Second Grade Math Matrix

Unit Name	Investigations	Sessions	Math Main Ideas	Assessments
Unit 1- COINS, NUMBER STRINGS, AND STORY PROBLEMS  Addition, Subtraction, and the Number System 1	1 - 4	26 Approx. 25 - 28 days		Checklists, Games, Quizzes and Unit Test
2.OA.A.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	1 - INTRODUCING MATH TOOLS & CLASSROOM	1.1 - 1.6	Understanding & extending the counting sequence	
2.OA.B.2 Fluentlyaddandsubtractwithin 20 using mental strategies. By end of Grade 2, know from memory all sums of two one-digit numbers.	ROUTINES		Fluency within 20	
2.NBT.A.1a Understand that the three digits of a three-digit number represent amounts of hundreds, tens, and ones; Understand the following as special cases: 100 can be thought of as a bundle of ten tens called a "hundred."	2 - DOES ORDER MATTER?	2.1 – 2.8	Fluency within 20	A2 Quiz 1 (2.4)
2.NBT.A.2 Count within 1000; skip-count by 2s, 5s, 10s, and 100s.				A3 Number Strings
2.NBT.A.3 Read and write numbers to 1000 using base-ten numerals, number names, and expanded form.				(2.8)
2.NBT.B.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.	3 - COMPARING QUANTITIES AND COUNTING	3.1 – 3.7	Understanding, representing, and solving problems	A5-A6 Quiz 2 (3.6) A7 Enough for
2.NBT.B.6 Add up to four two-digit numbers using strategies based on place value and properties of operations.	BY GROUPS		involving addition and subtraction	Class? (3.7)
2.NBT.B.9 Explain why addition and subtraction strategies work, using place value and the properties of operations.				
2.MD.B.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.  2.MD.C.7 Tell and write time from analog and digital clocks to the nearest five minutes, using A.M. and P.M.	4 - SOLVING ADDITION & SUBTRACTION STORY PROBLEMS	4.1 - 4.5	Understanding, representing, and solving problems involving addition and subtraction	A8-A10 Solving Story Problems (4.5)
<ul> <li>2.MD.C.8 Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using \$ and ¢ symbols appropriately.</li> <li>2.G.A.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.</li> </ul>				UNIT 1 TEST