

## Unit Title Unit 1 Numbers Within 20: Addition, Subtraction, and Data

STAGE 1   DESIRED RESULTS Context and relevance for student learning		
Standards	Transfer	
<b>CC.2.2: Algebraic Concepts</b> CC.2.2.2.A.1 Represent and solve problems	Students will be able to independently Students will independently use interpretation, and problem-solv effectively communicate and co	use their learning to their addition, subtraction, data ving skills to solve real-life problems and llaborate with others.
within 100	Mea	ning
CC.2.2.2.A.2	UNDERSTANDINGS Students will understand that Different strategies, such as	ESSENTIAL QUESTIONS Students will keep considering Which strategy should I use to
subtract within 20.	making a ten and doubles plus one, can help students add and subtract.	<ul> <li>add or subtract?</li> <li>How can I use what I know about the relationship between</li> </ul>
<b>CC.2.4: Measurement, Data and</b> <b>Probability</b> CC.2.4.2.A.4 Represent and interpret data using	<ul> <li>Students can use what they know about the relationship between addition and subtraction to solve problems.</li> <li>Organizing data into graphs</li> </ul>	<ul> <li>addition and subtraction to solve problems?</li> <li>How can I organize data into graphs to help answer questions about the data?</li> </ul>
line plots, picture graphs, and bar graphs.	<ul> <li>Criganizing data into graphs</li> <li>can help students answer</li> <li>questions about the data.</li> <li>Knowing how to model a</li> <li>problem with pictures or</li> </ul>	<ul> <li>How can I use pictures or diagrams to help solve a problem?</li> </ul>

diagrams can help students solve problems.	
Acqu	isition
<ul> <li>Students will know</li> <li>I know how to represent and solve problems involving addition and subtraction within 100.</li> <li>I know how to use mental strategies to add and subtract within 20.</li> <li>I know how to represent and interpret data using line plots, picture graphs and bar graphs.</li> </ul>	<ul> <li>Students will be skilled at</li> <li>I can represent and solve problems involving addition and subtraction within 100.</li> <li>I can use mental strategies to add and subtract within 20.</li> <li>I can represent and interpret data using line plots, picture graphs, and bar graphs.</li> <li>I can use count on, fact families, and make a ten to add and subtract.</li> <li>I can solve a one-step word problem.</li> <li>I can draw and find information from picture graphs and bar graphs.</li> <li>I can use addition and subtraction to solve a problem with more than one step.</li> <li>I can listen carefully during discussion in order to understand another person's ideas and ask questions about what they do not understand.</li> </ul>



**Course Name** Grade 2

Unit Title Unit 2 Numbers Within 100: Addition, Subtraction, Time, and Money

STAGE 1   DESIRED RESULTS Context and relevance for student learning		
Standards	Trai	nsfer
<b>CC.2.1: Numbers and Operations</b> CC.2.1.2.B.3 Use place value understanding and	Students will be able to independently Students will add and subtract u strategies, while also mastering time-telling.	vuse their learning to using place value and operational money-related word problems and
subtract within 1000	Meaning	
Subtract within 1000.	UNDERSTANDINGS Students will understand that	ESSENTIAL QUESTIONS
CC.2.2: Algebraic Concepts CC.2.2.2.A.1 Represent and solve problems involving addition and subtraction within 100. CC.2.4: Measurement, Data and Probability CC.2.4.2.A.3 Solve problems and make change using coins and paper currency with	<ul> <li>Adding or subtracting from a tens number can make a problem easier. Knowing how to break apart numbers to get to the nearest ten can help students solve addition and subtraction problems.</li> <li>Models can represent word problems. Knowing how to create a good model will help students solve one- or two-step word problems.</li> <li>Students can use what they</li> </ul>	<ul> <li>How can we break apart numbers to get to the nearest ten to solve addition and subtraction problems?</li> <li>How can I use a model to solve one- or two-step word problems?</li> <li>How can I use skip counting by fives to tell time to the nearest five minutes?</li> </ul>

fives to help them tell time to	
the nearest 5 minutes.	
Acqu	isition
<ul> <li>Students will know</li> <li>I know how to use place value and properties of operations to add and subtract within 1000.</li> <li>I know how to represent and solve problems involving addition and subtraction within 100.</li> <li>I know how to solve problems and make change using coins and paper currency with appropriate symbols.</li> </ul>	<ul> <li>Students will be skilled at</li> <li>I can use place value understanding and properties of operations to add and subtract within 1000.</li> <li>I can represent and solve problems involving addition and subtraction within 100.</li> <li>I can solve problems and make change using coins and paper currency with appropriate symbols.</li> <li>I can add tens, add ones, and add two-digit numbers.</li> <li>I can regroup ones as a ten and decompose a ten.</li> <li>I can solve one step and two step word problems by adding or subtracting two digit numbers.</li> <li>I can solve word problems involving money.</li> <li>I can tell and write time to the nearest five minutes.</li> <li>I can actively participate in discussions by asking questions and rephrasing or building on my classmates' ideas.</li> </ul>



