

Eureka Math² Year at a Glance

2: Ten Tens

Module 1	Module 2	Module 3	Module 4	Module 5	Module 6
Place Value Concepts Through Metric Measurement and Data · Place Value, Counting, and Comparing Within 1,000	Addition and Subtraction Within 200	Shapes and Time with Fraction Concepts	Addition and Subtraction Within 1,000	Money, Data, and Customary Measurement	Multiplication and Division Foundations
<p>Topic A: Represent Data to Solve Problems</p> <p>Lesson 1: Draw and label a picture graph to represent data. 2.MD.D.10, MP6, 2.Mod1.AD8</p> <p>Lesson 2: Draw and label a bar graph to represent data. 2.MD.D.10, MP8, 2.Mod1.AD8</p> <p>Lesson 3: Use information presented in a bar graph to solve <i>put together</i> and <i>take apart</i> problems. 2.MD.D.10, MP2, 2.Mod1.AD8, 2.Mod1.AD9</p> <p>Lesson 4: Use information presented in a bar graph to solve <i>compare</i> problems. 2.MD.D.10, MP7, 2.Mod1.AD8, 2.Mod1.AD9</p>	<p>Topic A: Simplifying Strategies for Addition</p> <p>Lesson 1: Reason about addition with four addends. 2.NBT.B.6, MP3, 2.Mod2.AD2</p> <p>Lesson 2: Break apart and add like units. 2.NBT.B.7, MP7, 2.Mod2.AD3</p> <p>Lesson 3: Use compensation to add within 100. 2.NBT.B.7, MP2, 2.Mod2.AD3</p> <p>Lesson 4: Use compensation to add within 200. 2.NBT.B.7, MP5, 2.Mod2.AD3</p> <p>Lesson 5: Make a ten to add within 100. 2.NBT.B.7, MP8, 2.Mod2.AD3</p> <p>Lesson 6: Make a ten to add within 200.</p>	<p>Topic A: Attributes of Geometric Shapes</p> <p>Lesson 1: Determine the defining attributes of a polygon. 2.G.A.1, MP6, 2.Mod3.AD4</p> <p>Lesson 2: Use attributes to identify, build, and describe two-dimensional shapes. 2.G.A.1, MP7, 2.Mod3.AD4, 2.Mod3.AD5</p> <p>Lesson 3: Identify, build, and describe right angles and parallel lines. 2.G.A.1, MP6, 2.Mod3.AD4, 2.Mod3.AD5</p> <p>Lesson 4: Use attributes to identify, classify, and compose different quadrilaterals. 2.G.A.1, MP3, 2.Mod3.AD4, 2.Mod3.AD5</p>	<p>Topic A: Mental Place Value Strategies</p> <p>Lesson 1: Organize, count, and represent a collection of objects. 2.NBT.B.8, MP3, 2.Mod4.AD8, 2.Mod4.AD9</p> <p>Lesson 2: Mentally add and subtract multiples of 10 and 100 with unknowns in various positions. 2.NBT.B.8, MP7, 2.Mod4.AD8, 2.Mod4.AD9</p> <p>Lesson 3: Solve multi-step word problems and reason about equal expressions. 2.OA.A.1, 2.NBT.B.8, MP2, 2.Mod4.AD1, 2.Mod4.AD8, 2.Mod4.AD9</p> <p>Lesson 4: Represent and solve <i>compare with bigger unknown</i> word problems.</p>	<p>Topic A: Problem Solving with Coins and Bills</p> <p>Lesson 1: Organize, count, and represent a collection of coins. 2.MD.C.8, MP7, 2.Mod5.AD6</p> <p>Lesson 2: Use the fewest number of coins to make a given value. 2.MD.C.8, MP6, 2.Mod5.AD6</p> <p>Lesson 3: Solve one- and two-step word problems to find the total value of a group of coins. 2.MD.C.8, MP4, 2.Mod5.AD6</p> <p>Lesson 4: Solve one- and two-step word problems to find the total value of a group of bills. 2.MD.C.8, MP2, 2.Mod5.AD6</p> <p>Lesson 5: Use different strategies to make 1 dollar or to make change from 1 dollar. 2.MD.C.8, MP3, 2.Mod5.AD6</p>	<p>Topic A: Count and Problem Solve with Equal Groups</p> <p>Lesson 1: Compose equal groups and write repeated addition equations. 2.OA.A.1, 2.OA.C.4, MP2, 2.Mod6.AD1, 2.Mod6.AD4</p> <p>Lesson 2: Organize, count, and represent a collection of objects. 2.OA.C.4, MP7, 2.Mod6.AD4</p> <p>Lesson 3: Use math drawings to represent equal groups and relate them to repeated addition. 2.OA.C.4, MP8, 2.Mod6.AD4</p> <p>Lesson 4: Represent equal groups with a tape diagram. 2.OA.A.1, 2.OA.C.4, MP4, 2.Mod6.AD1, 2.Mod6.AD4</p>

