

## Diocese of Jefferson City Curriculum Guide

Content Area: Math  
 Grade Range: Second  
 Section/Heading: 2.A.1

Strand: Problem Solving

Diocesan Standard Terra Nova Objective	Benchmark Statement
Use a variety of strategies in the problem-solving process	Justify the process he or she used to solve a numerical problem.

Performance Indicators		
<ol style="list-style-type: none"> <li>1. Demonstrate and reproduce strategies for solving problems.</li> <li>2. Provide simple explanation for use of a strategy.</li> <li>3. Provide a simple explanation for use of a strategy using proper technology.</li> </ol>		
Suggested Activities	Assessment	Resources

## Diocese of Jefferson City Curriculum Guide

Content Area: Math  
 Grade Range: Second  
 Section/Heading: 2.A.2

Strand: Problem Solving

Diocesan Standard Terra Nova Objective	Benchmark Statement
Use a variety of strategies in the problem-solving process	Make organized lists, tables, or charts to solve a problem.

Performance Indicators		
<ol style="list-style-type: none"> <li>1. Sort a group and records information.</li> <li>2. Use information gathered to answer questions.</li> <li>3. Chart information from verbal survey to answer questions.</li> </ol>		
Suggested Activities	Assessment	Resources

## Diocese of Jefferson City Curriculum Guide

Content Area: Math  
 Grade Range: Second  
 Section/Heading: 2.A.3

Strand: Problem Solving

Diocesan Standard Terra Nova Objective	Benchmark Statement
Use a variety of strategies in the problem-solving process	Use whole number models to solve a problem.

Performance Indicators
<ol style="list-style-type: none"> <li>1. Solve problems using fact families, counting on, and relating to the nearest ten.</li> <li>2. Use place value models to solve problems.</li> </ol>

Suggested Activities	Assessment	Resources

## Diocese of Jefferson City Curriculum Guide

Content Area: Math  
 Grade Range: Second  
 Section/Heading: 2.A.4

Strand: Problem Solving

Diocesan Standard Terra Nova Objective	Benchmark Statement
Use a variety of strategies in the problem-solving process	Use “guess and check” to solve problems.

Performance Indicators
1. Use estimation before solving. 2. Use guess and check to solve problems. 3. Check subtraction by addition. 4. Create original problems.

Suggested Activities	Assessment	Resources

## Diocese of Jefferson City Curriculum Guide

Content Area: Math  
 Grade Range: Second  
 Section/Heading: 2.B.1

Strand: Properties and Concepts of Numbers

Diocesan Standard Terra Nova Objective	Benchmark Statement
Understand and apply basic and advanced properties of the concepts of numbers.	Understand that numbers are symbols used to represent quantities or attributes of real-world objects.

Performance Indicators		
<ol style="list-style-type: none"> <li>1. Compare groups to identify more and less.</li> <li>2. Form numbers to match the correct amount of objects.</li> <li>3. Use greater than, less than and equal to compare numbers and groups.</li> </ol>		
Suggested Activities	Assessment	Resources

## Diocese of Jefferson City Curriculum Guide

Content Area: Math  
 Grade Range: Second  
 Section/Heading: 2.B.2

Strand: Properties and Concepts of Numbers

Diocesan Standard Terra Nova Objective	Benchmark Statement
Understand and apply basic and advanced properties of the concepts of numbers.	Count whole numbers (cardinal and ordinal).

Performance Indicators		
1. Count and write to 1000. 2. Identify even and odd numbers. 3. Count mixed coins and makes change. 4. Count by 1, 2, 5, 10, 25, 50 and 100. 5. State position 1-12 (i.e. ordinal).		
Suggested Activities	Assessment	Resources

## Diocese of Jefferson City Curriculum Guide

Content Area: Math  
 Grade Range: Second  
 Section/Heading: 2.B.3

Strand: Properties and Concepts of Numbers

Diocesan Standard Terra Nova Objective	Benchmark Statement
Understand and apply basic and advanced properties of the concepts of numbers.	Understand symbolic, concrete, and pictorial representations of numbers.

