

## PERFORMANCE STANDARDS FOR MATH: GRADE 2

### A. Mathematical Processes

**Content Standard:** Students in Wisconsin will draw on a broad body of mathematical knowledge and apply a variety of mathematical skills and strategies, including reasoning, oral and written communication and the use of appropriate technology, when solving mathematical, real-world\* and non-routine\* problems.

**Rationale:** In order to participate fully as a citizen and a worker in our contemporary world, a person should be mathematically powerful. Mathematical power is the ability to explore, to conjecture, to reason logically and to apply a wide repertoire of methods to solve problems. Because no one lives and works in isolation, it is also important to have the ability to communicate mathematical ideas clearly and effectively.

#### Performance Standard

A.4.1 Use reasoning abilities to:

- perceive patterns
- identify relationships
- formulate questions for further exploration
- justify strategies
- test reasonableness of results

A.4.5 Explain solutions to problems clearly and logically in oral and written work and support solutions with evidence.

#### 2<sup>nd</sup> Grade:

1. Create and extend patterns. \_\_\_\_\_
2. Use comparative vocabulary to express relationships of size, amount and position. \_\_\_\_\_
3. Use the problem solving process (understand, plan, solve, check). \_\_\_\_\_
4. Apply the following problem-solving strategies:
  - choose an operation \_\_\_\_\_
  - use manipulatives \_\_\_\_\_
  - make a chart/table \_\_\_\_\_
  - identify needed/extra information \_\_\_\_\_
  - draw a picture \_\_\_\_\_
  - guess and check \_\_\_\_\_
  - use a calculator \_\_\_\_\_
5. Justify strategies and solution through oral and written explanation. \_\_\_\_\_

#### Performance Standard

A.4.2 Communicate mathematical ideas in a variety of ways, including words, numbers symbols, pictures, charts, graphs, tables, diagrams and models\*.

**A. Mathematical Processes**

**2<sup>nd</sup> Grade:**

1. Communicate mathematical ideas in a variety of ways including: words, numbers, pictures, symbols, graphs and charts. \_\_\_\_\_

**Performance Standard**

A.4.3 Connect mathematical learning with other subjects, personal experiences, current events and personal interests.

- see relationships between various kinds of problems and actual events
- use mathematics as a way to understand other areas of the curriculum (e.g., measurement in science, map skills in social studies)

**2<sup>nd</sup> Grade:**

1. Connect mathematical learning with personal experiences, personal interests and other subjects. \_\_\_\_\_
2. Use mathematics as a way to understand other areas of the curriculum (e.g. measurement in science, map skills in social studies). \_\_\_\_\_

**Performance Standard**

A.4.4 Use appropriate mathematical vocabulary, symbols and notation with understanding based on prior conceptual work.

**2<sup>nd</sup> Grade:**

1. Use and apply appropriate mathematical vocabulary, numerals, notation (number sentences) and symbols. \_\_\_\_\_

**Vocabulary**

**2<sup>nd</sup> Grade:**

\_\_\_\_\_ graph                      \_\_\_\_\_ chart                      \_\_\_\_\_ justify  
\_\_\_\_\_ strategy                      \_\_\_\_\_ table

## B. Number Operations and Relationships

**Content Standard:** Students in Wisconsin will use numbers effectively for various purposes, such as counting, measuring, estimating and problem solving.

**Rationale:** People use numbers to quantify, describe and label things in the world around them. It is important to know the many uses of numbers and various ways of representing them. Number sense is a matter of necessity, not only in one's occupation but also in the conduct of daily life, such as shopping, cooking, planning a budget or analyzing information reported in the media. When computing, an educated person needs to know which operations (e.g., addition, multiplication), which procedures (e.g., mental techniques, algorithms\*), or which technological aids (e.g., calculator, spreadsheet) are appropriate.

### Performance Standard: Whole Numbers

B.4.1 Represent and explain whole numbers\*, decimals and fractions with:

- physical materials
- number lines and other pictorial models\*
- verbal descriptions
- place-value concepts and notation
- symbolic renaming (e.g.,  $43=40+3=30+13$ )

### 2<sup>nd</sup> Grade:

1. Use and interpret number lines and pictorial models. \_\_\_\_\_
2. Identify 1s, 10s, 100s place value. \_\_\_\_\_
3. Represent and explain whole numbers 0-1,000 with physical materials and verbal descriptions. \_\_\_\_\_
4. Symbolically rename numbers (5 hundreds + 2 tens + 3 ones = 523). \_\_\_\_\_
5. Read, write and order whole numbers to 1,000. \_\_\_\_\_
6. Analyze the use of numbers in real-life situations (newspaper articles, cereal box, catalogs.) \_\_\_\_\_

### Performance Standard: Decimals

B.4.1 Represent and explain whole numbers\*, decimals and fractions with:

- physical materials
- number lines and other pictorial models\*
- verbal descriptions
- place-value concepts and notation
- symbolic renaming (e.g.,  $43=40+3=30+13$ )

B.4.7 In problem-solving situations involving money, add and subtract decimals.

