FLOYD COUNTY SCHOOLS' CURRICULUM RESOURCES



"Building a Better Future for Every Child - Every Day!" Summer 2013

Tre All About Kide	Subject Content: _	Math	Grade Curriculum Map	e2nd	
	Ne	e w			
	Weeks 1 – 3		1	Weeks 4 – 6	
OPE	UNIT TOPIC ERATIONS AND ALGEB	RAIC THINKING		Unit/Topic ID OPERATIONS IN	BASE TEN:

Common Core Standards

- 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 the end of Grade 2, know from memory all

Common Core Standards

- .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.
 - A. 100 can be thought of as a bundle of ten tens called a hundred.
 - B. 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)

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.NBT.9: Explain why addition and subtraction strategies work, using place value and the properties of operation.

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

OPERATIONS AND ALGEBRAIC THINKING:

- 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 2's; 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 singleunit 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.

	CURRICULUM		CURRICULUM		
Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Identify Sub-Topics Understanding Addition and Subtraction	Identify Sub-Topics Addition Strategies	Identify Sub-Topics Subtraction Strategies	Identify Sub-Topics Understand Place Value	Identify Sub-Topics Understand Place Value GREATER THAN LESS THAN EQUAL SKIP COUNT	Identify Sub-Topics Understand Place Value ODD/EVEN
I CAN STATEMENTS: I can add and subtract within 100 to solve one step –two step word problems. Identify the unknown in an addition and subtraction word problem	I CAN STATEMENTS: • I can fluently add and subtract within 20 in my head. • I can recall basic math facts from memory. • I can use different	I CAN STATEMENTS: • I can fluently add and subtract within 100. • I can explain why addition and subtraction strategies work.	I CAN STATEMENTS: • Read and write number words 0-99 • Group objects into tens and ones to show two digit numbers	I CAN STATEMENTS: • I can compare three-digit numbers using symbols <, =, > • Skip count by 5's, 10's, and 100's within 1000.	I CAN STATEMENTS: • I can tell whether a group of objects is odd or even • I can write an equation which shows adding the

Between Least greatest greatest greatest	Critical Vocabulary Part subtract Whole difference Add subtraction sentence Sum minus Plus separate Equals more Addition fewer Sentence related join	strategies to solve math equations Critical Vocabulary Doubles Near doubles Addend Number sentence	Critical Vocabulary Doubles Near doubles Addend Number sentence	Critical Vocabulary Ones pattern Tens skip counting Digits even Number word odd Greater than Less than Equal to Before After	Critical Vocabulary Ones pattern Tens skip counting Digits even Number word odd Greater than Less than Equal to Before After Between	same two numbers will result in an even number. • I can solve problems using a bar graph or picture graph. Critical Vocabulary Ones pattern Tens skip counting digits Even odd Number word Greater than Less than Equal to Before After
				Between Least	Least	Between Least
 Develop a story Use Strategies/Activitie S 		Develop a story	Activities	Strategies/Activitie	Strategies/Activities	Strategies/Activiti

	problem that
	illustrates a given
	addition or
	subtraction
	number sentence.
•	Use manipulatives
	to demonstrate
	addition and
	subtraction
	sentences written
	symbolically.

- Write numbers and translate word clues to number sentences and vice versa.
- Use various models such as number lines, pictures, and base-ten blocks to illustrate addition and subtraction.
- Find unknowns in number sentences and problems involving addition, subtraction and multiplication.

- illustrates a given addition or subtraction number sentence.
- Use manipulatives to demonstrate addition and subtraction sentences written symbolically.
- Write numbers and translate word clues to number sentences and vice versa.
- Use various models such as number lines, pictures, and base-ten blocks to illustrate addition and subtraction. Develop fluency at recalling basic addition facts and related subtraction

- manipulatives to demonstrate addition and subtraction sentences written symbolical
- Use ageappropriate books, stories, and videos to convey ideas of mathematics.
- Develop fluency at recalling basic addition facts and related subtraction facts.
- Solve addition and subtraction problems in context using various representation s.
- Promethean Flipcharts

- connecting cubes and form groups of tens
- Use number tiles
- Use place value mats
- Brain pop on computer
- Greater than less than crocodile activities with computer games

- Provide students
 with 3 Numbers
 containing 2 digits.
 Have students
 "line the numbers"
 according to place
 value. Explain to
 - according to place value. Explain · to the students that we will look for the "change" (the position where the digits are different. Once located, this process can be repeated as students list the numbers from greatest to least, or least to greatest. This will also reveal <, >, and =.
- Skip count by 5's, 10's, and 100's
- Given a set of three digit numbers students will fill in the missing numbers.