**Course Name** Grade 2

Unit Title Unit 3 Numbers Within 1,000: Place Value, Addition, and Subtraction

STAGE 1   DESIRED RESULTS Context and relevance for student learning		
Standards	Transfer	
<b>CC.2.1: Numbers and Operations</b> CC.2.1.2.B.1 Use place value concepts to represent amounts of tens and ones	Students will be able to independently Students will use place value to numbers, applying these skills to also develop the ability to justify	use their learning to manipulate and compare three-digit addition and subtraction. They will their problem-solving strategies.
and to compare three digit numbers.	Mea	ning
CC.2.1.2.B.2 Use place value concepts to read, write, and skip count to 1000. CC.2.1.2.B.3 Use place value understanding and properties of operations to add and subtract within 1000	<ul> <li>UNDERSTANDINGS</li> <li>Students will understand that</li> <li>The value of a digit in a number depends on its place in the number. Knowing about place value will help students determine the total value of a number and will help them read, write and compare numbers.</li> <li>Students can use what they know about place value to mentally add 10 or 100 to numbers or subtract 10 or 100 from numbers.</li> </ul>	<ul> <li>ESSENTIAL QUESTIONS</li> <li>Students will keep considering</li> <li>How can I use the place value of a number to read, write and compare numbers?</li> <li>How can I use what I know about place value to mentally add 10 or 100 to numbers or subtract 10 or 100 from numbers?</li> <li>How can I use place value to break apart numbers as a strategy for adding or subtracting?</li> </ul>

Knowing about place value will help students break apart numbers as a strategy for adding or subtracting.	
Acqui	isition
<ul> <li>Students will know</li> <li>I know how to use place value concepts to represent amounts of tens and ones and to compare three digit numbers.</li> <li>I know how to use place value concepts to read, write, and skip count to 1000.</li> <li>I know how to use place value and properties of operations to add and subtract within 1000.</li> </ul>	<ul> <li>Students will be skilled at</li> <li>I can use place value concepts to represent amounts of tens and ones and to compare three digit numbers.</li> <li>I can use place value concepts to read, write, and skip count to 1000.</li> <li>I can use place value understanding and properties of operations to add and subtract within 1000.</li> <li>I can build three-digit numbers in different ways.</li> <li>I can read, write, and compare three-digit numbers.</li> <li>I can add 10 or 100 to a number.</li> <li>I can use different strategies to add and subtract.</li> <li>I can use different strategies to add and subtract.</li> <li>I can add more than 2 two-digit numbers.</li> <li>I can justify solutions to problems about three-digit numbers to add and what I decided to do as a result.</li> </ul>



Unit Title Unit 4 Length: Measurement, Addition and Subtraction, and Line Plots

STAGE 1   DESIRED RESULTS Context and relevance for student learning		
Standards	Trar	nsfer
<b>CC.2.4: Measurement, Data and</b> <b>Probability</b> CC.2.4.2.A.1	Students will be able to independently Students will become adept at n interpreting data using graphs, a concepts to solve problems invo	use their learning to neasuring lengths accurately and applying addition and subtraction lving length.
standard units using appropriate	Meaning	
standard units using appropriate tools. CC.2.4.2.A.4 Represent and interpret data using line plots, picture graphs, and bar graphs. CC.2.4.2.A.6	<ul> <li>UNDERSTANDINGS</li> <li>Students will understand that</li> <li>Different tools and units can be used to measure length. Knowing about measurement will help students to estimate and compare lengths.</li> <li>Students can use addition or subtraction to find the difference between the lengths of objects.</li> </ul>	<ul> <li>ESSENTIAL QUESTIONS</li> <li>Students will keep considering</li> <li>How can I use different tools and units to measure, estimate, and compare lengths?</li> <li>How can I use addition and subtraction to find the difference between the lengths of objects?</li> </ul>
subtraction to problems involving	Acqu	isition
length	Students will know I understand how to use tools to measure and compare lengths.	Students will be skilled at I can measure and estimate lengths in standard units using appropriate tools.



Unit Title Unit 5 Shapes and Arrays: Partitioning and Tiling Shapes, Arrays, Evens and Odds

STAGE 1   DESIRED RESULTS Context and relevance for student learning		
Standards	Transfer	
<b>CC.2.2: Algebraic Concepts</b> CC.2.2.2.A.3 Work with equal groups of objects to	Students will be able to independently Students will foster spatial analy partitioning, shape recognition, application in arrays, and number	vuse their learning to sis, geometric visualization, fraction division of shapes, arithmetic er classification
guin roundutions for maniprication.	Mea	ning
CC.2.3: Geometry CC.2.3.2.A.1 Analyze and draw two- and three-dimensional shapes having specified attributes. CC.2.3.2.A.2 Use the understanding of fractions to partition shapes into halves, quarters, and thirds.	<ul> <li>UNDERSTANDINGS</li> <li>Students will understand that</li> <li>Knowing the number of sides and angles a shape has can help students identify the shape.</li> <li>Students can use what they know about dividing a shape into equal parts to show halves, thirds, and fourths.</li> <li>An array is an arrangement of objects in equal rows and columns. Students can use what they know about addition and skin counting to the shape into equal shape into equal rows and columns. Students can use what they know about addition and skin counting to the shape into equal skin counting to the shape into e</li></ul>	<ul> <li>ESSENTIAL QUESTIONS</li> <li>Students will keep considering</li> <li>How can I use the number of sides and angles a shape has to identify the shape?</li> <li>How can I use what I know to divide a shape into equal parts to show halves, thirds, and fourths?</li> <li>How can I use what I know about addition and skip counting to find the number of objects in an array?</li> </ul>

find the number of objects in	
an array	
an anay.	
Acqui	icition
Acqu	
Students will know	Students will be skilled at
I know how to work with equal	□ I can analyze and draw two-
groups of objects to gain	and three-dimensional shapes
foundations for multiplication.	having specified attributes.
	I can use the understanding of
	fractions to partition shapes
	into halves, quarters, and thirds.
	I can recognize and draw
	different shapes.
	I can divide shapes into equal
	parts.
	I can break up a rectangle into
	squares.
	I can find the total number of
	squares used to tile a rectangle
	by counting them.
	I can use addition to find the
	total number of objects in an
	arrav.
	I can find even and odd
	numbers