## B. Number Operations and Relationships

### 2<sup>nd</sup> Grade:

1. Represent decimals in dollar amounts with physical materials and in written form to \$2.00. \_\_\_\_\_
2. Calculate monetary decimals up to \$9.99 utilizing addition and subtraction. \_\_\_\_\_
3. Identify real-life examples with a monetary value less than \$10.00. \_\_\_\_\_

#### Performance Standard: Fractions

- B.4.1 Represent and explain fractions.
- B.4.3 Read, write and order simple fractions and commonly used decimals.
- B.4.4 Identify and represent equivalent fractions for halves, thirds, fourths, fifths, sixths, eighths, tenths, sixteenths.
- B.4.6 Add and subtract fractions with like denominators.

### 2<sup>nd</sup> Grade:

1. Compare and contrast equal and unequal parts. \_\_\_\_\_
2. Represent and identify fractions ( $\frac{1}{2}$ ,  $\frac{1}{3}$ ,  $\frac{1}{4}$ ,  $\frac{1}{6}$ ,  $\frac{1}{8}$ ,  $\frac{1}{10}$ ,  $\frac{1}{16}$ ). \_\_\_\_\_
3. Represent and explain fractional parts ( $\frac{1}{2}$ ,  $\frac{1}{4}$ ,  $\frac{1}{6}$ ,  $\frac{1}{8}$ ,  $\frac{1}{3}$ ). \_\_\_\_\_
4. Introduce equivalent fractions for  $\frac{1}{2}$  ( $\frac{2}{4}=\frac{1}{2}$ ,  $\frac{8}{16}=\frac{1}{2}$ ). \_\_\_\_\_
5. Compare and contrast fractions ( $\frac{1}{2}$ ,  $\frac{1}{4}$ ,  $\frac{1}{6}$ ,  $\frac{1}{8}$ ). \_\_\_\_\_
6. Manipulate real-life objects and patterns blocks to show fractional parts. \_\_\_\_\_
7. Apply fraction skills to solve real-life problems. \_\_\_\_\_

#### Performance Standard:

- B.4.5 In problem-solving situations involving whole numbers, select and efficiently use appropriate computational procedures such as:
- recalling the basic facts of addition, subtraction, multiplication and division
  - using mental math (e.g.,  $37+25$ ,  $40 \times 7$ )
  - estimation
  - selecting and applying algorithms\* for addition, subtraction, multiplication and division
  - using a calculator

### 2<sup>nd</sup> Grade:

1. Recall basic facts of addition and subtraction through 18. \_\_\_\_\_
2. Solve basic mental math problems. \_\_\_\_\_
3. Use a calculator for problem-solving situations. \_\_\_\_\_
4. Solve two- and three-step story problems. \_\_\_\_\_
5. Write a number sentence to show a solution. \_\_\_\_\_
6. Be introduced to the process of multiplication. \_\_\_\_\_
7. Solve two- and three-digit addition and subtraction problems; regrouping when necessary. \_\_\_\_\_

## B. Number Operations and Relationships

### Performance Standard:

B.4.2 Determine the number of things in a set by:

- grouping and counting (e.g., by threes, fives, hundreds)
- combining and arranging (e.g., all possible coin combinations amounting to thirty cents)
- estimation, including rounding

### 2<sup>nd</sup> Grade:

1. Determine the number of items in a set by counting and estimating. \_\_\_\_\_
2. Round to the nearest 10. \_\_\_\_\_
3. Apply estimation and rounding skills to solve real-life problems. \_\_\_\_\_
4. Count by 2s, 3s, 5s, 10s. \_\_\_\_\_
5. Combine and arrange coin combinations to \$1.00. \_\_\_\_\_
6. Employ the proper use of the decimal point, cent and dollar symbols. \_\_\_\_\_
7. Recognize and extend number patterns. \_\_\_\_\_
8. Demonstrate the appropriate use of ordinal numbers (first through thirty-first). \_\_\_\_\_

### Vocabulary

### 2<sup>nd</sup> Grade:

_____ whole number	_____ eighths	_____ divide
_____ ordinal numbers	_____ multiply	_____ hundreds
_____ addends	_____ multiplication	_____ tenths
_____ rounding up	_____ decimal	_____ place value
_____ rounding down	_____ sixteenths	

## C. Geometry

**Content Standard:** Students in Wisconsin will be able to use geometric concepts, relationships and procedures to interpret, represent and solve problems.

**Rationale:** Geometry and its study of shapes and relationships is an effort to understand the nature and beauty of the world. While the need to understand our environment is still with us, the rapid advance of technology has created another need: to understand ideas communicated visually through electronic media. For these reasons, educated people in the 21<sup>st</sup> century need a well-developed sense of spatial order to visualize and model real world\* problem situations.

