FLOYD COUNTY SCHOOLS’ CURRICULUM RESOURCES
"Building a Better Future for Every Child - Every Day!"

## Summer 2013

Subject Content: $\qquad$ Math

Grade $\qquad$
Indicates the Curriculum Map


| New |  |
| :---: | :---: |
| Weeks 1-3 | Weeks 4-6 |
| UNIT TOPIC | Unit/Topic |
| OPERATIONS AND ALGEBRAIC THINKING | NUMBER AND 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.

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| :---: | :---: | :---: | :---: | :---: | :---: |
| 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 |
| ICAN <br> STATEMENTS: <br> - I can add and subtract within 100 to solve one step -two step word problems. <br> - Identify the unknown in an addition and subtraction word problem | I CAN STATEMENTS: <br> - I can fluently add and subtract within 20 in my head. <br> - I can recall basic math facts from memory. <br> - I can use different | I CAN STATEMENTS: <br> - I can fluently add and subtract within 100. <br> - I can explain why addition and subtraction strategies work. | ICAN STATEMENTS: <br> - Read and write number words 0-99 <br> - Group objects into tens and ones to show two digit numbers | I CAN STATEMENTS: <br> - I can compare three-digit numbers using symbols <, =, > <br> - Skip count by 5's, 10's, and 100's within 1000. | I CAN STATEMENTS: <br> - I can tell whether a group of objects is odd or even <br> - I can write an equation which shows adding the |


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


| problem that illustrates a given addition or subtraction number sentence. <br> - Use manipulatives to demonstrate addition and subtraction sentences written symbolically. <br> - Write numbers and translate word clues to number sentences and vice versa. <br> - Use various models such as number lines, pictures, and base-ten blocks to illustrate addition and subtraction. <br> - Find unknowns in number sentences and problems involving addition, subtraction and multiplication. | illustrates a <br> given addition <br> or subtraction <br> number <br> sentence. <br> - Use <br> manipulatives <br> to <br> demonstrate <br> addition and <br> subtraction <br> sentences <br> written <br> symbolically. <br> - Write numbers and translate <br> word clues to number sentences and vice versa. <br> - Use various models such as number lines, pictures, and base-ten blocks to illustrate addition and subtraction. <br> Develop <br> fluency at recalling basic addition facts and related subtraction | manipulatives <br> to <br> demonstrate <br> addition and <br> subtraction <br> sentences <br> written <br> symbolical <br> - Use ageappropriate books, stories, and videos to convey ideas of mathematics. <br> - Develop <br> fluency at recalling basic addition facts and related subtraction facts. <br> - Solve addition and subtraction problems in context using various representation s. <br> - Promethean Flipcharts | - Use <br> connecting <br> cubes and <br> form <br> groups of tens <br> - Use <br> number tiles <br> - Use place value mats <br> - Brain pop <br> on computer <br> - 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 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 =. <br> - Skip count by 5's, 10's, and 100's <br> - Given a set of three digit numbers students will fill in the missing numbers. | - Use <br> connectin <br> g cubes to <br> determine <br> if a <br> number is <br> Odd or even. <br> - Sing <br> Bingo <br> song <br> - Computer games |
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|  | facts. <br> - Solve addition and subtraction problems in context using various representation s. <br> - Understand and use the commutative and associative properties of addition and multiplication. |  |  |  |  |
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| Formative <br> Classroom discussion, exit slips, questioning <br> Summative Multiple choice end of topic exam, open response | Formative <br> Classroom discussion, exit slips, questioning <br> Summative <br> Multiple choice end of topic exam, open response | Formative <br> Classroom discussion, exit slips, questioning <br> Summative Multiple choice end of topic exam, open response | Formative Classroom discussion, exit slips, questioning <br> Summative Multiple choice end of topic exam, open response | Formative <br> Classroom discussion, exit slips, questioning <br> Summative <br> Multiple choice end of topic exam, open response | Formative Classroom discussion, exit slips, questioning Summative Multiple choice end of topic exam open response |