- connecting cubes to determine if a number is Odd or even.
- Sing Bingo song
- Computer games

Formative Classroom discussion, exit slips, questioning Summative Multiple choice end of	problems in context using various representation s. • Understand and use the commutative and associative properties of addition and multiplication. Formative Classroom discussion, exit slips, questioning Summative Multiple choice end of	Formative Classroom discussion, exit slips, questioning Summative Multiple choice end	Formative Classroom discussion, exit slips, questioning Summative Multiple choice end	Formative Classroom discussion, exit slips, questioning Summative Multiple choice end of topic exam, open	Formative Classroom discussion, exit slips, questioning Summative Multiple choice
topic exam, open response	topic exam, open response	of topic exam, open response	of topic exam, open response	response	end of topic exam open response

Common (PLC Teams will design the common assessments, i.e., grade level, and/or depts)	Common (PLC Teams will design the common assessments, i.e., grade level, and/or depts.)	Common (PLC Teams will design the common assessments, i.e., grade level, and/or depts.)	Common (PLC Teams will design the common assessments, i.e., grade level, and/or depts.)	Common (PLC Teams will design the common assessments, i.e., grade level, and/or depts.)	Common (PLC Teams will design the common assessments, i.e., grade level, and/o depts.)
Resources Needed	Resources Needed	Resources Needed	Resources Needed	Resources Needed	Resources Needed
EnVision Math	EnVision Math	EnVision Math	EnVision Math	EnVision Math	Needed
Series	Series	Series	Series	Series	EnVision Math
TOPIC 1	 TOPIC 2 	TOPIC 3	TOPIC 4	TOPIC 4	Series
www.educationcit	 www.educationcit 	www.educationcit	www.education	www.educationcity	TOPIC 4
y.com	y.com	y.com	city.com	.com	www.educatio
• www.studyisland.	• www.studyisland.	• www.studyisland.	• www.studyisla	• www.studyisland.c	ncity.com
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ing.com	<u>ing.com</u>	ming.com	aming.com	<u>ng.com</u>	• <u>www.unitedstı</u>
			0	0	eaming.com
			Games:	Games:	Games:
			Create a House	Alligator Lunch Compare It!	Even Odd Pattern
			Number	Comparing Amounts	Block Grab
			(exemplary lesson)	Comparing Numbers	Even Odd Grab
			Composing	Comparing 3 Digit	Even Odd Song

	Numbers Lesson Base Ten Cards DR	Numbers One False Move	Read-Alouds focusing on odd
	Expander Cards DR		and even numbers Color Odd and
	Expanded Form Hangman	Count by Fives Count by Fives	Even Numbers Dragon Eggs
	Expanded Form of	Gameboard Count by Tone	Odd Even Number
	Numbers Hundreds Charts	Count by Tens Count by Tens	Game Odd or even game
	DR	Gameboard	- many levels
	Number Word	Counting Collections	Fair Shares
	Concentration	Counting Game	
	Number Writing Barrier Game	Counting by Twos - Fish	
	Place Value Charts	Displaying Number	
	DR	<u>Patterns</u>	
	Place Value Place ValuGame		
	Representing		
	Numbers in Four		
	Ways Poll 2 Digita		
	Roll 3 Digits Ten Frame Cards		
	DR		

	Weeks 10-12
eeks 7-9	
Unit/Topic	Unit/Topic
MEASUREMENT AND DATA:	Number Operations in Base Ten
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2.MD.8: Solve word problems involving dollar bills, quarters, dimes,
nickels, and pennies, using symbols appropriately. *Example: If
you have 2 dimes and 3 pennies, how many cents do you have?

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.

- 2.0A.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 ir 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.
- 2.NBT.8: Mentally add 10 and 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

			CURRICULUM		
Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Identify	Identify	Identify	Identify	Identify	Identify
Sub-Topics	Sub Topics	Sub-Topics	Sub-Topics	Sub-Topics	Sub-Topics

Solving problems using money	Solving Problems Using money	Add and subtract fluently within 100	Mental Addition	Mental Addition	Mental Subtraction
I CAN STATEMENTS: • I can solve word problems involving money. • I can use the \$ and ¢ symbols.	I CAN STATEMENTS: • I can solve word problems involving money. • I can use the \$ and ¢ symbols	I CAN STATEMENTS: • I can fluently add and subtract within 100.	 Add and subtract within 100 using concrete models or drawings and strategies based on place value. Add and subtract within 100 using concrete models or drawings and strategies based on properties of operations. Add and subtract within 100 using concrete models or drawings and strategies based on the relationship between addition and subtraction. 	I CAN STATEMENTS: Add and subtract within 100 using concrete models or drawings and strategies based on place value. Add and subtract within 100 using concrete models or drawings and strategies based on properties of operations. Add and subtract within 100 using concrete models or drawings and strategies based on the relationship between addition and subtraction.	 Add and subtrac within 100 using concrete models or drawings and strategies based on properties of operations. Add and subtrac within 100 using concrete models or drawings and strategies based on the relationship between additior and subtraction.
Critical Vocabulary	Critical Vocabulary	Critical Vocabulary	Critical Vocabulary	Critical Vocabulary	Critical Vocabulary
penny dollar coin	penny dollar coin	Mental math	Mental math	Mental math	subtract

nickel tally mark dime decimal point quarter mental math cents ten digit coins next ten dollar half-dollar greatest value least value	nickel tally mark dime decimal point quarter cents coins dollar half-dollar greatest value least value	Ten digit Next ten	Digit Place Value Vertical Horizontal Tens digit Next ten	Digit Place Value Vertical Horizontal Tens digit Next ten	word problem adding to taking from putting together taking apart compare strategy place value explain number line diagram
Suggested Strategies/Activities Play store Use half egg carton and handful of coins and construction paper. Toss paper wads made from different colors of construction	Suggested Strategies/Activities Computer games Money store Demonstrate different ways to make money amounts by using different coins Mark your	Suggested Strategies/Activities Money bingo Organized list ways to show money amounts Each student write a money problem and let partner solve it Computer	Suggested Strategies/Activities Students should have the opportunity to solve problems and then explain why their strategies work. Use place value cubes Computer activities	Suggested Strategies/Activities Use add to check strategies Students should have ample experiences working with the concept that when you add or subtract multiples of	Suggested Strategies/Activities • Counting Back: • Counting Up: Students start with a number and count backwards. If the question is 5 – 2, students count 5, 4, 3. Note: This strategy is only useful for subtracting 1, 2, or 3. Students start with a