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<p>Topic B: Metric Measurement and Concepts About the Ruler</p> <p>Lesson 5: Connect measurement to physical units by iterating a centimeter cube. 2.MD.A.1, MP6, 2.Mod1.AD1</p> <p>Lesson 6: Make a 10 cm ruler and measure objects. 2.MD.A.1, MP2, 2.Mod1.AD1</p> <p>Lesson 7: Measure lengths and relate 10 cm and 1 cm. 2.MD.A.1, MP7, 2.Mod1.AD1</p> <p>Lesson 8: Make a meter stick and measure with various tools. 2.MD.A.1, MP5, 2.Mod1.AD1</p> <p>Lesson 9: Relate 1 cm, 10 cm, and 100 cm. 2.NBT.A.1, MP3</p> <p>Lesson 10: Reason about the relationship between the size of the unit and the number of units needed to measure. 2.MD.A.2, MP8</p> <p>Topic C: Estimate, Measure, and Compare Lengths</p> <p>Lesson 11: Estimate and compare lengths. 2.MD.A.3, 2.MD.A.4, MP3, 2.Mod1.AD2, 2.Mod1.AD3</p>	<p>2.NBT.B.7, MP7, 2.Mod2.AD3</p> <p>Lesson 7: Solve word problems by using simplifying strategies for addition. 2.OA.A.1, 2.NBT.B.7, MP5, 2.Mod2.AD1, 2.Mod2.AD3</p> <p>Topic B: Strategies for Composing a Ten and a Hundred to Add</p> <p>Lesson 8: Use concrete models to compose a ten. 2.NBT.B.7, MP8, 2.Mod2.AD3, 2.Mod2.AD5</p> <p>Lesson 9: Use place value drawings to compose a ten and relate to written recordings. 2.NBT.B.7, MP6, 2.Mod2.AD3, 2.Mod2.AD5</p> <p>Lesson 10: Use concrete models to compose a hundred. 2.NBT.B.7, MP4, 2.Mod2.AD3, 2.Mod2.AD5</p> <p>Lesson 11: Use math drawings to compose a hundred and relate to written recordings. 2.NBT.B.7, MP6, 2.Mod2.AD3, 2.Mod2.AD5</p> <p>Lesson 12: Use place value drawings to compose a ten and a hundred with two- and three-digit addends. Relate to written recordings. 2.NBT.B.7, MP3, 2.Mod2.AD3, 2.Mod2.AD5</p>	<p>Lesson 5: Relate the square to the cube and use attributes to describe a cube. 2.G.A.1, MP7, 2.Mod3.AD4, 2.Mod3.AD5</p> <p>Topic B: Composite Shapes and Fraction Concepts</p> <p>Lesson 6: Recognize that a whole polygon can be decomposed into smaller parts and the parts can be composed to make a whole. 2.G.A.1, MP7, 2.Mod3.AD4, 2.Mod3.AD5</p> <p>Lesson 7: Combine shapes to create a composite shape and create a new shape from composite shapes. 2.G.A.1, MP3, 2.Mod3.AD4, 2.Mod3.AD5</p> <p>Lesson 8: Create composite shapes by using equal parts and name them as halves, thirds, and fourths. 2.G.A.3, MP5, 2.Mod3.AD6</p> <p>Lesson 9: Interpret equal shares in composite shapes as halves, thirds, and fourths. 2.G.A.3, MP3, 2.Mod3.AD6</p> <p>Topic C: Halves, Thirds, and Fourths of Circles and Rectangles</p> <p>Lesson 10: Partition circles and rectangles into equal parts and describe those parts as halves. 