| KY Math Standards 2nd grade FCPS 2nd Grade Trajectory $\quad$ 2nd Unit 3 Google Link |
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| Title: Let's Solve a Mystery! |
| Essential Standards: 2.OA.1, 2.OA.2, 2.NBT.1, 2.NBT.2, 2.NBT.5, 2.NBT.6, 2.NBT.9, 2.MD.5, Supporting Standards: 2.NBT.3, 2.NBT.4, 2.NBT.8, 2.MD.6, 2.MD.7, 2.MD.8, 2.G.1 |
| Big Idea(s) CRA explanations for 2nd grade Unit 3 |

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\begin{array}{|l|l|}\hline \begin{array}{l}\text { Standards for Mathematical Practice (bolded } \\
\text { practices are emphasized in this unit) }\end{array} & \text { Kentucky Interdisciplinary Literacy Practices } \\
\hline \begin{array}{l}\text { MP.1. Make sense of problems and persevere in } \\
\text { solving them. } \\
\text { MP.2. Reason abstractly and quantitatively. } \\
\text { MP.3. Construct viable arguments and critique the } \\
\text { reasoning of others. } \\
\text { MP.4. Model with mathematics. } \\
\text { M.5. Use appropriate tools strategically. } \\
\text { MP.6. Attend to precision. } \\
\text { MP.7. Look for and make use of structure. } \\
\text { MP.8. Look for and express regularity in repeated } \\
\text { reasoning. }\end{array} & \begin{array}{l}\text { 1. Recognize that text is anything that communicates a message. } \\
\text { 2. Employ, develop, and refine schema to understand and create } \\
\text { text. } \\
\text { 3. View literacy experiences as transactional, interdisciplinary and } \\
\text { transformational. } \\
\text { 4. Utilize receptive and expressive language arts to better understand } \\
\text { self, others, and the world. } \\
\text { 5. Apply strategic practices, with scaffolding and then independently, } \\
\text { to approach new literacy tasks. } \\
\text { 6. Collaborate with others to create new meaning. } \\
\text { 7. Utilize digital resources to learn and share with others. }\end{array}
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8. Engage in specialized, discipline specific literacy practices. \\
9. Apply high level cognitive processes to think deeply and \\
critically about text. \\

10. Develop a literacy identity that promotes lifelong learning.\end{array}\right]\)|  |
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| Essential Vocabulary |


| End Goal in Quarter 3: Solve one-step and two-step word problems by adding and subtracting within 75 with unknowns in all positions. <br> Suggested progression for the year, not intended to go through all these in one unit: see chart <br> 1. Numberless word problems <br> 2. Add to/Take from with result unknown <br> 3. Put together, take apart with result unknown <br> 4. Put together, take apart with addend unknown <br> 5. Add to, take from with change unknown <br> 6. Comparison problems with difference unknown <br> 7. Put together, take apart with both addends unknown <br> 8. Comparison problems with bigger unknown, then smaller unknown <br> 9. Add to, take from with start unknown <br> 10. Comparison problems with bigger unknown, then smaller unknown | Extending their strategy usage in adding and subtracting within 20 to larger numbers. For example, students understand they can add numbers in parts. For $26+48$, they may add tens and then the ones or they see that $48+2=50$ and 24 more would equal 74 . <br> Relating single digit combinations of $10(8+2=10)$ to multiple of 10 combinations ( $80+20=100$ ). <br> - Sum <br> - Difference <br> - Compare <br> - Total <br> - Take apart <br> - Put together <br> - Unknown <br> - Addend <br> - Symbol <br> - Value <br> - Represent <br> - Solve | - represent and solve a one-step word problem using an equation with a symbol for the unknown number. <br> - identify the unknowns in a two-step word problem. <br> - represent and solve a two-step word problem using drawings. <br> - represent and solve a two-step word problem using an equation with a symbol for the unknown number. |
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| KY.2.OA. 2 Fluently add and subtract within 20 using mental strategies. <br> End goal in Unit 3: Students should be able to add and subtract within 20 fluently. <br> Coherence KY.1.OA. $6 \rightarrow$ KY.2.OA. 2 <br> Suggested progression: <br> 1. Near doubles (doubles $+/-1$ ) | Fluency with the following basic addition facts: Near doubles (doubles +/- 1), Addends of 6 to 9 with addends of 1 to 4 (ex- $7+4$, $9+3$ ), Subtracting near doubles (13-7), and Subtrahends within 20- subtrahends within 4 (18-4, 17-3) | I am learning to use strategies to add and subtract mentally within 20. <br> I can... <br> - identify which addition equations I could use the doubles $+1 /-1$ strategy to |