paper into egg carton cups,which will have a coin inside add money values and total scores to se who is the winner Make a coin book Computer games A lot of hands on activities	coins and count money by fives: Quarter has five marks Dime two marks Nickel one mark Penny no marks over it just draw a line through as counting	games • Teacher made games	• Hundred chart	that you are only changing the tens place (multiples of ten) or the digit in the hundreds place (multiples of 100). • Place value cubes/rods Counting On: Students start with a number and count on 1, 2, 3. For example, if the question is 5 + 2, students count 5, 6, 7. Note: This strategy is only useful for adding 1, 2, or 3. • Using doubles	number being subtracted and count up to the number from which it is being subtracted. For example, for the question 9 – 7, students can count 8, 9. • Using Part, Part, Whole: Given: Part + Part = Whole Therefore: Whole – Part = Part
Balanced	Balanced	Balanced	Balanced Assessment:	Balanced	Balanced
Assessment: Formative	Assessment: Formative	Assessment: Formative	Formative	Assessment: Formative	Assessment: Formative
Formative	Formative	Formative	Classes am disquesis a	Formative	Formative
Classussus	Classicans		Classroom discussion,	Classwasm	Classica
Classroom	Classroom	Classussus	exit slips, questioning	Classroom	Classroom
discussion, exit	discussion, exit	Classroom		discussion, exit	discussion, exit

slips, questioning	slips, questioning	discussion, exit slips, questioning	Summative	slips, questioning	slips, questioning
Summative Multiple choice end of topic exam, open response	Summative Multiple choice end of topic exam, open response	Summative Multiple choice end of topic exam, open response	Multiple choice end of topic exam, open response	Summative Multiple choice end of topic exam, open response	Summative Multiple choice end of topic exam, open response
Common (PLC Teams will design the common assessments, i.e., grade level, and/or depts.)	Common (PLC Teams will design the common assessments, i.e., grade level, and/or depts.)	Common (PLC Teams will design the common assessments, i.e., grade level, and/or depts.)	Common (PLC Teams will design the common assessments, i.e., grade level, and/or depts.)	Common (PLC Teams will design the common assessments, i.e., grade level, and/or depts.)	Common (PLC Teams will design the common assessments, i.e., grade level, and/or depts.)
Resources Needed	Resources Needed	Resources Needed	Resources Needed	Resources Needed	Resources Needed
 EnVision Math Series TOPIC 5 www.educationcity.com www.studyisland.com www.coolmath.com www.primaryga 	 EnVision Math Series TOPIC 5 www.educationci ty.com www.studyisland .com www.coolmath.com www.primaryga 	 EnVision Math Series TOPIC 5 www.educationci ty.com www.studyisland .com www.coolmath.com www.primaryga 	 EnVision Math Series TOPIC 6 www.educationcity .com www.studyisland.c om www.coolmath.co m www.primarygame 	 EnVision Math Series TOPIC 6- www.educationci ty.com www.studyisland .com www.coolmath.com www.primaryga 	 EnVision Math Series TOPIC 7 www.educationc ty.com www.studyislanc .com www.coolmath.com www.primaryga

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Weeks 13-15	Weeks 16-18
Unit/Topic	Unit/Topic
Operations and Algebraic Thinking	Operations and Algebraic Thinking
Common Core Standards	Common Core Standards
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	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
drawings and equations with a symbol for the unknown number to represent the problem.	2.NBT.9: Explain why Addition and subtraction strategies work, using place value and the properties of operations
2.NBT.5: ** Fluently add and subtract within 100 using strategies based on place value, properties of operations,	2.NBT.8: Mentally add 10 and 100 to a given number 100-900, and mentally subtract 10 or 100 from a given number 100-900.
and/or the relationship between addition and subtraction.	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
2.NBT.6: Add up to four two digit numbers using strategies based on place value and properties of operations	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

		1	epresent the problem		
2.NBT.8: Mentally add 900, and mentally sub 100-900.					
2.NBT.9: Explain why A using place value and the properties of open		on strategies work,			
	CURRICULUM			CURRICULUM	
Week 13	Week 14	Week 15	Week 16	Week 17	Week 18
Identify	Identify	Identify	Identify	Identify	Identify
Sub-Topics	Sub-Topics	Sub-Topics	Sub-Topics	Sub-Topics	Sub-Topics
Mental Subtraction	Adding Two	Addition two digit	Subtracting two digit	Subtracting two digit	Using Addition and