2.G.A.3, MP7, 2.Mod3.AD6</p>	<p>2.OA.A.1, 2.NBT.B.5, MP5, 2.Mod4.AD1, 2.Mod4.AD4</p> <p>Topic B: Strategies for Composing Tens and Hundreds Within 1,000</p> <p>Lesson 5: Use the associative property to make a benchmark number to add within 1,000. 2.NBT.B.5, 2.NBT.B.7, 2.NBT.B.9, MP3, 2.Mod4.AD4, 2.Mod4.AD6, 2.Mod4.AD10</p> <p>Lesson 6: Use compensation to add within 1,000. 2.NBT.B.5, 2.NBT.B.7, 2.NBT.B.9, MP1, 2.Mod4.AD4, 2.Mod4.AD6, 2.Mod4.AD10</p> <p>Lesson 7: Use concrete models to add and relate them to written recordings. 2.OA.B.2, 2.NBT.B.7, MP6, 2.Mod4.AD2, 2.Mod4.AD6</p> <p>Lesson 8: Use place value drawings to represent addition and relate them to written recordings, part 1. 2.OA.B.2, 2.NBT.B.7, MP7, 2.Mod4.AD2, 2.Mod4.AD6</p> <p>Lesson 9: Use place value drawings to represent addition and relate them to written recordings, part 2. 2.OA.B.2, 2.NBT.B.7, MP6, 2.Mod4.AD2, 2.Mod4.AD6</p> <p>Lesson 10: Choose and defend efficient solution strategies for addition.</p>	<p>Lesson 6: Solve word problems by using different ways to make change from 1 dollar. 2.MD.C.8, MP3, 2.Mod5.AD6</p> <p>Lesson 7: Solve word problems by using bills and coins. (Optional) 2.MD.C.8, MP1, 2.Mod5.AD6</p> <p>Topic B: Use Customary Units to Measure and Estimate Length</p> <p>Lesson 8: Iterate an inch tile to create a unit ruler and measure to the nearest inch. 2.MD.A.1, MP6, 2.Mod5.AD1</p> <p>Lesson 9: Use an inch ruler and a yard stick to estimate and measure the length of various objects. 2.MD.A.1, 2.MD.A.3, MP5, 2.Mod5.AD1, 2.Mod5.AD3</p> <p>Lesson 10: Measure an object twice by using different length units, and compare and relate measurement to unit size. 2.MD.A.2, MP6, 2.Mod5.AD2</p> <p>Lesson 11: Measure to compare differences in lengths. 2.MD.A.4, MP5, 2.Mod5.AD4</p> <p>Lesson 12: Identify unknown numbers on a number line by using the interval as a reference point. 2.MD.B.6, MP7, 2.Mod1.AD5</p>	<p>Topic B: Arrays and Equal Groups</p> <p>Lesson 5: Compose arrays with rows and columns and use a repeated count to find the total. 2.OA.C.3, 2.OA.C.4, MP8, 2.Mod6.AD3, 2.Mod6.AD4</p> <p>Lesson 6: Decompose arrays into rows and columns and relate them to repeated addition. 2.OA.C.3, 2.OA.C.4, MP7, 2.Mod6.AD3, 2.Mod6.AD4</p> <p>Lesson 7: Distinguish between rows and columns and use math drawings to represent arrays. 2.OA.C.3, 2.OA.C.4, MP7, 2.Mod6.AD3, 2.Mod6.AD4</p> <p>Lesson 8: Use square tiles to create arrays with gaps. 2.OA.C.3, 2.OA.C.4, MP7, 2.Mod6.AD3, 2.Mod6.AD4</p> <p>Topic C: Rectangular Arrays as a Foundation for Multiplication and Division</p> <p>Lesson 9: Determine the attributes of a square array. 2.OA.C.3, 2.OA.C.4, MP8, 2.Mod6.AD3</p> <p>Lesson 10: Use math drawings to compose a rectangle. 2.OA.C.3, 2.OA.C.4, MP7, 2.Mod6.AD3</p>