| Common (PLC Teams <br> 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 <br> 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.) |
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| Resources Needed <br> - EnVision Math Series <br> - TOPIC 1 <br> - www.educationcit y.com <br> - www.studyisland. com <br> - www.coolmath.co m <br> - www.primarygame s.com <br> - www.unitedstream ing.com | Resources Needed <br> - EnVision Math Series <br> - TOPIC 2 <br> - www.educationcit y.com <br> - www.studyisland. com <br> - www.coolmath.co m <br> - www.primarygame s.com <br> - www.unitedstream ing.com | Resources Needed <br> - EnVision Math Series <br> - TOPIC 3 <br> - www.educationcit y.com <br> - www.studyisland. com <br> - www.coolmath.co m <br> - www.primarygam es.com <br> - www.unitedstrea ming.com | Resources Needed <br> - EnVision Math Series <br> - TOPIC 4 <br> - www.education city.com <br> - www.studyisla nd.com <br> - www.coolmath. com <br> - www.primaryga mes.com <br> - www.unitedstre aming.com <br> Games: <br> Create a House <br> Number <br> (exemplary lesson) <br> Composing | Resources Needed <br> - EnVision Math Series <br> - TOPIC 4 <br> - www.educationcity .com <br> - www.studyisland.c om <br> - www.coolmath.co m <br> - www.primarygame s.com <br> - www.unitedstreami ng.com <br> Games: Alligator Lunch Compare It! Comparing Amounts Comparing Numbers Comparing 3 Digit | Resources Needed <br> - EnVision Math Series <br> - TOPIC 4 <br> - www.educatio ncity.com <br> - www.studyisle nd.com <br> - www.coolmath .com <br> - www.primaryg ames.com <br> - www.unitedstı eaming.com <br> Games: <br> Even Odd Pattern <br> Block Grab <br> Even Odd Grab <br> Even Odd Song |


|  |  |  | Numbers Lesson <br> Base Ten Cards DR <br> Expander Cards <br> DR <br> Expanded Form <br> Hangman <br> Expanded Form of <br> Numbers <br> Hundreds Charts <br> DR <br> Number Word <br> Concentration <br> Number Writing <br> Barrier Game <br> Place Value Charts <br> DR <br> Place Value <br> Place ValuGame <br> Representing <br> Numbers in Four <br> Ways <br> Roll 3 Digits <br> Ten Frame Cards DR | Numbers <br> One False Move <br> Count by Fives <br> Count by Fives <br> Gameboard <br> Count by Tens <br> Count by Tens <br> Gameboard <br> Counting Collections <br> Counting Game <br> Counting by Twos - <br> Fish <br> Displaying Number <br> Patterns | Read-Alouds focusing on odd and even numbers Color Odd and Even Numbers Dragon Eggs Odd Even Numbeı Game Odd or even game - many levels Fair Shares |
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| eeks 7-9 | Weeks 10-12 |
| :---: | :---: |
| Unit/Topic | Unit/Topic |
| MEASUREMENT AND DATA: | • Number Operations in Base Ten |

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 relationshir 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

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| 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 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| ICAN <br> STATEMENTS: <br> - I can solve word problems involving money. <br> - I can use the \$ and $\phi$ symbols. | I <br> - I can solve word problems involving money. <br> - I can use the \$ and $\phi$ symbols | I CAN STATEMENTS: <br> - I can fluently add and subtract within 100. | I CAN STATEMENTS: <br> - Add and subtract within 100 using concrete models or drawings and strategies based on place value. <br> - Add and subtract within 100 using concrete models or drawings and strategies based on properties of operations. <br> - Add and subtract within 100 using concrete models or drawings and strategies based on the relationship between addition and subtraction. | I CAN <br> STATEMENTS: <br> - Add and subtract within 100 using concrete models or drawings and strategies based on place value. <br> - Add and subtract within 100 using concrete models or drawings and strategies based on properties of operations. <br> - 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. <br> - Add and subtrac within 100 using concrete models or drawings and strategies based on the relationship between additior and subtraction. |
| Critical Vocabulary penny dollar coin | Critical Vocabulary <br> penny dollar coin | Critical Vocabulary <br> Mental math | Critical Vocabulary <br> Mental math | Critical Vocabulary <br> Mental math | Critical Vocabulary Add subtract |