	digit Numbers *Regrouping	numbers *Regrouping	numbers*regrouping	numbers **regrouping	Subtraction
I CAN STATEMENTS: Use mental subtraction to subtract within 100	I CAN STATEMENTS: Use efficient procedures, and understand why they work, to solve problems involving the addition and subtraction of two- and three- digit numbers (including those that require regrouping)	I CAN STATEMENTS: Use efficient procedures, and understand why they work, to solve problems involving the addition and subtraction of two- and three-digit numbers (including those that require regrouping)	I CAN STATEMENTS: Use efficient procedures, and understand why they work, to solve problems involving the addition and subtraction of two- and three-digit numbers (including those that require regrouping)	I CAN STATEMENTS: Use efficient procedures, and understand why they work, to solve problems involving the addition and subtraction of two- and three-digit numbers (including those that require regrouping)	I CAN STATEMENTS: Add and subtract fluently within 100
Critical Vocabulary Add subtract word problem adding to taking from putting together taking apart compare strategy place value explain	Critical Vocabulary Addend Sum Difference Inverse Operations Regroup	Critical Vocabulary Addend Sum Difference Inverse Operations	Critical Vocabulary Addend Sum Difference Inverse Operations	Critical Vocabulary Addend Sum Difference Inverse operations	Critical Vocabulary Estimate Addend Sum Difference Inverse operations

es Counting Back Singing this song: Add Tens, Add Ones, Then Combine SUBTRACTION RHYME 3. Number Line 3. Number Line						numbe line
es Counting Begin lesson by Singing this song: Counting Back Singing this song: Counting Back Singing this song: Combine SUBTRACTION RHYME Combine 3. Number Line 3. Number Line						diagram
 concrete objects mental calculations paper-andpencil activities parcording activities mental calculations paper-andpencil activities When your number's over 9, you regroup. Clap Clap Clap Clap When your number's over 9, you regroup to the next paper-andpencil activities Paper-andpencil activities When your number's over 9, you regroup to the next paper-andpencil activities When your number's over 9, you regroup to the next paper-andpencil activities When your number's over 9, you regroup to the next Paper-andpencil activities When your number's over 9, you regroup to the next Tell student 1 to roll dice to create a two digit number. Tell student 2 to roll dice to create another two digit number. Tell student 2 to record on the marker board. Tell student 2 to record on the marker board. Tell students to solve the two digit addition problem using the standard algorithm. Continue playing until students are 	Strategies/Activities Tallies 2. Pictures 3. Number Line 4. Hundreds Chart	Tallies 2. Pictures 3. Number Line 4. Hundreds Chart BBB method: Bottom Bigger Borrow To the tune of "If You're Happy and You Know It" If it's smaller on the top, Take a ten. If it's smaller on the top, Take a ten, If it's smaller on the top, Take a ten, If it's smaller on the	SUBTRACTION RHYME More on top? No need to stop! More on the floor? Go next door Numbers the same? Zero's the	• Add Tens, Add Ones, Then Combine • ACTIVITY: *Have students work in pairs. Tell student 1 to roll dice to create a two digit number. Tell student 1 to record the number on the marker board Tell student 2 to roll dice to create another two digit number. Tell student 2 to record on the marker board. Tell students to solve the two digit addition problem using the standard algorithm. Continue playing until	es Begin lesson by singing this song: It goes to the tune of, "If You're Happy and You Know It" When your number's over 9, you regroup. Clap Clap When your number's over 9, you regroup. Clap Clap Clap When your number's over 9, you regroup. Clap Clap When your number's over 9, you regroup	Strategies/Activities • Counting Back • Counting Up • concrete objects • mental calculations • paper-and- pencil

	number's over 9, you regroup. Clap Clap			top, Take a ten.	
Balanced Assessment: Formative	Balanced Assessment: Formative	Balanced Assessment: Formative	Balanced Assessment: Formative	Balanced Assessment: Formative	Balanced Assessment: Formative Classroom discussion,
Classroom discussion, exit slips, questioning	Classroom discussion, exit slips,	Classroom discussion, exit slips, questioning	Classroom discussion, exit slips, questioning	Classroom discussion, exit slips, questioning	exit slips, questioning Summative
Summative Multiple choice end of topic exam, open response	questioning Summative Multiple choice	Summative Multiple choice end of topic exam, open response	Summative Multiple choice end of topic exam, open response	Summative Multiple choice end of topic exam, open response	Multiple choice end of topic exam, open response Common (PLC Teams will design the common
Common (PLC Teams will design the common assessments, i.e., grade level, and/or	end of topic exam, open response	Common (PLC Teams will design the common assessments, i.e., grade level, and/or depts.)	Common (PLC Teams will design the common assessments, i.e., grade level, and/or depts.)	Common (PLC Teams will design the common assessments, i.e., grade level, and/or depts.)	assessments, i.e., grade level, and/or depts.)
depts.)	Teams will design the common assessments, i.e., grade level, and/or depts.)				