| 2. Addends of 6 to 9 with addends of 1 to 4 (ex- $7+4$, 9+3) <br> 3. Subtracting near doubles (13-7) <br> 4. Subtrahends within 20 - subtrahends within 4 (18-4, 17-3) <br> Addition Fluency Chart | - Double <br> - Equal <br> - Partition <br> - Combine <br> - Difference <br> - Sum <br> - Subitize <br> - Patterns <br> - Value <br> - Teen <br> - Decompose | solve. <br> - apply the strategy doubles $+1 /-1$ to add and subtract. <br> - Add and subtract using non-count-by-one strategies |
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| KY.2.NBT. 1 Understand that the three digits of a three-digit number represent amounts of hundreds, tens and ones. Understand the following as special cases: <br> a. 100 can be thought of as a bundle of ten tens - called a "hundred." <br> b. The numbers $100,200,300,400,500,600,700,800$, 900 refer to one, two, three, four, five, six, seven, eight, or nine hundreds (and 0 tens and 0 ones). <br> Coherence KY.1.NBT.2 $\rightarrow$ KY.2.NBT.1 $\rightarrow$ KY.3.NBT. 1 <br> End goal in Unit 3: within numbers to $\mathbf{7 5 0}$ <br> Suggested progression: <br> 1. build numbers $100-250$ using sticks and bundles <br> 2. build numbers $100-250$ using stickers <br> 3. build numbers $250-500$ using sticks and bundles <br> 4. build numbers $250-500$ using stickers <br> 5. build numbers $500-750$ using sticks and bundles <br> 6. build numbers $500-750$ using stickers <br> Hundreds, Tens, Ones charts can cause misconceptions when introduced before conceptual understanding is solid. | - Digit (base-ten numerals) <br> - Compare <br> - Equal <br> - Hundred <br> - Ten <br> - One <br> - Decompose | I am learning to represent numbers as amounts of hundreds, tens and ones. <br> I can ... <br> - represent one hundred as a bundle of ten tens. <br> - represent each digit in a three-digit number using hundreds, tens and ones. <br> - explain the value of each digit in a three-digit number. <br> - decompose a three-digit number in more than one way. |


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| KY.2.NBT. 2 Count forwards and backwards within 1000; skip-count by 5s, 10s and 100s. <br> Coherence KY.1.NBT.1 $\rightarrow$ KY.2.NBT. 2 <br> End goal in Unit 3: Students should be able to count... <br> - Forward and backward (FW/BW) by 1's to/from 500 <br> - by 10 's ON decade FW/BW to/from 500 (230, 240, 250.../ 250, 240, 230...) <br> - by 10 's OFF decade FW/BW to/from 500 (412, 422, 432.../ 432, 422, 412...) <br> - by 5's FW/BW from any multiple of 5 within 100 (65, 70, 75... 75, 70, 65...) <br> - by 10 's FW/BW to 500 from any number (352, 362, 372, ... 372, 362, 352...) <br> - by 100's FW/BW from any number to 1,000 (365, 465, 565.../ 565, 465, 365...) | Skip counting forward and backward by 10's and 100's within 1,000 (on and off the decade). <br> - Forward <br> - Backward <br> - Skip-count <br> - Place value | I am learning to count forwards and backwards to 1,000 in various ways. <br> I can ... <br> - Count forward/ backward by 5 s from any number. <br> - Count forwards to 1,000 by 100's starting at any number. <br> - Count backwards from 1,000 by 100's starting at any number. |
| KY.2.NBT. 5 Fluently add and subtract within 100 using strategies based on place value, properties of operations and/or the relationship between addition and subtraction. Coherence KY.1.NBT. $4 \rightarrow$ KY.2.NBT. $5 \rightarrow$ KY.3.NBT. 2 <br> End goal in Unit 3: Students can add and subtract within 100 using flashed or covered visuals. <br> Progression Poster <br> Suggested Progression (for the entire year) Choose the best number range for your students based on where they are in the progression.: <br> 1. Use materials to add and subtract within 20. <br> 2. Use visuals to add and subtract within 20. <br> 3. Screen/ flash visuals to add and subtract within 20. | Use materials to add and subtract within 100. <br> - subitize <br> - add <br> - subtract <br> - flash <br> - take away <br> - minus <br> - plus <br> - stickers <br> - bundles <br> - visualize <br> - covered <br> - screen | I am learning to use flashed visuals to add and subtract within 100. <br> I can... <br> - add and subtract using flashed or covered visual representations of numbers within 100. |


