## **ISBE 2nd Grade Scope & Sequence**

Unit	Standards	Time Frame
Unit 1: 2-Digit Addition and Subtraction	<ul> <li>2.NBT.2 (Count within 1000 by 5s, 10s, and 100s)</li> <li>2.NBT.5 (Fluently add and subtract within 100)</li> <li>2.NBT.6 (Add up to four 2-digit numbers)</li> <li>2.NBT.9 (Explain why addition and subtraction strategies work using words and objects or pictures)</li> <li>2.OA.1 (Solve problems w/ unknowns in all 3 locations for +/- adding to, taking from, putting together, taking apart, comparing)</li> <li>2.OA.2 (Fluently add w/i 20)</li> <li>2.MD.5 (Add and subtract within 100 to solve word problems involving length)</li> <li>2.MD.6 (Represent whole numbers as lengths on a number line diagram and whole number sums &amp; differences on the number line diagram)</li> <li>2.MD.10 (Draw picture graphs and bar graphs to represent data sets and solve put together, take apart and compare problems about the graphs)</li> </ul>	Quarter 1
Unit 2: Place Value within 1000	2.NBT.1 (Understand value of digits in a 3 digit number) 2.NBT.2 (Count within 1000 by 5s, 10s, and 100s) 2.NBT.3 (Read and write numbers to 1000 using numerals, names and expanded form) 2.NBT.4 (Compare two 3-digit numbers using <, > and = symbols) 2.NBT.7 (Add and subtract within 1000 using manipulatives, pictures and words) 2.NBT.8 (Mentally add 10 or 100 to a given number between 100-900 and subtract 10 or 100 from a number 100-900) 2.NBT.9 (Explain why addition and subtraction strategies work using words and objects or pictures) 2.MD.6 (Represent whole numbers as lengths on a number line diagram and whole number sums & differences on the number line diagram) — within 1000 using models	Quarter 1 Quarter 2
Unit 3: Money	<ul> <li>2.MD.8 (Solve word problems involving dollar bills, quarters, dimes, nickels and pennies using \$ and £ symbols)</li> <li>2.NBT.5 (Fluently add and subtract within 100)</li> <li>2.NBT.2 (Count within 1000 by 5s, 10s, and 100s)</li> <li>2.OA.1 (Solve problems w/ unknowns in all 3 locations for +/- adding to, taking from, putting together, taking apart, comparing)</li> </ul>	Quarter 3
Unit 4: Time	2.MD.7 (Tell time to the nearest 5 minutes.) 2.NBT.2 (Count within 100 by 5s, 10s, and 100s)	Quarter 3
Unit 5: Multiplication Readiness	<ul> <li>2.OA.4 (Use addition to find the total number of objects in rectangular arrays and write addition equation with equal addends)</li> <li>2.OA.3 (Even &amp; Odd)</li> <li>2.G.2 (Partition a rectangle into rows and columns and count to find the total)</li> </ul>	Quarter 4
Unit 6: Linear Measurement	2.MD.1 (Measure length selecting &using appropriate tools)  2.MD.2 (Measure length of an object twice with 2 different units to compare unit relationships)  2.MD.3 (Estimate lengths in inches, feet, cm and m)  2.MD.4 (Measure to compare lengths of 2 different objects)  2.MD.6 (Represent whole numbers as lengths on a number line diagram and whole number sums & differences on the number line diagram)  2.MD.9 (Measure lengths of several objects to the nearest unit and represent on a line plot)	Quarter 4
Unit 7: Geometry	<ul> <li>2.G.1 (Recognize and draw shapes with a given # of angles or sides. Identify triangles, quadrilaterals, pentagons, hexagons &amp; cubes)</li> <li>2.G.3 (Partition circles and rectangles into 2,3 or 4 equal shares and describe using the words fraction vocabulary)</li> </ul>	Quarter 4

Major Standards

Jennie Winters, <a href="mailto:jwinters@lake.k12.il.us">jwinters@lake.k12.il.us</a>

Additional Standards

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