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<p>Lesson 12: Model and reason about the difference in length. 2.MD.A.4, MP4, 2.Mod1.AD3</p> <p>Lesson 13: Estimate and measure height to model metric relationships. 2.MD.A.1, 2.MD.A.3, MP5, 2.Mod1.AD1, 2.Mod1.AD2</p> <p>Lesson 14: Represent and compare students' heights. 2.MD.A.4, MP2, 2.Mod1.AD3</p> <hr/> <p>Topic D: Solve Compare Problems by Using the Ruler as a Number Line</p> <p>Lesson 15: Use a measuring tape as a number line to add efficiently. 2.MD.B.6, MP7, 2.Mod1.AD5, 2.Mod1.AD6</p> <p>Lesson 16: Use a measuring tape as a number line to subtract efficiently. 2.MD.B.6, MP2, 2.Mod1.AD5, 2.Mod1.AD7</p> <p>Lesson 17: Represent and solve comparison problems by using measurement contexts. 2.MD.B.5, 2.MD.B.6, MP5, 2.Mod1.AD4, 2.Mod1.AD6, 2.Mod1.AD7</p> <p>Lesson 18: Solve <i>compare with difference unknown</i> word problems by using measurement contexts. 2.MD.B.5, 2.MD.B.6, MP2, MP5, 2.Mod1.AD4, 2.Mod1.AD6, 2.Mod1.AD7</p>	<p>Topic C: Simplifying Strategies for Subtraction</p> <p>Lesson 13: Represent and solve <i>take from</i> word problems. 2.OA.A.1, MP3, 2.Mod2.AD1</p> <p>Lesson 14: Use addition and subtraction strategies to find an unknown part. 2.NBT.B.7, MP7, 2.Mod2.AD4</p> <p>Lesson 15: Use compensation to subtract within 100. 2.NBT.B.7, MP2, 2.Mod2.AD4</p> <p>Lesson 16: Use compensation to subtract within 200. 2.NBT.B.7, MP8, 2.Mod2.AD4</p> <p>Lesson 17: Take from a ten to subtract within 200. 2.NBT.B.7, MP6, 2.Mod2.AD4</p> <p>Lesson 18: Take from a hundred to subtract within 200. 2.NBT.B.7, MP7, 2.Mod2.AD4</p> <p>Lesson 19: Solve word problems with simplifying strategies for subtraction. 2.OA.A.1, 2.NBT.B.7, MP3, 2.Mod2.AD1, 2.Mod2.AD4</p> <hr/> <p>Topic D: Strategies for Decomposing a Ten and a Hundred to Subtract</p> <p>Lesson 20: Reason about when to unbundle a ten to subtract.</p>	<p>Lesson 11: Partition circles and rectangles into equal parts, and describe those parts as halves, thirds, or fourths. 2.G.A.3, MP6, 2.Mod3.AD6</p> <p>Lesson 12: Describe a whole by the number of equal parts in halves, thirds, and fourths. 2.G.A.3, MP3, 2.Mod3.AD6</p> <p>Lesson 13: Recognize that equal parts of an identical rectangle can be different shapes. 2.G.A.3, MP4, 2.Mod3.AD7</p> <hr/> <p>Topic D: Application of Fractions to Tell Time</p> <p>Lesson 14: Distinguish between a.m. and p.m. 2.MD.C.7, MP6, 2.Mod3.AD3</p> <p>Lesson 15: Recognize time as measurement units. 2.MD.C.7, MP7</p> <p>Lesson 16: Use a clock to tell time to the half hour or quarter hour. 2.MD.C.7, MP3, 2.Mod3.AD2</p> <p>Lesson 17: Relate the clock to a number line to count by fives. 