| 4. Mentally add and subtract within 20. <br> 5. Use materials to add and subtract within 50. <br> 6. Use visuals to add and subtract within 50. <br> 7. Screen/ flash visuals to add and subtract within 50. <br> 8. Mentally add and subtract within 50. <br> 9. Use materials to add and subtract within 50. <br> 10. Use visuals to add and subtract within 100. <br> 11. Screen/ flash visuals to add and subtract within 100. <br> 12. Mentally add and subtract within 100. |  |  |
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| KY.2.NBT. 6 Add up to four two-digit numbers using strategies based on place value and properties of operations. <br> Coherence KY.1.OA.2 $\rightarrow$ KY.2.NBT. 6 <br> Suggested Progression: <br> 1. add friendly numbers <br> 2. add 2 numbers, then 3 numbers, then 4 numbers | - digit <br> - strategies <br> - place value <br> - operation <br> - add <br> - friendly number | I am learning to use strategies I know to add up to four two-digit numbers. <br> I can... <br> - add two 2-digit numbers. <br> - add three 2-digit numbers. <br> - add friendly numbers. <br> - add four 2-digit numbers. |
| KY.2.NBT. 9 Explain why addition and subtraction strategies work, using place value and the properties of operations. <br> Coherence KY.1.OA.3 $\rightarrow$ KY.2.NBT. 9 <br> Suggested Progression: <br> 1. understand place value <br> 2. add and subtract using place value (scaffold with materials and models) <br> 3. students explain their strategies they use to solve the problem | - add <br> - subtract <br> - plus <br> - minus <br> - difference <br> - place <br> - value <br> - total | I am learning to explain how I solve addition and subtraction problems. <br> I can... <br> - solve problems using place value. <br> - explain how I solved the problem. <br> - explain why my strategies for adding and subtracting work. |


| KY.2.MD. 5 Use addition and subtraction within 100 to solve word problems involving lengths that are given in the same units by using drawings and equations with a symbol for the unknown number to represent the problem. Coherence KY.2.MD. $5 \rightarrow$ KY.3.MD. 2 |  | I am learning to represent and solve word problems involving length using drawings and equations. <br> I can... <br> - identify the unknown in a word problem involving length. <br> - apply addition and subtraction strategies within 100 to solve length word problems using drawings. <br> - apply addition and subtraction strategies within 100 to solve length word problems using an equation with a symbol for the unknown number. |
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| Supporting Standards: |  |  |
| KY.2.NBT. 3 Read and write numbers to 1000 using base-ten numerals, number names and expanded form. Coherence KY. $1 . \mathrm{NBT} .1 \rightarrow \mathrm{KY}$.2.NBT. 3 | Read, write and represent numbers within the range of 1-120. <br> - numeral <br> - standard form <br> - expanded form | I am learning to read and write numbers in many ways. <br> I can... <br> - I can read numbers up to 1,000. <br> - I can write numbers to 1,000 using numerals. <br> - I can read and write numbers in words to 1,000. <br> - I can read and write numbers within 1,000 in |


|  |  | expanded form. |
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| KY.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. Coherence KY.1.NBT. $13 \rightarrow$ KY.2.NBT. 4 | Compare two-digit numbers using appropriate symbols. <br> - compare <br> - symbols <br> - greater than <br> - less than <br> - equal <br> - comparison <br> - digit <br> - value | I am learning to compare three-digit numbers using symbols. <br> I can... <br> - identify the number of hundreds, tens and ones in a three-digit number. <br> - use place value to compare two three-digit numbers. <br> - represent the comparison of two three-digit numbers with symbols. |
| KY.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. <br> KY.1.NBT. 6 <br> Coherence KY.1.NBT. $5 \rightarrow$ KY.2.NBT. $8 \rightarrow 3 . \mathrm{NBT} .2$ | Mentally find 10 more or 10 less than a two-digit number without having to count. <br> - mentally <br> - add <br> - subtract | I am learning to mentally add and subtract within 1,000. <br> I can... <br> - I can add 10 or 100 to any number within 1,000 using materials. <br> - I can add 10 or 100 to any number within 1,000 using visuals. <br> - I can mentally add 10 or 100 to any number within 1,000. <br> - I can subtract 10 or 100 from any number within 1,000 using materials. <br> - I can subtract 10 or 100 from any number within 1,000 using visuals. |