|   <br> nickel tally mark <br> dime decimal <br> point  <br> quarter mental <br> math  <br> cents ten digit <br> coins next ten <br> dollar  <br> half-dollar  <br> greatest value  <br> least value  | nickel tally mark dime $\quad$ decimal point quarter cents coins dollar half-dollar greatest value least value | Ten digit Next ten | Digit <br> Place Value <br> Vertical <br> Horizontal <br> Tens digit <br> Next ten | Digit <br> Place Value <br> Vertical <br> Horizontal <br> Tens digit <br> Next ten | word problem adding to taking from putting together taking apart compare strategy place value explain number line diagram |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Suggested Strategies/Activities <br> - Play store <br> - Use half egg carton and handful of coins and construction paper. Toss paper wads made from different colors of construction | Suggested Strategies/Activities <br> - Computer games <br> - Money store <br> - Demonstrate different ways to make money amounts by using different coins <br> - Mark your | Suggested Strategies/Activities <br> - Money bingo <br> - Organized list ways to show money amounts <br> - Each student write a money problem and let partner solve it <br> - Computer | Suggested Strategies/Activities <br> - Students should have the opportunity to solve problems and then explain why their strategies work. <br> - Use place value cubes <br> - Computer activities | Suggested Strategies/Activities <br> - Use add to check strategies <br> - Students should have ample experiences working with the concept that when you add or subtract multiples of | Suggested Strategies/Activities <br> - Counting Back: <br> - Counting Up: <br> Students start with a number and count backwards. If the question is $5-2$, students count 5, 4, <br> 3. Note: This strategy is only useful for subtractins 1,2 , or 3 . <br> 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 <br> - Make a coin book <br> - Computer games <br> - A lot of hands on activities | coins and count money by fives: <br> Quarter has five marks <br> Dime two marks Nickel one mark Penny no marks over it just draw a line through as counting... | games <br> - Teacher made games | - Hundred chart | 10 or 100 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 | 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. <br> - Using Part, Part, Whole: <br> Given: Part + Part = Whole Therefore: Whole - Part = Part |
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| Balanced Assessment: Formative Classroom discussion, exit | Balanced Assessment: Formative <br> Classroom discussion, exit | Balanced Assessment: Formative <br> Classroom | Balanced Assessment: Formative <br> Classroom discussion, exit slips, questioning | Balanced Assessment: Formative Classroom discussion, exit | Balanced Assessment: Formative Classroom discussion, exit |



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| Weeks 13-15 | Weeks 16-18 |
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| Unit/Topic <br> Operations and Algebraic Thinking | Unit/Topic |
| Common Core Standards | Cperations and Algebraic Thinking |


