–127

COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2

2.MD.8 Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using \$ and ¢ symbols appropriately.

Example: If you have 2 dimes and 3 pennies, how many cents do you have?

2.NBT.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

2.NBT.8 Mentally add 10 or 100 to a given number 100–900, and mentally subtract 10 or 100 from a given number 100–900.

2.NBT.9 Explain why addition and subtraction strategies work, using place value and the properties of operations.¹

¹ Explanations may be supported by drawings or objects.

2.NBT.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

Chapter 9 Addition and Subtraction: Three-Digit Numbers

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***9-14A Draw Pictures to Subtract**—Online

9-15 Subtract: Regroup Hundreds as Tens—pp. 415–416

9-16 Subtract: Regroup Twice—pp. 417–418

***9-16A Add to Check Subtraction**—Online

COMMON CORE PROGRESS MATHEMATICS, GRADE 2

Lesson 11 Subtract Two-Digit Numbers—pp. 96–103

Lesson 14 Subtract Three-Digit Numbers within 1,000—pp. 120–127

Lesson 15 Mentally Add and Subtract 10 or 100—pp. 128–145

Lesson 14 Subtract Three-Digit Numbers within 1,000—pp. 120–127

Lesson 11 Subtract Two-Digit Numbers—pp. 96–103

COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2

2.NBT.9 Explain why addition and subtraction strategies work, using place value and the properties of operations.¹

¹ Explanations may be supported by drawings or objects.

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Chapter 9 Addition and Subtraction: Three-Digit Numbers

PROGRESS IN MATHEMATICS, GRADE 2

- 9-17 Subtract Money: Regroup Dollars or Dimes—**
pp. 421–422

- 9-18 Subtract Money: Regroup Twice—**pp. 423–424

- 9-19 Estimate to Add or Subtract—**pp. 425–426

- 9-20 Problem Solving Strategy: Use Logical Reasoning—**pp. 427–428

- 9-21 Problem Solving Applications: Mixed Strategies—**pp. 429–430

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- Lesson 24 Money—**pp. 210–217

- Lesson 14 Subtract Three-Digit Numbers within 1,000—**pp. 120–127

- Lesson 24 Money—**pp. 210–217

COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2

- 2.MD.8 Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using \$ and ¢ symbols appropriately.

Example: If you have 2 dimes and 3 pennies, how many cents do you have?

- 2.NBT.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

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Chapter 10 Fractions and Probability

PROGRESS IN MATHEMATICS, GRADE 2	COMMON CORE PROGRESS MATHEMATICS, GRADE 2	COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2
10-1 Fractions: $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{8}$ —pp. 445	Lesson 30 Equal Shares—pp. 264–271	
*10-1A Fractions: $\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$ —Online		2.G.3 Partition circles and rectangles into two, three, or four equal shares, describe the shares using the words <i>halves</i> , <i>thirds</i> , <i>half of</i> , <i>a third of</i> , 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.
10-2 More Fractions—pp. 447–448		
*10-2A Whole Numbers and the Number Line—Online	Lesson 22 Number Line Diagrams—pp. 194–201	
10-3 Compare Fractions—pp. 449–450		2.MD.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.
10-4 Order Fractions—pp. 451–452	Lesson 30 Equal Shares—pp. 264–271	2.G.3 Partition circles and rectangles into two, three, or four equal shares, describe the shares using the words <i>halves</i> , <i>thirds</i> , <i>half of</i> , <i>a third of</i> , 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.
10-5 Other Fractions—pp. 453–454		
10-6 Fractions Equal to 1—pp. 457–458		
10-7 Estimate Fractions—pp. 459–460	Lesson 30 Equal Shares—pp. 264–271	2.G.3 Partition circles and rectangles into two, three, or four equal shares, describe the shares using the words <i>halves</i> , <i>thirds</i> , <i>half of</i> , <i>a third of</i> , 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.
10-8 Equal Fractions of a Whole—pp. 461–462		
10-9 Part of a Set—pp. 463–464		
10-10 Equal Fractions of a Set—pp. 465–466		
10-11 Predict Outcomes—pp. 469–470		
10-12 How Likely?—pp. 471–472		
10-13 Certain, Possible, Impossible—pp. 473–474		

