



MATH PRIORITY AND SUPPORTING STANDARDS GRADE 2

List of Priority Standards as Shown on Report Card		Notes on Supporting Standards	
Number and Operations: Base 10			
2.NBT.1	Understands place value of ones, tens, and hundreds.		
2.NBT.2	Counts within 1000; skip-counts by 5s, 10s, and 100s.		
		2.MP.7	Look for and make use of structure supports standard 2.NBT.2.
2.NBT.3	Reads, writes, and represents numbers up to 1000.		
		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 supports standard 2.NBT.1.
2.NBT.5	Fluently adds and subtracts within 100.		
		2.MP.6	Attend to precision supports standard 2.NBT.5.
		2.NBT.6	Add up to four two-digit numbers using strategies based on place value and properties of operations supports standard 2.NBT.7.
2.NBT.7	Uses place value and models, adds and subtracts within 1000.		
		2.MP.4	Model with mathematics supports standard 2.NBT.7.
		2.NBT.8	Mentally add 10 or 100 to a given number 100–900, and mentally subtract 10 or 100 from a given number 100–900 supports standard 2.NBT.7.
		2.NBT.9	Explain why addition and subtraction strategies work, using place value and the properties of operations supports standard 2.NBT.7.
Operations and Algebraic Thinking			
2.OA.1	Uses addition and subtraction within 100 to solve word problems		
		2.MP.1	Make sense of problems and persevere in solving them supports standard 2.OA.1.
2.OA.2	Fluently adds and subtracts whole numbers within 20 using mental strategies.		



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		2.MP.6	Attend to precision supports 2.OA.2.
		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 2s; write an equation to express an even number as a sum of two equal addends supports standard 2.NBT.1.
2.OA.4	Uses an array to write an equation to represent the sum.		
		2.MP.4	Model with mathematics supports standard 2.OA.4.
Measurement and Data			
2.MD.1	Measures the length of an object by selecting and using appropriate tools.		
		2.MP.5	Use appropriate tools strategically supports standard 2.MD.1.
		2.MD.2	Measure the length of an object by selecting and using appropriate tools such as rulers, yardsticks, meter sticks, and measuring tapes supports standard 2.MD.1.
2.MD.3	Estimates length using appropriate units.		
		2.MD.5	Use appropriate tools strategically supports standard 2.MD.3.
		2.MD.4	Measure to determine how much longer one object is than another, expressing the length difference in terms of a standard length unit supports standard 2.MD.1.
		2.MD.5	Use addition and subtraction within 100 to solve word problems involving lengths that are given in the same units, e.g., by using drawings (such as drawings of rulers) and equations with a symbol for the unknown number to represent the problem supports standard 2.OA.1.
		2.MD.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



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			<i>whole-number sums and differences within 100 on a number line diagram supports standard 2.MD.1.</i>
2.MD.7	Tells and writes time to the nearest five minutes, including a.m. and p.m.		
		2.MP.5	<i>Use appropriate tools strategically supports standard 2.MD.7.</i>
2.MD.8	Solves word problems using dollars and cents.		
		2.MP.1	<i>Make sense of problems and persevere in solving them supports standard 2.MD.8.</i>
		2.MD.9	<i>Generate measurement data by measuring lengths of several objects to the nearest whole unit, or by making repeated measurements of the same object. Show the measurements by making a line plot, where the horizontal scale is marked off in whole-number units supports standard 2.MD.1.</i>
2.MD.10	Draws and interprets picture and bar graphs.		
		2.MP.4	<i>Model with mathematics supports standard 2.MD.10.</i>
		2.MP.5	<i>Use appropriate tools strategically supports standard 2.MD.10.</i>
Geometry			
2.G.1	Recognizes and draws shapes having specified attributes.		
		2.MP.4	<i>Model with mathematics supports standard 2.G.1.</i>
		2.G.2	<i>Partition a rectangle into rows and columns of same-size squares and count to find the total number of them supports standard 2.G.3.</i>
2.G.3	Names fractional parts of shapes.		