Resources Needed EnVision Math Series TOPIC 7 www.educationc ity.com www.studyislan d.com www.coolmath.c	Resources Needed • EnVision Math Series • TOPIC 8 • www.educationcit y.com • www.studyisland. com • www.coolmath.co m	 www.educationcit y.com www.studyisland. 	Resources Needed • EnVision Math Series • TOPIC 9 • www.educationcit y.com • www.studyisland. com • www.coolmath.co	Resources Needed • EnVision Math Series • TOPIC 9 • www.educationci ty.com • www.studyisland. com • www.coolmath.c	EnVision Math Series TOPIC 10 www.educationcity.com www.studyisland.com www.coolmath.c
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Unit/Topic NUMBER AND OPERATIONS IN BASE TEN Common Core Standards 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 strategies work, using place value and the properties of operations 2.NBT.9: Explain why Addition and subtraction strategies work, using place value and the properties of operations 2.NBT.8: Mentally add 10 and 100 to a given number 100-900, and mentally subtract 10 or 100 from a given number 100-900. 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 MD.1: Measure the length of an object by selecting and using appropriate tools such as rulers, yardsticks, meter sticks, and measuring tapes. 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. MD.3: Estimate lengths using units of inches, feet, centimeters, and meters. MD.4: Measure to determine how much longer one object is than another,	Weeks 19-21	Weeks 22-24
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.NBT.9: Explain why Addition and subtraction strategies work, using place value and the properties of operations 2.NBT.8: Mentally add 10 and 100 to a given number 100-900, and mentally subtract 10 or 100 from a given number 100-900. 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 Geometry: 2.G.1: Recognize that equal shares of identical wholes need not have the same shape. MD.1: Measure the length of an object by selecting and using appropriate tools such as rulers, yardsticks, meter sticks, and measuring tapes. MD.2: Measure the length of an object by selecting and using appropriate tools such as rulers, yardsticks, meter sticks, and measuring tapes. MD.2: Measure the length of an object by selecting and using appropriate tools such as rulers, yardsticks, meter sticks, and measuring tapes. MD.2: Measure the length of an object by selecting and using appropriate tools such as rulers, yardsticks, meter sticks, and measuring tapes. MD.2: Measure the length of an object by selecting and using appropriate tools such as rulers, yardsticks, meter sticks, and measuring tapes. MD.3: Estimate lengths using units of inches, feet, centimeters, and meters.	NUMBER AND OPERATIONS IN	·
2.G.2: Partition a rectangle into rows and columns of same size squares and count to find the total number of them. 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.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.NBT.9: Explain why Addition and subtraction strategies work, using place value and the properties of operations 2.NBT.8: Mentally add 10 and 100 to a given number 100-900, and mentally subtract 10 or 100 from a given number 100-900. 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 Geometry: 2.G.1: Recognize and draw shapes having specified attributes, such as a given number of angles or a given number of equal faces. Identify triangles, quadrilaterals, pentagons, hexagons, and cubes. 2.G.2: Partition a rectangle into rows and columns of same size 	 2.G.3: Partition circles and rectangles into two, three, or four equal shares, describe the shares using the words halves, thirds, half of, a third of, etc., and describe the whole as two halves, three thirds, four fourths. Recognize that equal shares of identical wholes need not have the same shape. MD.1: Measure the length of an object by selecting and using appropriate tools such as rulers, yardsticks, meter sticks, and measuring tapes. 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. MD.3: Estimate lengths using units of inches, feet, centimeters, and meters. MD.4: Measure to determine how much longer one object is than another, expressing the length difference in terms of a standard length unit. 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

			diagram with equally spa	numbers as lengths from aced points correspondin nber sums and difference	
	CUR	RICULUM		CURRICULUM	
Week 19	Week 20	Week 21	Week 22	Week 23	Week 24
Identify Sub-Topics Using Addition and Subtraction (continue)	Identify Sub-Topics Geometry	Identify Sub-Topics Geometry	Identify Sub-Topics Fractions	Identify Sub-Topics Fractions	Identify Sub-Topics Measurement: Length

I CAN STATEMENTS: Add and subtract fluently within 100	I CAN STATEMENTS: Recognize and draw shapes having special attributes	I CAN STATEMENTS: • Identify a translation, reflection, or rotation of a shape • Partition a rectangle into rows and columns of same sized squares to find the total number of them.	I CAN STATEMENTS: • I can divide circles and rectangles into equal parts. • I can describe equal parts as part of a whole. • I can recognize equal shares of identical shapes do not have to be the same shape.	I CAN STATEMENTS: • I can divide circles and rectangles into equal parts. • I can describe equal parts as part of a whole. • I can recognize equal shares of identical shapes do not have to be the same	I CAN STATEMENTS: • I can select appropriate tools for measuring length. • I can measure the length of an object. • I can measure the length of objects using different length units. • I can describe the relationship of different length units. • I can estimate lengths.
Critical Vocabulary Estimate Addend Sum Difference Inverse operations	Critical Vocabulary Sphere Pyramid Cylinder Cone Prism Solid figure Flat surface Edge	Critical Vocabulary Translation Relection Rotation Perimeter Area	Critical Vocabulary Equal Unequal Halves Thirds Fourths Fraction Set	Critical Vocabulary Equal Unequal Halves Thirds Fourths Fraction Set	Critical Vocabulary Attribute Length Unit Height Inch Yard Foot Centimeter Perimeter

	Vertices				Meter Area Square units
Suggested Strategies/Activiti es 1.Tallies 2. Pictures 3. Number Line 4. Hundreds Chart	Suggested Strategies/Activities Draw a line through shapes to make matching parts to show symmetry he_area_of_a_s hape Students_will_c ount_the_ number_of_cub es_that_ make_up_a_sha pe	Suggested Strategies/Activities • Use shapes to show the difference in the number of sides and angles for each plane figure • Use grid paper to find the area of a shape. The students will count the number of cubes that make up the shape	Suggested Strategies/Activities Cut apart or draw a line to show equal parts or halves, thirds, fourths, etc on shapes	Suggested Strategies/Activities Draw, Rhyme and Sing! Your students can draw fraction pictures of orange slices, write fraction stories about sharing a pizza and act out fraction scenarios with measuring cups. Make up humorous rhymes (e.g., 'Our family has six people, and mom made us a pie. She cut it in twelve pieces. We each got two - oh, my!'). Listen to songs about fractions. Such activities appeal to the various learning styles of your students and can help reinforce the	Suggested Strategies/Activities Use a ruler, paper clips, or cubes to measure the length of objects Estimate how many cubes it would take to measure your partner. Measure the length of your partner using cubes record

