

### **Arkansas Mathematics Standards**

indicates standard for instruction each quarter	Q1	Q2	Q3	Q4	
Operations and Algebraic Thinking					
2.OA.A Represent and solve problems involving addition and subtraction					
<ul> <li>★ 2.OA.A.1</li> <li>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</li> <li>Represent a strategy with a related equation including a symbol for the unknown number</li> </ul>	•	•	•	•	
2.OA.B Represent and solve problems involving addition and subtraction					
<ul> <li>★ 2.OA.B.2</li> <li>Fluently add and subtract within 20 using mental strategies</li> <li>By the end of Grade 2, know from memory all sums of two one-digit numbers</li> </ul>	•	•	•	•	
Note: 2.OA.B.2 Fact fluency means that students should have automaticity when recalling these facts.					
2.OA.C Represent and solve problems involving addition and subtraction					
<ul> <li>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)</li> <li>Write an equation to express an even number (up to 20) as a <i>sum</i> of two equal addends</li> </ul>				•	
<ul> <li>Use addition to find the total number of objects arranged in rectangular arrays with up to 5 rows and up to 5 columns</li> <li>Write an equation to express the total as a sum of equal addends</li> </ul>				•	

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Number and Operations in Base Ten				
2.NBT.A Understand place value				
★ 2.NBT.A.1				
<ul> <li>Understand that the three digits of a three-digit number represent amounts of hundreds, tens, and ones; e.g., 726 equals 7 hundreds, 2 tens, and 6 ones</li> <li>Understand that 100 can be thought of as a group of ten tens — called a "hundred"</li> <li>Understand that the numbers 100, 200, 300, 400, 500, 600, 700, 800, 900 refer to one, two, three, four, five, six, seven, eight, or nine groups of 100</li> </ul>	•	•	•	•
2.NBT.A.2				
<ul> <li>Count within 1000</li> <li>Skip-count by 5s, 10s, and 100s beginning at zero</li> </ul>	•	•	•	•
2.NBT.A.3				
Read and write numbers to 1000 using base-ten numerals, number names, and a variety of expanded forms	•	•	•	•
<ul> <li>Model and describe numbers within 1000 as groups of 10 in a variety of ways</li> <li>2.NBT.A.4 Compare two three-digit numbers based on meanings of the hundreds, tens, and</li> </ul>				
ones digits, using >, =, and < symbols and correct terminology for the symbols to record the results of comparisons			•	•
2.NBT.B Use place value understanding and properties of operations to add and sub	otract			
★ 2.NBT.B.5 Add and subtract within 100 with <i>computational fluency</i> using strategies based on <i>place value</i> , properties of operations, and the relationship between addition and subtraction	•	•	•	•
<b>2.NBT.B.6</b> Add up to four two-digit numbers using strategies based on <i>place value</i> and properties of operations	•	•	•	•
★ 2.NBT.B.7 Add and subtract within 1000, using concrete models or drawings and				
strategies based on <i>place value</i> , properties of operations, and the relationship between addition and subtraction; relate the strategy to a written expression or equation			•	•
<b>2.NBT.B.8</b> Mentally add 10 or 100 to a given number 100-900, and mentally subtract 10 or 100 from a given number 100-900			•	•
★ 2.NBT.B.9 Explain why addition and subtraction strategies work, using <i>place value</i> and the properties of operations	•	•	•	•
Note: 2.NBT.B.9 Explanations could be supported by drawings or objects.				

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Measurement and Data				
2.MD.A Measure lengths indirectly and by iterating length units				
<b>★ 2.MD.A.1</b> Measure the length of an object by selecting and using appropriate tools such		•	•	•
as rulers, yardsticks, meter sticks, and measuring tapes				
Measure the length of an object twice with two different length units				
Describe how the two measurements relate to the size of the unit chosen		•	•	•
For example: A desktop is measured in both centimeters and inches. Student compares the size of the				
unit of measure and the number of those units.				
2.MD.A.3 Estimate lengths using units of inches, feet, centimeters, and meters		•	•	•
2.MD.A.4 Measure to determine how much longer one object is than another, expressing				
the length difference in terms of a standard length unit				
2.MD.B Relate addition and subtraction to length				
<b>2.MD.B.5</b> Use addition and subtraction within 100 to solve word problems involving				
lengths that are given in the same units, and write equations with a symbol for the			•	•
unknown number to represent the problem				
★ 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 solve addition and subtraction problems within 100 on the <i>number line diagram</i>	•	•	•	•
2.MD.B Relate addition and subtraction to length	T	T		
<b>2.MD.C.7</b> Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m.			•	
Note: 2.MD.C.7 This standard is a continuation of previous instruction at lower grades with the expectation of mastery	by the	end of t	hird ard	ide.
2.MD.C.8 Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies,		, .	- 3 -	
using \$ and ¢ symbols appropriately <i>For example:</i> A student has 2 dimes and 3 pennies; how many		•	•	
cents does he have?				
2.MD.D Represent and interpret data				
★ 2.MD.D.9				
<ul> <li>Generate data by measuring the same attribute of similar objects to the nearest whole unit</li> </ul>				
Display the measurement data by making a <i>line plot</i> , where the horizontal				
scale is marked off in whole- number units			•	•
Generate data from multiple measurements of the same object				
Make a <i>line plot</i> , where the horizontal scale is marked off in whole-number units,				
to compare precision of measurements				
Note: 2.MD.D.9 After several experiences with generating data to use, the students can be given data already generat	ed to cr	eate the	line pla	ot.
2.MD.D.10				
<ul> <li>Draw a picture graph and a bar graph, with single-unit scale, to represent a data</li> </ul>				
set with up to four categories		•	•	
Solve simple put-together, take-apart, and compare problems using information				
presented in a bar graph				

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Geometry				
2.G.A Reason with shapes and their attributes				
<ul> <li>★ 2.G.A.1</li> <li>Recognize and draw shapes having specified attributes (e.g., number of angles, number of sides, or a given number of equal faces)</li> <li>Identify triangles, quadrilaterals, pentagons, hexagons, and cubes</li> </ul>	•	•		
Note: 2.G.A.1 Sizes are compared directly or visually, not compared by measuring.				
<b>2.G.A.2</b> Partition a rectangle into rows and columns of same-size squares and count to find the total number of squares				•
★ 2.G.A.3 Partition circles and rectangles into two, three, or four equal shares, describe the shares using the words <i>halves</i> , <i>thirds</i> , <i>half of</i> , <i>a third of</i> , etc., and describe the whole as <i>two halves</i> , <i>three thirds</i> , <i>four fourths</i>			•	•
2.G.A.4 Recognize that equal shares of identical wholes need not have the same shape			•	•
Example 2.G.A.4:				

<sup>★</sup> Big Idea/Concept Standard