Chapter 10 Fractions and Probability

PROGRESS IN MATHEMATICS, GRADE 2	COMMON CORE PROGRESS MATHEMATICS, GRADE 2	COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2
10-14 Problem Solving: Read and Write in Math: Understand Math Words (certain, possible, impossible; always, sometimes, never; more likely, equally likely, less likely)—pp. 475–476		
10-15 Problem Solving Strategy: Draw a Picture —pp. 477–478		
10-16 Problem Solving Applications: Mixed Strategies —pp. 479–480	Lesson 4 Odd and Even Numbers —pp. 34–41	2.OA.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 30 Equal Shares —pp. 264–271	2.G.3 Partition circles and rectangles into two, three, or four equal shares, describe the shares using the words <i>halves</i> , <i>thirds</i> , <i>half of</i> , <i>a third of</i> , 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.

Chapter 11 Measurement

PROGRESS IN MATHEMATICS, GRADE 2	COMMON CORE PROGRESS MATHEMATICS, GRADE 2	COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2
11-1 Nonstandard Units —pp. 491–492	Lesson 25 Line Plots —pp. 218–225	2.MD.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.
11-2 Inches —pp. 493–494	Lesson 16 Measure Length: Inches and Feet —pp. 146–153	2.MD.1 Measure the length of an object by selecting and using appropriate tools such as rulers, yardsticks, meter sticks, and measuring tapes.
11-3 Half Inch —pp. 495–496		
11-4 Feet and Yards —pp. 497–498	Lesson 18 Use Different Units to Measure Length —pp. 162–169	2.MD.3 Estimate lengths using units of inches, feet, centimeters, and meters.

Chapter 11 Measurement

PROGRESS IN MATHEMATICS, GRADE 2	COMMON CORE PROGRESS MATHEMATICS, GRADE 2	COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2
*11-4A Measure Length—Online	Lesson 25 Line Plots—pp. 218–225	2.MD.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.
*11-4B Relate Addition and Subtraction to Length—Online	Lesson 18 Use Different Units to Measure Length—pp. 162–169	2.MD.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.
11-5 Cups, Pints, and Quarts—pp. 501–502	Lesson 20 Compare Lengths—pp. 178–185	2.MD.4 Measure to determine how much longer one object is than another, expressing the length difference in terms of a standard length unit.
11-6 Problem Solving: Read and Write in Math: Find Hidden Information—pp. 503–504	Lesson 25 Line Plots—pp. 218–225	2.MD.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.
11-7 Gallons—pp. 505–506	Lesson 21 Add and Subtract Lengths—pp. 186–193	2.MD.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.
11-8 Ounces and Pounds—pp. 507–508	Lesson 17 Measure Length: Centimeters and Meters—pp. 154–161	2.MD.1 Measure the length of an object by selecting and using appropriate tools such as rulers, yardsticks, meter sticks, and measuring tapes.
11-9 Centimeters—pp. 511–512		
11-10 Meters—pp. 513–514		

Chapter 11 Measurement

PROGRESS IN MATHEMATICS, GRADE 2

11-11	Perimeter —pp. 515–516
11-12	Area —pp. 517–518
*11-12A	Rectangles and Area —Online
11-13	Grams and Kilograms —pp. 519–520
11-14	Liters —pp. 521–522
11-15	Volume —pp. 525–526
11-16	Temperature —pp. 527–528
11-17	Choose Tools and Units of Measure —pp. 529–530
*11-17A	Measurement and Data —Online

COMMON CORE PROGRESS MATHEMATICS, GRADE 2

Lesson 18	Use Different Units to Measure Length —pp. 162–169
Lesson 21	Add and Subtract Lengths —pp. 186–193
Lesson 25	Line Plots —pp. 218–225
Lesson 29	Partition Rectangles into Same-Size —pp. 256–263
Lesson 16	Measure Length: Inches and Feet —pp. 146–153
Lesson 17	Measure Length: Centimeters and Meters —pp. 154–161
Lesson 25	Line Plots —pp. 218–225

COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2

2.MD.3	Estimate lengths using units of inches, feet, centimeters, and meters.
2.MD.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.
2.MD.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.
2.G.2	Partition a rectangle into rows and columns of same-size squares and count to find the total number of them.
2.MD.1	Measure the length of an object by selecting and using appropriate tools such as rulers, yardsticks, meter sticks, and measuring tapes.
2.MD.9	Generate measurement data by measuring lengths of several objects to the nearest whole unit, or by making repeated measurements of

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Chapter 11 Measurement

PROGRESS IN MATHEMATICS, GRADE 2	COMMON CORE PROGRESS MATHEMATICS, GRADE 2	COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2
		<p align="center">– continued from previous page –</p> <p>the same object. Show the measurements by making a line plot, where the horizontal scale is marked off in whole-number units.</p>
11-18 Problem Solving Strategy: Use a Map —pp. 531–532		
*11-18A Solve Two-Step Problems —Online	Lesson 1 Problem Solving: Addition —pp. 10–17	2.OA.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 2 Problem Solving: Subtraction —pp. 18–25	
11-19 Problem Solving Applications: Mixed Strategies —pp. 533–534	Lesson 21 Add and Subtract Lengths —pp. 186–193	2.MD.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.

Chapter 12 Multiplication and Division

PROGRESS IN MATHEMATICS, GRADE 2	COMMON CORE PROGRESS MATHEMATICS, GRADE 2	COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2
12-1 Multiplication as Repeated Addition —pp. 549–550	Lesson 5 Arrays —pp. 42–55	2.OA.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 12 Add More than Two Numbers —pp. 104–111	2.NBT.6 Add up to four two-digit numbers using strategies based on place value and properties of operations.
*12-1A Use an Array Model —Online	Lesson 5 Arrays —pp. 42–55	2.OA.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 <p align="center">– continued on next page –</p>

Chapter 12 Multiplication and Division

PROGRESS IN MATHEMATICS, GRADE 2	COMMON CORE PROGRESS MATHEMATICS, GRADE 2	COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2
		– continued from previous page – equation to express the total as a sum of equal addends.
12-2 Multiply Groups of 2 —pp. 551–552		
12-3 Multiply Groups of 3 —pp. 553–554		
12-4 Problem Solving: Read and Write in Math: Visualize —pp. 555–556		
12-5 Multiply Groups of 4 —pp. 557–558		
12-6 Multiply Groups of 5 —pp. 559–560	Lesson 7 Skip Count by 5s, 10s, and 100s —pp. 64–71	2.NBT.2 Count within 1000; skip-count by 5s, 10s, and 100s.
12-7 Related Multiplication Facts —pp. 561–562		
12-8 Division as Repeated Subtraction —pp. 565–566		
12-9 Separate Groups of 2 —pp. 567–568		
12-10 Separate Groups of 3 —pp. 569–570		
12-11 Separate Groups of 4 —pp. 571–572		
12-12 Separate Groups of 5 —pp. 573–574		
12-13 Separate with Leftovers —pp. 575–576		
12-14 Share with Leftovers —pp. 577–578		
12-15 Relate Multiplication and Division —pp. 579–580		
12-16 Symbols for Numbers —pp. 583–584		
12-17 Solve Number Sentences —pp. 585–586		
12-18 Problem Solving Strategy: Choose the Operation —pp. 587–588		

Chapter 12 Multiplication and Division

PROGRESS IN MATHEMATICS, GRADE 2

12-19 Problem Solving Applications: Mixed Strategies—pp. 589–590

COMMON CORE PROGRESS MATHEMATICS, GRADE 2

Lesson 4 Odd and Even Numbers—pp. 34–41

COMMON CORE STATE STANDARDS FOR MATHEMATICS, GRADE 2

2.0A.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.