				lessons.	
Balanced Assessment: Formative Classroom discussion, exit slips, questioning	Balanced Assessment: Formative Classroom discussion, exit slips, questioning	Balanced Assessment: Formative Classroom discussion, exit slips, questioning	Balanced Assessment: Formative Classroom discussion, exit slips, questioning	Balanced Assessment: Formative Classroom discussion, exit slips, questioning	Balanced Assessment: Formative Classroom discussion, exit slips, questioning
Summative Multiple choice end of topic exam, open response	Summative Multiple choice end of topic exam, open response	Summative Multiple choice end of topic exam, open response	Summative Multiple choice end of topic exam, open response	Summative Multiple choice end of topic exam, open response	Summative Multiple choice end of topic exam, open response
Common (PLC Teams will design the common	Common (PLC Teams will design the common assessments, i.e., grade level, and/or 24epts)	Common (PLC Teams will design the common assessments, i.e., grade level, and/or 24epts)	Common (PLC Teams will design the common assessments, i.e., grade level, and/or 24epts)	Common (PLC Teams will design the common assessments, i.e., grade level, and/or 24epts)	Common (PLC Teams will design the common assessments, i.e., grade level, and/or 24epts)

assessments, i.e., grade level, and/or 25epts)					
Resources Needed EnVision Math Series TOPIC 10 www.educatio	Resources Needed	Resources Needed EnVision Math Series TOPIC 11 www.educationcity. com	Resources Needed	Resources Needed EnVision Math Series TOPIC 12 www.educationcity.com	Resources Needed
ncity.com www.studyisl and.com www.coolmat h.com www.primary games.com www.unitedst reaming.com	 www.studyisland.c om www.coolmath.com www.primarygame s.com www.unitedstreami ng.com 	 www.studyisland.c om www.coolmath.com www.primarygame s.com www.unitedstreami ng.com 	 www.studyisland.c om www.coolmath.com www.primarygame s.com www.unitedstreami ng.com 	 www.studyisland.co m www.coolmath.com www.primarygames. com www.unitedstreamin g.com 	 www.coolmath.com www.primarygames.com www.unitedstreamingor.com

Weeks 25-27	Weeks 28-30
Unit/Topic MEASUREMENT AND DATA	Unit/Topic
Common Core Standards	Time:
MD.1: Measure the length	MD.7: Tell and write time from an analog
of an object by selecting	and digital clock to the nearest five
and using appropriate	minutes, using a.m. and p.m.
tools such as rulers,	
yardsticks, meter sticks,	2.0A.1 Use addition and subtraction
and measuring tapes.	within 100 to solve one- and two-step word problems involving situations of
MD.2: Measure the length	adding to, taking from, putting together,
of an object twice, using	taking apart, and comparing, with
length units of different	unknowns in all positions e.g. by using
lengths for the two	drawings and equations with a symbol for
measurements;	the unknown number to represent the
Describe how the two	problem
measurements relate to the size of the unit chosen.	
SIZE OF LIFE WHILE CHOSEII.	Graphs:
MD.3: Estimate lengths	2.MD.10: Draw a picture graph and a bar
using units of inches, feet,	graph (with single unit scale) to represent

centimeters, and meters.

MD.4: Measure to determine how much longer one object is than another, expressing the length difference in terms of a standard length unit.

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.

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.

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.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.

Time:

MD.7: Tell and write time from an analog and digital clock to the nearest five minutes, using a.m. and p.m.

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

CURRICUI UM	CIIR	RICULUM			
CURRICULUM Week 25	CUR Week 26	RICULUM Week 27	Week 28	Week 29	Week 30

				Probability	
I CAN STATEMENTS: • measure the length of an object using appropriate tools • measure the length of an object twice, using length units of different lengths for two measurement • estimate lengths using units of inches, feet, centimeters, and meters • measure to determine how much longer one object is than	I CAN STATEMENTS: • measure the length of an object using appropriate tools • measure the length of an object twice, using length units of different lengths for two measurement • estimate lengths using units of inches, feet, centimeters, and meters • measure to determine how much longer one object is than another	I CAN STATEMENTS: • tell and write time from an analog and digital clock to the nearest five minutes, using a.m. and p.m.	I CAN STATEMENTS: • tell and write time from an analog and digital clock to the nearest five minutes, using a.m. and p.m.	I CAN STATEMENTS: • recognize and identify picture graphs and bar graphs • identify and label the component • of a picture and bar graph	I CAN STATEMENTS: • solve problems relating to data in graph by using addition and subtraction • make comparison between categories in the graph using more than, less tha

