

MINNESOTA ACADEMIC STANDARDS GRADE 2

MATH

| Strand | Sub-Strand | Standard | Benchmarks |
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| Strand: MATHEMATICAL REASONING | Sub-Strand: | Standard: Apply skills of mathematical representation, communication and reasoning throughout the remaining four content strands. | Benchmarks: 1. Create and solve word problems using actions, objects, words, pictures or numbers. 2. Estimate and check that answers are reasonable. 3. Explain to others how a problem was solved. |
| Strand: NUMBER SENSE, COMPUTATION, AND OPERATIONS | Sub-Strand: A. Number Sense | Standard: Understand place value, ways of representing whole numbers and relationships among whole numbers. Understand the concept of unit fractions. | Benchmarks: 1. Read, write with numerals, compare and order numbers to 999. 2. Count by 2s, 5s, 10s from any given whole number. 3. Understand and demonstrate the significance of groups of 10 in the base 10 number system. 4. Represent numbers in equivalent ways. 5. Recognize, name, compare and represent unit fractions with drawings or concrete materials. |
| Strand: NUMBER SENSE, COMPUTATION, AND OPERATIONS | Sub-Strand: B. Computation and Operation | Standard: Compute fluently and make reasonable estimates with whole numbers in real-world and mathematical problems. | Benchmarks: 1. Use one- and two-digit addition and subtraction to solve real-world and mathematical problems. 2. Demonstrate understanding of the relationships between odd and even numbers in addition and subtraction such as, $odd + odd = even$ or $odd - even = odd$. 3. Understand the concept of multiplication as repeated addition or in rectangular arrays. 4. Understand the concept of division as repeated subtraction or sharing equally. |

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| Strand: PATTERNS, FUNCTIONS AND ALGEBRA | Sub-Strand: A. Patterns and Functions | Standard: Understand repeating, growing and shrinking patterns. | Benchmarks: 1. Recognize, create and extend repeating, growing and shrinking patterns using numbers, concrete objects and pictures. |
| Strand: PATTERNS, FUNCTIONS AND ALGEBRA | Sub-Strand: B. Algebra (Algebraic Thinking) | Standard: Understand basic properties of addition and subtraction. | Benchmarks: 1. Describe what happens when zero is added to a number or subtracted from a number. 2. Generate equivalent expressions for a given number such as $24 = 17 + 7$ or $24 = 100 - 76$. 3. Determine the truth-value of an equation such as: true or false? $7 = 5 + 1$. 4. Understand that adding two numbers in any order results in the same sum. 5. Understand that grouping numbers in multiple addend problems, in any order, results in the same sum. |
| Strand: DATA ANALYSIS, STATISTICS AND PROBABILITY | Sub-Strand: A. Data and Statistics | Standard: Collect and represent data in real-world and mathematical problems. | Benchmarks: 1. Collect and record categorical data. 2. Create pictographs and real-object graphs to represent data. 3. Identify patterns in graphs or data sets. |
| Strand: DATA ANALYSIS, STATISTICS AND PROBABILITY | Sub-Strand: B. Probability | Standard: (Standards under this heading may be locally determined.) | Benchmarks: |
| Strand: SPATIAL SENSE, GEOMETRY, AND MEASUREMENT | Sub-Strand: A. Spatial Sense | Standard: Understand the concept of symmetry and apply to simple drawings. | Benchmarks: 1. Create symmetrical patterns and designs. |
| Strand: SPATIAL SENSE, GEOMETRY, AND MEASUREMENT | Sub-Strand: B. Geometry | Standard: Use attributes of two- and three-dimensional shapes to identify them and distinguish between them. | Benchmarks: 1. Investigate and predict the results of putting together and taking apart two- and three-dimensional shapes. 2. Sort, classify, compare and describe two- and three-dimensional objects according to their geometrical attributes. |

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| Strand: SPATIAL SENSE, GEOMETRY, AND MEASUREMENT | Sub-Strand: C. Measurement | Standard: Measure length, time, temperature and money using appropriate tools and units to solve real-world and mathematical problems. | Benchmarks: 1. Estimate standard and nonstandard linear measurements, then measure to check answer. 2. Tell time to the quarter hour, half hour and hour using analog and digital clocks, distinguishing between a.m. and p.m. 3. Know relationships among units of time such as minutes in an hour, days in a month and weeks in a year. 4. Read and write amounts of money using \$ for dollar, ¢ for cents, and proper placement of the decimal point with amounts of money. 5. Combine coins to create amounts up to one dollar. |
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