



2018-2019 Curriculum Map for <i>Second Grade Math</i> 3rd Nine Weeks	Go Math Chapters
M.2.1 <i>Operations and Algebraic Thinking- Represent and solve problems with addition and subtraction.</i> 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
M.2.9 <i>Number and Operations Base Ten- Use place value understanding and properties to add and subtract.</i> Fluently add and subtract within 100 using strategies based on place value, properties of operations and/or the relationship between addition and subtraction.	5
M.2.11 <i>Number and Operations Base Ten- Use place value understanding and properties to add and subtract.</i> Add up to four two-digit numbers using strategies based on place value and properties of operations.	6
M.2.13 <i>Number and Operations Base Ten- Use place value understanding and properties to add and subtract.</i> Explain why addition and subtraction strategies work, using place value and the properties of operations.	6
M.2.20 <i>Measurement and Data- Work with time and money.</i> Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m.	7
M.2.21 <i>Measurement and Data- Work with time and money.</i> Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using \$ and ¢ symbols appropriately (e.g., If you have 2 dimes and 3 pennies, how many cents do you have?).	7
Include Number Talks and integrate the Mathematical Habits of Mind . 1. Make sense of problems and persevere in solving them. 2. Reason Abstractly and Quantitatively. 3. Construct viable arguments and critique the reasoning of others. 4. Model with mathematics. 5. Use appropriate tools strategically. 6. Attend to precision. 7. Look for and make use of structure. 8. Look for and express regularity in repeated reasoning.	