another					
Critical Vocabulary Attribute Length Unit Height Inch Yard Foot Centimeter Perimeter Meter Area Square units	Critical Vocabulary Attribute Length Unit Height Inch Yard Foot Centimeter Perimeter Meter Area Square units	Critical Vocabulary Minute hand Minute Hour hand Hour Half hour Second	Critical Vocabulary Minute hand Minute Hour hand Hour Half hour Second	Critical Vocabulary bar graph data symbol pictograph coordinate graph located ordered pair grid predict more likely less likely equally likely certain probable impossible	Critical Vocabulary bar graph data symbol pictograph coordinate graph located ordered pair grid predict more likely less likely equally likely certain probable impossible
Suggested Strategies/Activities Measure the length of classroom items using a centimeter ruler and an inch	Suggested Strategies/Activities Perimeter/Area Challenge: Provide each student with graph	Suggested Strategies/Activities Make a clock Play clock bingo The students match the analog clock face to its corresponding	Suggested Strategies/Activities Sing the song to reinforce telling time: For teaching telling	Suggested Strategies/Activities • survey graph • make a pictograph as a group	Suggested Strategies/Activities Try these ideas for making concrete and picture graphs. You can purchase a pre-made

ruler, yard stick or metric stick.	paper. Write a specific number of square units on the board and have students see how many different ways they can show this on the graph paper. This activity can also be done with perimeter	digital clock face. Students can also draw the appropriate analog time face to match the digital time shown.	time, use the tune of "The Wheels on the Bus go Round and Round." The short hand say's it's number first, Number first, number first When we're telling time. The long hand is tall and counts by 5; Counts by 5, counts by 5. The long hand is tall and counts by 5; When we're telling time. Theteachersworkshop .com	project by drawing pictures and gluing on the graph. • Favorite season, favorite food, favorite color, favorite fruitetc • Convert to bar graph .	floor mat for graphing or make your own using a white shower curtain liner and making a grid on it with painter's tape After you complete each graph let the students talk about their observations and then ask questions about the graph. Some questions to consider are: • Which column has the most? the least? • Are any columns the same? • How many ? • Are their more or more ? • How many more are there than ? • How many fewer are their than ? • How many are there altogether
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will design the common assessments, i.e., grade level, and/or depts.)	assessments, i.e., grade level, and/or depts.)	will design the common assessments, i.e., grade level, and/or depts.)	will design the common assessments, i.e., grade level, and/or depts.)	will design the common assessments, i.e., grade level, and/or depts.)	will design the common assessments, i.e., grade level, and/or depts.)
 EnVision Math Series TOPIC 13 www.educationcit y.com www.studyisland.com www.coolmath.com www.primarygames.com www.unitedstreaming.com 	 EnVision Math Series TOPIC 13 www.educationcity .com www.studyisland.c om www.coolmath.co m www.primarygame s.com www.unitedstream ing.com Teacherspot.com 	 EnVision Math Series TOPIC 15 www.educationcit y.com www.studyisland.com www.coolmath.com www.primarygames.com www.unitedstreaming.com 	 EnVision Math Series TOPIC 15 www.educationcit y.com www.studyisland.com www.coolmath.com www.primarygames.com www.unitedstreaming.com 	 EnVision Math Series TOPIC 16 www.educationcit y.com www.studyisland.com www.coolmath.com www.primarygames.com www.unitedstreaming.com 	 EnVision Math Series TOPIC 16 www.educationcit y.com www.studyisland.com www.coolmath.com www.primarygames.com www.unitedstreaming.com

Weeks 31-33	Weeks 34-36
Unit/Topic NUMBER AND OPERATIONS IN BASE TEN	Unit/Topic NUMBERS AND OPERATIONS IIN BASE TEN
Common Core Standards 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. 100 can be thought of as a bundle of ten tens called a hundred. 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. 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 and 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
• 2.NBT.2: Count within 1000; skip count by 5, 10's, and 100's	 2.0A.4: Use addition to find the total number of objects arranged in rectangular <u>arrays</u> with up to 5 columns; write an equation to express the total as a sum of equal addends.
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 >, =, < symbols to record the results of comparisons.

- 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 and 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.

CHER			QUEDIO		
Week 31	CULUM Week 32	Week 33	CURRIC Week 34	Week 35	Week 36
Identify Sub-Topics NUMBERS AND PATTERNS TO 1000	Identify Sub-Topics NUMBERS AND PATTERNS TO 1000	Identify Sub-Topics Regrouping Three Digit Addition and Subtraction	Identify Sub-Topics Regrouping	Identify Sub-Topics Multiplication	Identify Sub-Topics Multiplication