| 2.NBT.8: Mentally add 10 and 100 to a given number 100- <br> 900, and mentally subtract 10 or 100 from a given number <br> 100-900. <br> 2.NBT.9: Explain why Addition and subtraction strategies work, <br> using place value <br> and the properties of operations |
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|  | digit Numbers *Regrouping | numbers *Regrouping | numbers*regrouping | numbers **regrouping | Subtraction |
| :---: | :---: | :---: | :---: | :---: | :---: |
| I CAN <br> STATEMENTS: <br> Use mental subtraction to subtract within 100 | I CAN STATEMENTS: <br> Use efficient procedures, and understand why they work, to solve problems involving the addition and subtraction of two- and threedigit numbers (including those that require regrouping) | I CAN <br> STATEMENTS: <br> Use efficient procedures, and understand why they work, to solve problems involving the addition and subtraction of twoand three-digit numbers (including those that require regrouping) | I CAN STATEMENTS: <br> Use efficient procedures, and understand why they work, to solve problems involving the addition and subtraction of twoand three-digit numbers (including those that require regrouping) | I CAN <br> STATEMENTS: <br> Use efficient procedures, and understand why they work, to solve problems involving the addition and subtraction of twoand three-digit numbers (including those that require regrouping) | I CAN STATEMENTS: Add and subtract fluently within 100 |
| Critical <br> Vocabulary <br> Add <br> subtract <br> word problem <br> adding to <br> taking from <br> putting together <br> taking apart <br> compare <br> strategy <br> place value <br> explain | Critical Vocabulary <br> Addend Sum Difference Inverse Operations Regroup | Critical Vocabulary <br> Addend <br> Sum <br> Difference <br> Inverse Operations | Critical Vocabulary <br> Addend Sum Difference Inverse Operations | Critical Vocabulary <br> Addend <br> Sum <br> Difference <br> Inverse operations | Critical Vocabulary <br> Estimate <br> Addend <br> Sum <br> Difference <br> Inverse operations |


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| diagram |  |  |  |  | (

$\left.\begin{array}{|l|l|l|l|l|l}\hline & \begin{array}{l}\text { number's over } \\ \text { q, you } \\ \text { regroup. Clap } \\ \text { Clap }\end{array} & & & \text { top, } \\ \text { Take a ten. }\end{array}\right]$


| Unit/Topic <br> NUMBER AND OPERATIONS IN <br> BASE TEN | Unit/Topic |
| :--- | :--- |
|  | MEASUREMENT AND DATA |



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

$\left.\begin{array}{|c|c|c|c|l|l|}\hline & \text { Vertices } & & & \begin{array}{l}\text { Meter } \\ \text { Area }\end{array} \\ \text { Square units }\end{array}\right]$


| assessments, i.e., grade level, and/or 25epts..) |  |  |  |  |  |
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| Resources Needed <br> - EnVision Math Series <br> - TOPIC 10 <br> - www.educatio ncity.com <br> - www.studyisl and.com <br> - www.coolmat h.com <br> - www.primary games.com <br> - www.unitedst reaming.com | Resources Needed <br> - EnVision Math Series <br> - TOPIC 11 <br> - www.educationcity. com <br> - www.studyisland.c om <br> - www.coolmath.com <br> - www.primarygame s.com <br> - www.unitedstreami ng.com | Resources Needed <br> - EnVision Math Series <br> - TOPIC 11 <br> - www.educationcity. com <br> - www.studyisland.c om <br> - www.coolmath.com <br> - www.primarygame s.com <br> - www.unitedstreami ng.com | Resources Needed <br> - EnVision Math Series <br> - TOPIC 12 <br> - www.educationcity. com <br> - www.studyisland.c om <br> - www.coolmath.com <br> - www.primarygame s.com <br> - www.unitedstreami ng.com | Resources Needed <br> - EnVision Math Series <br> - TOPIC 12 <br> - www.educationcity.c om <br> - www.studyisland.co m <br> - www.coolmath.com <br> - www.primarygames. com <br> - www.unitedstreamin g.com | Resources Needed <br> - EnVision Math Series <br> - TOPIC 13 <br> - www.educationcity.c om <br> - www.studyisland.co m <br> - www.coolmath.com <br> - www.primarygames.c om <br> - www.unitedstreaming .com |


| Weeks 25-27 | Weeks 28-30 |
| :---: | :---: |
| Unit/Topic MEASUREMENT AND DATA | Unit/Topic |
| Common Core Standards <br> MD.1: Measure the length of an object by selecting and using appropriate tools such as rulers, yardsticks, meter sticks, and measuring tapes. <br> 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. <br> MD.3: Estimate lengths using units of inches, feet, | Time: <br> MD.7: Tell and write time from an analog and digital clock to the nearest five minutes, using a.m. and p.m. <br> 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 <br> Graphs: <br> 2.MD.10: Draw a picture graph and a bar graph (with single unit scale) to represent |