2.NBT.A.2, 2.MD.C.7, MP2, 2.Mod3.AD1, 2.Mod3.AD2</p> <p>Lesson 18: Tell time to the nearest 5 minutes. 2.NBT.A.2, 2.MD.C.7, MP6, 2.Mod3.AD1, 2.Mod2.AD2</p>	<p>2.OA.B.2, 2.NBT.B.5, 2.NBT.B.7, 2.NBT.B.9, MP8, 2.Mod4.AD2, 2.Mod4.AD4, 2.Mod4.AD6, 2.Mod4.AD10</p> <p>Lesson 11: Choose and defend efficient solution strategies to add up to four two-digit numbers. 2.OA.B.2, 2.NBT.B.5, 2.NBT.B.6, 2.NBT.B.9, MP4, 2.Mod4.AD2, 2.Mod4.AD4, 2.Mod2.AD2, 2.Mod4.AD10</p> <hr/> <p>Topic C: Simplifying Strategies for Subtracting Within 1,000</p> <p>Lesson 12: Take from a ten or a hundred to subtract. 2.NBT.B.5, 2.NBT.B.7, 2.NBT.B.9, MP7, 2.Mod4.AD5, 2.Mod4.AD7, 2.Mod4.AD11</p> <p>Lesson 13: Use compensation to subtract within 1,000. 2.NBT.B.5, 2.NBT.B.7, 2.NBT.B.9, MP3, 2.Mod4.AD5, 2.Mod4.AD7, 2.Mod4.AD11</p> <p>Lesson 14: Use compensation to keep a constant difference by adding the same amount to both numbers. 2.NBT.B.7, 2.NBT.B.9, MP2, 2.Mod4.AD7, 2.Mod4.AD11</p> <p>Lesson 15: Use compensation to keep a constant difference by subtracting the same amount from both numbers.</p>	<p>Topic C: Use Measurement and Data to Solve Problems</p> <p>Lesson 13: Solve word problems that involve measurements and reason about estimates. 2.MD.B.5, MP6, 2.Mod5.AD5</p> <p>Lesson 14: Solve addition and subtraction two-step word problems that involve length. 2.MD.B.5, MP4, 2.Mod5.AD5</p> <p>Lesson 15: Use measurement data to create a line plot. 2.MD.D.9, MP7, 2.Mod5.AD7</p> <p>Lesson 16: Create a line plot to represent data and ask and answer questions. 2.MD.D.9, 2.Mod5.AD7</p> <p></p>	<p>Lesson 11: Decompose an array to find the total efficiently. 2.OA.C.3, 2.OA.C.4, 2.G.A.2, MP7, 2.Mod6.AD3, 2.Mod6.AD5</p> <p>Lesson 12: Reason about how equal arrays can be composed differently. 2.OA.C.3, 2.OA.C.4, 2.G.A.2, MP3, 2.Mod6.AD3, 2.Mod6.AD5</p> <p>Lesson 13: Decompose an array and relate it to a number bond. 2.OA.C.3, 2.OA.C.4, 2.G.A.2, MP4, 2.Mod6.AD3, 2.Mod6.AD5</p> <hr/> <p>Topic D: The Meaning of Even and Odd Numbers</p> <p>Lesson 14: Relate doubles to even numbers and write equations to express the sums. 2.OA.C.3, MP8, 2.Mod6.AD2</p> <p>Lesson 15: Pair objects and skip-count to determine whether a number is even or odd. 2.OA.C.3, MP7, 2.Mod6.AD2</p> <p>Lesson 16: Use rectangular arrays to investigate combinations of even and odd numbers. 2.OA.C.3, MP3, 2.Mod6.AD2</p> <p>Lesson 17: Solve word problems that involve equal groups and arrays. 2.OA.A.1, 2.OA.C.3, 2.OA.C.4, MP4, 2.Mod6.AD1, 2.Mod6.AD3, 2.Mod6.AD4</p> <p>Lesson 18: Use various strategies to fluently add and subtract within 100</p>