Performance Indicators
<ol style="list-style-type: none"> <li>1. Make sets of specific numbers of objects.</li> <li>2. Write numbers related to sets made.</li> <li>3. Draw pictorial representations of sets to solve computation problems.</li> <li>4. Build sets of 100's, 10's and 1's to demonstrate place value.</li> </ol>

Suggested Activities	Assessment	Resources

## Diocese of Jefferson City Curriculum Guide

Content Area: Math  
 Grade Range: Second  
 Section/Heading: 2.B.4

Strand: Properties and Concepts of Numbers

Diocesan Standard Terra Nova Objective	Benchmark Statement
Understand and apply basic and advanced properties of the concepts of numbers.	Understand basic whole number relationships.

Performance Indicators		
<ol style="list-style-type: none"> <li>1. Arrange numbers in sequences.</li> <li>2. Recognize more or less.</li> <li>3. Recognize numbers that come before, after or between given numbers.</li> <li>4. Place numbers in sequence using different intervals.</li> </ol>		
Suggested Activities	Assessment	Resources

## Diocese of Jefferson City Curriculum Guide

Content Area: Math  
 Grade Range: Second  
 Section/Heading: 2.B.5

Strand: Properties and Concepts of Numbers

Diocesan Standard Terra Nova Objective	Benchmark Statement
Understand and apply basic and advanced properties of the concepts of numbers.	Understand the concept of a unit and its subdivision into equal parts.

Performance Indicators
<ol style="list-style-type: none"> <li>1. Recognize units divided into 2-8 equal parts.</li> <li>2. Identify <math>\frac{1}{2}</math>, <math>\frac{1}{3}</math>, <math>\frac{1}{4}</math>, <math>\frac{2}{3}</math>, <math>\frac{2}{4}</math>, and <math>\frac{3}{4}</math> of an object or set.</li> <li>3. Compare fractional parts.</li> </ol>

Suggested Activities	Assessment	Resources

## Diocese of Jefferson City Curriculum Guide

Content Area: Math  
 Grade Range: Second  
 Section/Heading: 2B.6

Strand: Properties and Concepts of Numbers

Diocesan Standard Terra Nova Objective	Benchmark Statement
Understand and apply basic and advanced properties of the concepts of numbers.	Understand the basic meaning of place value.

Performance Indicators		
<ol style="list-style-type: none"> <li>1. Use hundreds, tens and ones to determine place value.</li> <li>2. Relate standard number to expanded form with 100's, 10's and 1's (i.e. 13= one-10 and three-1's).</li> <li>3. Use 100's, 10's and 1's for addition and subtraction with regrouping.</li> </ol>		
Suggested Activities	Assessment	Resources

## Diocese of Jefferson City Curriculum Guide

Content Area: Math  
 Grade Range: Second  
 Section/Heading: 2.C.1

Strand: Computation

Diocesan Standard Terra Nova Objective	Benchmark Statement
Use basic and advanced procedures while performing the processes of computation	Add and subtract whole numbers.

Performance Indicators
<ol style="list-style-type: none"> <li>1. Add, subtract numbers to and from 18, in vertical and horizontal format.</li> <li>2. Add, subtract 2-digit numbers with and without regrouping.</li> <li>3. Work with column addition with three 2-digit numbers which includes regrouping.</li> </ol>

Suggested Activities	Assessment	Resources

## Diocese of Jefferson City Curriculum Guide

Content Area: Math  
 Grade Range: Second  
 Section/Heading: 2.C.2

Strand: Computation

Diocesan Standard Terra Nova Objective	Benchmark Statement
Use basic and advanced procedures while performing the processes of computation	Solve real-world problems involving addition and subtraction of whole numbers.

Performance Indicators		
1. Add and subtract real world problems in word problems. 2. Determine math strategy to find a solution. 3. Add and subtract money with and without regrouping.		
Suggested Activities	Assessment	Resources

## Diocese of Jefferson City Curriculum Guide

Content Area: Math  
 Grade Range: Second  
 Section/Heading: 2.C.3

Strand: Computation

Diocesan Standard Terra Nova Objective	Benchmark Statement
Use basic and advanced procedures while performing the processes of computation	Understand the inverse relationship between addition and subtraction.