| centimeters, and meters. | a data set with up to four categories. <br> Solve simple put together, take apart, and <br> compare problems using information <br> presented in a bar graph. |
| :--- | :--- |
| MD.4: Measure to <br> determine how much <br> longer one object is than <br> another, expressing the <br> length difference in terms <br> of a standard length unit. | 2.MD.9: Generate measurement data by <br> measuring lengths of several objects to <br> the nearest whole unit, or by making <br> repeated measurements of the same <br> object. Show the measurements by <br> making a line plot, where the horizontal <br> scale is marked off in whole number units. |
| MD.5: Use addition and <br> subtraction within 100 to <br> solve word problems <br> involving lengths that are <br> given in the same units, <br> e.g., by using drawings ( <br> such as drawings of rulers) <br> and equations with a <br> symbol for the unknown <br> number to represent the <br> problem. |  |
| MD.6: Represent whole <br> numbers as lengths from 0 <br> on a number line diagram <br> with equally spaced points <br> corresponding to the <br> numbers $0,1,2$, and <br> represent whole number <br> sums and differences <br> within 100 on a number <br> line diagram. |  |




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| 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." <br> The short hand say's it's number first, <br> Number first, number first. <br> The short hand say's it's number first When we're telling time. <br> The long hand is tall and counts by 5 ; Counts by 5, counts by 5 . <br> The long hand is tall and counts by 5 ; When we're telling time. <br> Theteachersworkshop .com | project by drawing pictures and gluing on the graph. <br> - Favorite season, favorite food, favorite color, favorite fruit...etc <br> - 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 <br> After you complete each graph let the students talk about their observations and then ask questions about the graph. Some questions to consider are: <br> - Which column has the most? the least? <br> - Are any columns the same? <br> - How many $\qquad$ ? <br> - Are their more $\qquad$ or more $\qquad$ ? <br> - How many more $\qquad$ are there than $\qquad$ ? <br> - How many fewer $\qquad$ <br> are their than $\qquad$ ? <br> - How many are there altogethes |
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| Weeks 31-33 | Weeks 34-36 |
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| Unit/Topic <br> NUMBER AND OPERATIONS IN BASE TEN | Unit/Topic <br> NUMBERS AND OPERATIONS IIN BASE TEN |
| Common Core Standards <br> - 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. <br> 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) <br> - 2.NBT.2: Count within 1000; skip count by 5, 10's, and 100's <br> - 2.NBT.3: Read and write numbers to 1000 using base ten numerals, number names, and expanded form. <br> - 2.NBT.4: Compare two three digit | Common Core Standards <br> - 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. <br> - 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. <br> - 2.NBT.9: Explain why addition and subtraction strategies work, using place value and the properties of operations <br> - 2.0A.4: Use addition to find the total number of objects arranged in rectangular arrays with up to 5 columns; write an equation to express the total as a sum of equal addends. |

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numbers based on meanings of the
hundreds, tens, and ones digits,
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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.