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<p>Lesson 19: Solve <i>compare with difference unknown</i> word problems in various contexts. 2.MD.B.5, 2.MD.B.6, MP1, 2.Mod1.AD4, 2.Mod1.AD6, 2.Mod1.AD7</p> <hr/> <p>Topic E: Understand Place Value Units</p> <p>Lesson 20: Count and bundle ones, tens, and hundreds to 1,000. 2.NBT.A.1.a, MP8, 2.Mod1.AD12</p> <p>Lesson 21: Count efficiently within 1,000 by using ones, tens, and hundreds. 2.NBT.A.2, MP4, 2.Mod1.AD13</p> <p>Lesson 22: Use counting strategies to solve <i>add to with change unknown</i> word problems. 2.OA.A.1, 2.NBT.A.2, MP1, 2.Mod1.AD10, 2.Mod1.AD13</p> <p>Lesson 23: Organize, count, and record a collection of objects. 2.NBT.A.1.a, 2.NBT.A.2, 2.NBT.A.3, MP1, 2.Mod1.AD12, 2.Mod1.AD13, 2.Mod1.AD15</p> <hr/> <p>Topic F: Three-Digit Numbers in Different Forms</p> <p>Lesson 24: Count up to 1,000 by using place value units. 2.NBT.A.1, 2.NBT.A.1.b, 2.NBT.A.2, MP7, 2.Mod1.AD11, 2.Mod1.AD13</p>	<p>2.NBT.B.7, MP7, 2.Mod2.AD4, 2.Mod2.AD6</p> <p>Lesson 21: Use concrete models to decompose a ten with two-digit totals. 2.NBT.B.7, MP8, 2.Mod2.AD6</p> <p>Lesson 22: Use place value drawings to decompose a ten and relate them to written recordings. 2.NBT.B.7, MP7, 2.Mod2.AD4, 2.Mod2.AD6</p> <p>Lesson 23: Use concrete models and drawings to decompose a hundred. 2.NBT.B.7, MP2, 2.Mod2.AD4, 2.Mod2.AD6</p> <p>Lesson 24: Use place value drawings to decompose a hundred and relate them to written recordings. 2.NBT.B.7, MP8, 2.Mod2.AD4, 2.Mod2.AD6</p> <p>Lesson 25: Use place value drawings to subtract with two decompositions. 2.NBT.B.7, MP1, 2.Mod2.AD4, 2.Mod2.AD6</p> <p>Lesson 26: Solve <i>add to</i> and <i>take from with start unknown</i> word problems. 2.OA.A.1, MP4, 2.Mod2.AD1</p> <p>Lesson 27: Solve two-step word problems within 100. 2.OA.A.1, MP2</p>	<p>Lesson 19: Solve <i>elapsed time problems</i>. (Optional) MP8</p> <p>■</p>	<p>2.NBT.B.7, 2.NBT.B.9, MP5, 2.Mod4.AD7, 2.Mod4.AD11</p> <hr/> <p>Topic D: Strategies for Decomposing Tens and Hundreds Within 1,000</p> <p>Lesson 16: Use concrete models to subtract and relate them to written recordings. 2.OA.B.2, 2.NBT.B.7, MP6, 2.Mod4.AD3, 2.Mod4.AD7</p> <p>Lesson 17: Use place value drawings to represent subtraction with one decomposition and relate them to written recordings. 2.OA.B.2, 2.NBT.B.7, MP5, 2.Mod4.AD3, 2.Mod4.AD7</p> <p>Lesson 18: Use place value drawings to represent subtraction with up to two decompositions and relate them to written recordings. 2.OA.B.2, 2.NBT.B.7, MP4, 2.Mod4.AD3, 2.Mod4.AD7</p> <p>Lesson 19: Use place value drawings to represent subtraction from numbers with 0 in the tens and/or ones place and relate to a written recording. 2.OA.B.2, 2.NBT.B.7, MP3, 2.Mod4.AD3, 2.Mod4.AD7</p> <p>Lesson 20: Subtract by using multiple strategies and defend an efficient strategy. 2.OA.B.2, 2.NBT.B.5, 2.NBT.B.7, 2.NBT.B.9, MP3, 2.Mod4.AD3, 2.Mod4.AD5, 2.Mod4.AD7, 2.Mod4.AD11</p>		<p>and know all sums and differences within 20 from memory. (Optional) 2.OA.B.2</p> <p>■</p>