Performance Indicators		
1. Use inverse relationships between addition and subtraction with fact families.		
Suggested Activities	Assessment	Resources

## Diocese of Jefferson City Curriculum Guide

Content Area: Math  
 Grade Range: Second  
 Section/Heading: 2.D.1

Strand: Measurement

Diocesan Standard Terra Nova Objective	Benchmark Statement
Understand and apply basic and advanced properties of the concepts of measurement	Understand the concept of time and how it is measured.

Performance Indicators		
<ol style="list-style-type: none"> <li>1. Understand that time elapses from the beginning to the end of an event.</li> <li>2. Work with calendar activities.</li> </ol>		
Suggested Activities	Assessment	Resources

## Diocese of Jefferson City Curriculum Guide

Content Area: Math  
 Grade Range: Second  
 Section/Heading: 2.D.2

Strand: Measurement

Diocesan Standard Terra Nova Objective	Benchmark Statement
Understand and apply basic and advanced properties of the concepts of measurement	Know the processes for telling time, counting coins and measuring length, weight, and temperature, using basic standard and non standard units.

Performance Indicators		
1. Tell time to the hour and half-hour, quarter-hour and 5 minute intervals using analog (face) and digital clock. 2. Solve problems using elapsed time. 3. Apply knowledge of money to real situations—makes and counts change. 4. Identify name and value of penny, nickel, dime and quarter, half-dollar and dollar. 5. Count mixed coins. 6. Apply knowledge of money to real life situations. 7. Measure length using inches and centimeters, foot and meter. 8. Measure weight using pounds and grams, kilograms and ounces. 9. Measure volume (capacity) using cup, pint, quart, gallon, liter and milliliter. 10. Measure temperature using Celsius and Fahrenheit.		
Suggested Activities	Assessment	Resources

## Diocese of Jefferson City Curriculum Guide

Content Area: Math  
 Grade Range: Second  
 Section/Heading: 2.F.1

Strand: Probability and Data Analysis

Diocesan Standard Terra Nova Objective	Benchmark Statement
Understand and apply basic and advanced concepts of probability and data analysis	Understand that observations about objects or events can be organized and displayed in simple graphs.

Performance Indicators
<ol style="list-style-type: none"> <li>1. Use tables and charts to organize data.</li> <li>2. Use bar graphs, circle graphs, and pictographs to sort and display data.</li> <li>3. Use experiments to test probability when there are a variety of options.</li> <li>4. Use number lines for counting and computation.</li> </ol>

Suggested Activities	Assessment	Resources

## Diocese of Jefferson City Curriculum Guide

Content Area: Math  
 Grade Range: Second  
 Section/Heading: 2.F.2

Strand: Probability and Data Analysis

Diocesan Standard Terra Nova Objective	Benchmark Statement
Understand and apply basic and advanced concepts of probability and data analysis	Organize and display data in simple bar graphs, pie charts and line graphs.

Performance Indicators
<ol style="list-style-type: none"> <li>1. Sort objects by color, size, shape and use.</li> <li>2. Organize data into simple bar and line graphs.</li> </ol>

Suggested Activities	Assessment	Resources

## Diocese of Jefferson City Curriculum Guide

Content Area: Math  
 Grade Range: Second  
 Section/Heading: 2.G.1

Strand: Functions and Algebra

Diocesan Standard Terra Nova Objective	Benchmark Statement
Understand and apply basic and advanced properties of functions and algebra	Recognize regularities in a variety of contexts.

Performance Indicators		
<ol style="list-style-type: none"> <li>1. Recognize words in sequences of letters and numbers.</li> <li>2. Count in intervals greater than 1.</li> </ol>		
Suggested Activities	Assessment	Resources

## Diocese of Jefferson City Curriculum Guide

Content Area: Math  
 Grade Range: Second  
 Section/Heading: 2.G.2

Strand: Functions and Algebra

Diocesan Standard Terra Nova Objective	Benchmark Statement
Understand and apply basic and advanced properties of functions and algebra	Extend simple patterns

Performance Indicators		
<ol style="list-style-type: none"> <li>1. Complete a pattern of objects, letters and numbers.</li> <li>2. Create and extend an original pattern.</li> <li>3. Complete a pattern using letter groups and numbers greater than 10.</li> </ol>		
Suggested Activities	Assessment	Resources