I CAN STATEMENTS: • understand place value within 1000 • mentally add 10 and 100 to a given number 100-900, and mentally subtract 10 or 100 from a given number 100-900	I CAN STATEMENTS: • relate the chosen strategy • read and write numbers to 1000 • compare numbers greater than less than or equal to • skip count to 1000 by 5's, 10's and 100's	I CAN STATEMENTS: • choose an appropriate strategy for solving an addition or subtraction problem within 1000	I CAN STATEMENTS: • explain why addition and subtraction strategies work • estimate sums and differences • explain base 10 number system relates to place value using concrete models • use composition and decomposition and decomposition and subtract within 1000.	I CAN STATEMENTS: • write an equation with repeated equal addends from an array • build an array • build an array • generalize the fact that arrays can be written as repeated addition problems • solve repeated addition problems to find the number of objects using rectangular arrays.	I CAN STATEMENTS: • write an equation with repeated equal addends from an array • build an array • generalize the fact that arrays can be written as repeated addition problems solve repeated addition problems to find the number of objects using rectangular
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					arrays.
Critical Vocabulary Three digit number	Critical Vocabulary skip count	Critical Vocabulary	Critical Vocabulary	Critical Vocabulary Multiply	Critical Vocabulary Multiply
tens	greater than	subtract	subtract	Product	Product
ones	less than	place value	place value	Times	Times
hundred	equal to	strategy	strategy	Array	Array
nunureu	skip count	explain	explain	Multiplication	Multiplication
	skip count		explain	sentence	sentence
		regroup hundred chart		Horizontal	Horizontal
		decompose		Vertical	Vertical
		compose		factor	factor
		Compose		lactor	lactor
Suggested	Suggested	Suggested	Suggested	Suggested	Suggested
Strategies/Activities	Strategies/Activities	Strategies/Activities	Strategies/Activities	Strategies/Activities	Strategies/Activities
			Sing song begin	• use	• use
Use oral counting by	Activities:	Regrouping In	each lesson.	block	bloc
tens, hundreds,		Subtraction begin each lesson by singing song		s to	ks to
thousands Start at	Buzz	with students:	A. Word	form	form
30 and count by	T b	(Tune: If you're happy	Problem Chant to	arrays	array
tenst 10. Start with	Teacher announces	and you know it clap	Teach Key	• use	S
70 and count by	starting and finishing numbers	your hands!)	Words for	charts	• use
hundreds. Then	and which numbers	***	Addition/Su	• flashc	chart
tens to 50. Count	will be 'buzz'. For	If the BIG is on the	btraction	ards	S
backwards from 10	example, we might	BOTTOM, BORROW 10 (Sing this line 2	(To the tune	• drills	• flash
to 30 by tens.	start at 1, finish at	times)	of		card
Give every	100, and buzz on	If the BIG is on	Rockin'Robin		S
student a chart 100-1000	numbers that are	the BOTTOM when).	• Use	• drills
Citatt 100-1000	multiples of 5.				

and play bingocall out number may put chart into a clear pocket. • Also may do math problems using chart	Students stand in a circle to count in turn by ones, but they say "buzz" instead of the specified numbers. For example, a correct sequence would be "1, 2, 3, 4, buzz, 6, 7, 8, 9, buzz, 11" If a student forgets to buzz, they are out of the game. Vary rules as required (eg. give several chances before they are out). Using the Hundreds Grid for counting Mr. Great (pacman)	you do a subtraction problem If the BIG is on the BOTTOM, BORROW 10 Once you take from the 10's, add to the 1's (Sing this line 2 times) Once you add ten to the 1's, then your tens are lowered one Do subtraction in each column, and you're done Flashcards, math races, timed drills, math bingo	Verse 1 These are the key words that tell you what to do-Listen to us and you'll add too! -How many in all? -What is the total? -Put them altogether? -It'll give you the sum too. Tweetle diddly dee, tweedlely diddly dee (sing 3 times) Verse 2 These are the key words that tell you what to do-Listen to us and you will subtract tooWhat is the difference? -How many are left?	conne cting cubes or object s to place in an array to add equal, adden ds. Relate this to a multip licatio n probl em. For exam ple: 4 colum ns	use stra ws to mak e an array and write the addit ion probl em and the multi plica tion probl em
	Hundreds Grid for counting		what to do- Listen to us and you will subtract too. -What is the difference?	For exam ple: 4 colum	•

Balanced	numbers are the "bigger" or "greater" numbers. Mr. Great is a pac man symbol Write two simple numbers on the board for example, the numbers 4 and 9 and ask students which number they think Mr. Great wants to eat. The class will tell you that he wants to eat the greater number, the number 9. Take Mr. Great and stick on him on the board between the numbers so that his mouth (the opening of the > sign) is about to "devour" the greater number Balanced	Balanced Assessment:	playing cards to make numbers to add or subtract calculator races.	4x4=1 6	Balanced
Assessment: Formative Classroom	Assessment: Formative Classroom	Formative Classroom discussion,	Assessment: Formative Classroom	Assessment: Formative Classroom discussion, exit	Assessment: Formative

discussion, exit slips questioning	discussion, exit slips, questioning	exit slips, questioning	discussion, exit slips, questioning	slips, questioning	
Summative Multiple choice end of topic exam, open response	Summative Multiple choice end of topic exam, open response	Summative Multiple choice end of topic exam, open response	Summative Multiple choice end of topic exam, open response	Summative Multiple choice end of topic exam, open response	Summative Multiple choice end of topic exam, open response
Common (PLC Teams will design the common assessments, i.e., grade level, and/or 42epts)	Common (PLC Teams will design the common assessments, i.e., grade level, and/or 42epts)	Common (PLC Teams will design the common assessments, i.e., grade level, and/or 42epts)	Common (PLC Teams will design the common assessments, i.e., grade level, and/or 42epts)	Common (PLC Teams will design the common assessments, i.e., grade level, and/or depts.)	Common (PLC Teams will design the common assessments, i.e., grade level, and/or depts.)
Resources Needed	Resources Needed	Resources Needed	Resources Needed • EnVision Math	Resources Needed • EnVision Math	Resources Needed EnVision Math
 EnVision Math Series 	EnVision Math Series	EnVision Math Series	Series TOPIC 18	Series	Series
TOPIC 17	TOPIC 17	TOPIC 18			TOD: 0.40
			www.educationci	TOPIC 19	TOPIC 19
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