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<p>Lesson 25: Write three-digit numbers in unit form and show the value that each digit represents. 2.NBT.A.1, 2.NBT.A.1.b, MP7, 2.Mod1.AD11</p> <p>Lesson 26: Write base-ten numbers in expanded form. 2.NBT.A.3, MP7, 2.Mod1.AD15</p> <p>Lesson 27: Read, write, and relate base-ten numbers in all forms. 2.NBT.A.1, 2.NBT.A.1.b, 2.NBT.A.3, MP3, 2.Mod1.AD11, 2.Mod1.AD15</p> <hr/> <p>Topic G: Model Base-Ten Numbers Within 1,000 with Money</p> <p>Lesson 28: Use place value understanding to count and exchange \$1, \$10, and \$100 bills. 2.NBT.A.1, 2.NBT.A.1.b, 2.NBT.A.1.a, MP6, 2.Mod1.AD11, 2.Mod1.AD12</p> <p>Lesson 29: Count by \$1, \$10, and \$100. 2.NBT.A.2, MP8, 2.Mod1.AD13, 2.Mod1.AD14</p> <p>Lesson 30: Determine how many \$10 bills are equal to \$1,000. 2.NBT.A.1, 2.NBT.A.1.a, 2.NBT.A.1.b, 2.NBT.A.2, MP1, 2.Mod1.AD11, 2.Mod1.AD12, 2.Mod1.AD13</p>			<hr/> <p>Topic E: Apply Efficient Addition and Subtraction Strategies</p> <p>Lesson 21: Apply strategies to find sums and differences and relate addition to subtraction. 2.NBT.B.7, 2.NBT.B.9, MP7, 2.Mod4.AD6, 2.Mod4.AD7, 2.Mod4.AD10, 2.Mod4.AD11</p> <p>Lesson 22: Solve <i>compare with smaller unknown</i> word problems. 2.OA.A.1, 2.NBT.B.5, MP1, 2.Mod4.AD1, 2.Mod4.AD4, 2.Mod4.AD5</p> <p>Lesson 23: Solve two-step addition and subtraction word problems. 2.OA.A.1, 2.NBT.B.5, MP5, 2.Mod4.AD1, 2.Mod4.AD4, 2.Mod4.AD5</p> <p>Lesson 24: Organize, count, and represent a collection of objects. 2.NBT.B.7, MP6, 2.Mod4.AD6, 2.Mod4.AD7</p> <div></div>		
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<div><div>Topic H: Compose and Decompose with Place Value Disks</div><div><p>Lesson 31: Count the total value of ones, tens, and hundreds with place value disks.</p><p>2.NBT.A.1, 2.NBT.A.1.b, 2.NBT.A.3, MP6, 2.Mod1.AD11, 2.Mod1.AD15</p><p>Lesson 32: Exchange 10 ones for 1 ten, 10 tens for 1 hundred, and 10 hundreds for 1 thousand.</p><p>2.NBT.A.1, 2.NBT.A.1.a, 2.NBT.A.1.b, MP7, 2.Mod1.AD11, 2.Mod1.AD12</p><p>Lesson 33: Model numbers with more than 9 ones or 9 tens.</p><p>2.NBT.A.1, 2.NBT.A.1.b, MP5, 2.Mod1.AD11</p><p>Lesson 34: Problem solve in situations with more than 9 ones or 9 tens.</p><p>2.NBT.A.1, 2.NBT.A.1.a, 2.NBT.A.1.b, MP3, 2.Mod1.AD11, 2.Mod1.AD12</p></div></div> <div><div>Topic I: Compare Two Three-Digit Numbers in Different Forms</div><div><p>Lesson 35: Compare three-digit numbers by using $>$, $=$, and $<$.</p><p>2.NBT.A.4, MP6, 2.Mod1.AD16</p></div></div>					
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Module 5

Module 6

Lesson 36: Apply place value understanding to compare by using $>$, $=$, and $<$.

2.NBT.A.4, MP8, 2.Mod1.AD16

Lesson 37: Organize, count, represent, and compare a collection of objects.

2.NBT.A.2, 2.NBT.A.4, MP1, 2.Mod1.AD13, 2.Mod1.AD16

Lesson 38: Compare numbers in different forms. (Optional)

2.NBT.A.3, 2.NBT.A.4, MP7, 2.Mod1.AD15, 2.Mod1.AD16