| and play bingo ..call out number .. may put chart into a clear pocket. <br> - 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. <br> For example, a correct sequence would be "1, 2, 3, 4, buzz, 6, 7, 8, 9, buzz, 11 ...." <br> If a student forgets to buzz, they are out of the game. Vary rules as required (eg. give several chances before they are out). <br> Using the Hundreds Grid for counting <br> Mr. Great (pacman) <br> Tell students that you have a very special visitor. Introduce them to Mr. Great. Tell them that Mr. Great likes to eat numbers. His favorite | you do a subtraction problem <br> If the BIG is on the BOTTOM, BORROW 10 <br> Once you take from the 10 's, add to the 1 's (Sing this line 2 times) <br> Once you add ten to the 1 's, then your tens are lowered one <br> Do subtraction in each column, and you're done <br> Flashcards, math races, timed drills, math bingo | Verse 1 <br> These are the key words that tell you what to doListen to us and you'll add too! -How many in all? <br> -What is the total? <br> -Put them altogether? <br> -lt'll give you the sum too. <br> Tweetle diddly dee, tweedlely diddly dee (sing 3 times) <br> Verse 2 <br> These are the key words that tell you what to doListen to us and you will subtract too. <br> -What is the difference? <br> -How many are left? -How many fewer? Which is less? <br> Tweetle diddly dee, tweedlely diddly dee (sing 3 times) <br> Computer games, | conne <br> cting <br> cubes <br> or <br> object <br> $s$ to <br> place <br> in an <br> array <br> to add <br> equal, <br> adden <br> ds. <br> Relate <br> this to <br> a <br> multip <br> licatio <br> probl <br> em. <br> For <br> exam <br> ple: 4 <br> colum <br> ns <br> with 4 <br> In <br> each <br> row is <br> 4+4+4 <br> +4=16 <br> or | use stra ws to mak e an array and write the addit ion probl em and the multi plica tion probl em e |
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|  | numbers are the <br> "bigger" or "greater" <br> numbers. Mr. Great is <br> a pac man symbol <br> Write two simple <br> numbers on the board -- <br> for example, the <br> numbers 4 and 9-- and <br> ask students which <br> number they think Mr. <br> Great wants to eat. The <br> class will tell you that <br> he wants to eat the <br> greater numbr, the <br> number 9. Take Mr. <br> Great and stick on him <br> on the board between <br> the numbers so that his <br> mouth (the opening of <br> the > sign) is about to <br> "devour" the greater <br> number |  | playing cards to make <br> numbers to add or <br> subtract.. calculator <br> races. |  |
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| discussion, exit slips questioning | discussion, exit slips, questioning |  | discussion, exit slips, questioning | slips, questioning |  |
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| Summative Multiple choice end of topic exam, open response | Summative <br> Multiple choice end of topic exam, open response | Summative Multiple choice end of topic exam, open response | Summative <br> Multiple choice end of topic exam, open response | Summative <br> Multiple choice end of topic exam, open response | Summative Multiple choice end of topic exam, open response |
| Common (PLC <br> Teams will design the common assessments, i.e., grade level, and/or 42epts..) | Common (PLC <br> 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 <br> - EnVision Math Series <br> - TOPIC 17 <br> - www.educationci | Resources Needed <br> - EnVision Math Series <br> - TOPIC 17 <br> - www.educationci | Resources Needed <br> - EnVision Math Series <br> - TOPIC 18 <br> - www.educationcity | Resources Needed <br> - EnVision Math Series TOPIC 18 <br> - www.educationci ty.com <br> - www.studyisland. | Resources Needed <br> - EnVision Math Series <br> TOPIC 19 <br> - www.educationci ty.com | Resources Needed EnVision Math Series <br> TOPIC 19 <br> - www.educationc |


| ty.com <br> - www.studyisland .com <br> - www.coolmath.c om <br> - www.primarygam es.com <br> - www.unitedstrea ming.com | ty.com <br> - www.studyisland .com <br> - www.coolmath.c om <br> - www.primaryga mes.com <br> - www.unitedstrea ming.com | .com <br> - www.studyisland.c om <br> - www.coolmath.co m <br> - www.primarygame s.com <br> - www.unitedstreami ng.com | com <br> - www.coolmath.c om <br> - www.primarygam es.com <br> - www.unitedstrea ming.com | - www.studyisland. com <br> - www.coolmath.c om <br> - www.primarygam es.com <br> - www.unitedstrea ming.com | ity.com <br> - www.studyislan d.com <br> - www.coolmath.c om <br> - www.primaryga mes.com <br> - www.unitedstrea ming.com |
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