|  |  | - I can mentally subtract 10 or 100 from any number within 1,000 . |
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| KY.2.MD. 6 Represent whole numbers as lengths from 0 on a number line with equally spaced points corresponding to the numbers $0,1,2 \ldots$ and represent whole-number sums and differences within 100 on a number line. <br> Coherence KY.2.MD.6 $\rightarrow$ KY.3.NF. 2 <br> Suggested Progression: <br> 1. 0-25 <br> 2. 0-50 <br> 3. 0-75 <br> 4. 0-100 <br> 5. bead strings <br> 6. quantity line <br> Number Line Jumps | - number line <br> - sum <br> - difference <br> - add <br> - subtract <br> - points <br> - equal <br> - space | I am learning to create and use a number line to represent addition and subtraction within 100. <br> I can... <br> - represent numbers 0-75 on a number line. <br> - represent numbers 0-100 on a number line. <br> - use a number line to solve addition problems. <br> - use a number line to solve subtraction problems. <br> - add and subtract using a number line. |
| KY.2.MD. 7 Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m. KY.2.NBT. 2 <br> Coherence KY.1.MD.3 $\rightarrow$ KY.2.MD. $7 \rightarrow$ KY.3.MD. 1 | Tell and write time in hours and half-hours using analog and digital clocks. <br> - analog <br> - digital | I am learning to tell and write time using various types of clocks. <br> I can... <br> - explain the difference between a.m and p.m. <br> - tell time on a digital clock to the nearest five minutes. <br> - tell on an analog clock to the nearest five minutes. <br> - I can write the time to the nearest five |


| KY.2.MD. 8 Solve word problems with adding and subtracting within 100, (not using dollars and cents simultaneously) using the \$ and $\$$ symbols appropriately (not including decimal notation). <br> KY.2.OA. 1 <br> Coherence KY.1.MD.3 $\rightarrow$ KY.2.MD. 8 <br> Goal by end of Unit: Add same value coins within 75 $\$$, increase the range throughout the year and make a combination of coins to represent a value. | Identify coin values and names. <br> - total value <br> - set | I am learning to solve addition and subtraction problems involving money. <br> I can... <br> - find the total value of a set of coins. <br> - add to solve word problems involving money. <br> - subtract to solve word problems involving money. |
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| KY.2.G.1 Recognize and draw shapes having specified attributes, such as a given number of angles or sides. Identify triangles, quadrilaterals, pentagons, hexagons and cubes (identify number of faces). <br> Coherence KY.1.G. $1 \rightarrow$ KY.2.G. $1 \rightarrow$ KY.3.G. 1 | Build and draw shapes based on defining and non-defining attributes. <br> - attribute <br> - angles <br> - sides <br> - vertex <br> - faces <br> - corner <br> - triangle <br> - quadrilateral <br> - pentagons <br> - hexagons <br> - cubes | I am learning to recognize and draw shapes based on their attributes. <br> I can... <br> - I can identify shapes based on their number of angles and sides. <br> - I can identify the number of faces of a cube. <br> - I can draw shapes based on their number of angles and sides. |
| *Disclaimer: Success Criteria is the evidence students must produce to demonstrate learning. These examples are not comprehensive. |  |  |
| Needed Manipulatives and Tools | Visuals |  |

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\begin{array}{|l|l|}\hline \text { number lines (student made or open/empty) } \\
\text { Ten-frame } \\
\text { Bundles and sticks (craft sticks and rubber bands or } \\
\text { hair bands) } \\
\text { Hundreds Charts } \\
\text { Bead racks/ bead strings } \\
\text { Math Journal } \\
\text { Progression Poster }\end{array}
$$ \quad \begin{array}{l}sticker images \\
shapes \\
coin cards \\
bead racks/ bead strings \\

number lines\end{array}\right]\)| Anchor Resources/Materials |
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| Investigations Unit 5 <br> Investigations Unit 2 <br> Math Flips (Doubles/Doubles +1) |
| Math Flips (Addition/Subtraction within 100) |
| Summative Assessment |