### Performance Standard

C.4.1 Describe two- and three-dimensional figures (e.g., circles, polygons, trapezoids, prisms, spheres) by:

- naming them
- comparing, sorting and classifying them
- drawing and constructing physical models to specifications
- identifying their properties (e.g., number of sides or faces, two- or three-dimensionality, equal sides, number of right angles)
- predicting the results of combining or subdividing two-dimensional figures
- explaining how these figures are related to objects in the environment
- employing appropriate grade level technology

### 2<sup>nd</sup> Grade:

1. Identify and differentiate two- and three-dimensional figures (circle, square, triangle, rectangle, trapezoid, hexagon, diamond, cone, pyramid, cube, sphere and prism.) \_\_\_\_\_
2. Compare, sort and classify two- and three-dimensional figures. \_\_\_\_\_
3. Identify the properties of two- and three-dimensional figures. \_\_\_\_\_
4. Predict the result of combining or subdividing two-dimensional figures. \_\_\_\_\_
5. Analyze how shapes are related to objects in the environment. \_\_\_\_\_

### Performance Standard:

C.4.2 Use physical materials and motion geometry (such as slides, flips and turns) to identify properties and relationships, including but not limited to:

- symmetry\*
- congruence\*
- similarity\*

### 2<sup>nd</sup> Grade:

1. Identify and draw similar and congruent shapes, figures and segments. \_\_\_\_\_
2. Determine if lines of symmetry exist in basic shapes and figures. \_\_\_\_\_
3. Demonstrate properties and relationships using motion geometry (slides, flips and turns). \_\_\_\_\_
5. Apply knowledge of geometric properties and relations to solve problems. \_\_\_\_\_

## C. Geometry

### Performance Standard:

C.4.3 Identify and use relationships among figures, including, but not limited to:

- location (e.g., between, adjacent to, interior of)
- position (e.g., parallel, perpendicular)
- intersection (of two-dimensional figures)

### 2<sup>nd</sup> Grade:

1. Locate and identify relationships among figures (e.g., adjacent to, between, interior of, exterior of, parallel). \_\_\_\_\_
2. Describe the outcome when two-dimensional figures intersect. \_\_\_\_\_
3. Apply appropriate vocabulary in real-life situations. \_\_\_\_\_

### Performance Standard:

C.4.4 \* Use simple two-dimensional coordinate systems to find locations on maps and to represent points and simple figures.

- Employ technology to place and locate points on a two-dimensional grid where grade appropriate.

### 2<sup>nd</sup> Grade:

1. State the coordinates of locations or objects on simple maps and grids. \_\_\_\_\_
2. Apply knowledge of coordinate systems to read maps and solve real-life problems. \_\_\_\_\_

### Vocabulary

### 2<sup>nd</sup> Grade:

\_\_\_\_\_ plane shapes  
\_\_\_\_\_ closed figure  
\_\_\_\_\_ prism  
\_\_\_\_\_ rhombus

\_\_\_\_\_ symmetrical  
\_\_\_\_\_ solid shapes  
\_\_\_\_\_ pyramids  
\_\_\_\_\_ intersect

\_\_\_\_\_ open figure  
\_\_\_\_\_ parallel lines  
\_\_\_\_\_ hexagon

## D. Measurement

**Content Standard:** Students in Wisconsin will select and use appropriate tools (including technology) and techniques to measure things to a specified degree of accuracy. They will use measurements in problem-solving situations.

**Rationale:** Measurement is the foundation upon which much technological, scientific, economic and social inquiry rests. Before things can be analyzed and subjected to scientific investigation, or mathematical modeling\*, they must first be quantified by appropriate measurement principles. Measurable attributes\* include such diverse concepts as voting preferences, consumer price indices, speed and acceleration, length, monetary value, duration of an Olympic race, or probability of contracting a fatal disease.

### Performance Standard

D.4.1 Recognize and describe measurable attributes\*, such as length, liquid capacity, time, weight (mass), temperature, volume, monetary value and angle size, and identify the appropriate units to measure them.

### 2<sup>nd</sup> Grade:

1. Develop language skills to compare and contrast liquid capacity, weight, temperature, time, length and monetary values (more, less, greater, bigger, smaller, long, short, warm, cool). \_\_\_\_\_
2. Predict solutions and solve classroom problems using length, time, weight, monetary value, temperature and liquid capacity. \_\_\_\_\_

### Performance Standard

D.4.2 Demonstrate understanding of basic facts, principles and techniques of measurement, including:

- appropriate use of arbitrary\* and standard units (metric and US customary)
- appropriate use and conversion of units within a system (such as yards, feet and inches; kilograms and grams; gallons, quarts, pints and cups)
- judging the reasonableness of an obtained measurement as it relates to prior experience and familiar benchmarks
- employment of appropriate grade level technology

### 2<sup>nd</sup> Grade:

1. Use standard and non-standard units to compare, contrast, and estimate lengths, weights and capacity. \_\_\_\_\_
2. Apply logical reasoning to solve length, weight and capacity problems. \_\_\_\_\_

## D. Measurement

### Performance Standard

D.4.3 Read and interpret measuring instruments (e.g., rulers, clocks, thermometers).

D.4.4 Determine measurements directly\* by using standard tools to these suggested degrees of accuracy

- length to the nearest half-inch or nearest centimeter
- weight (mass) to the nearest ounce or nearest 5 grams
- temperature to the nearest 5 degrees
- time to the nearest minute
- monetary value to dollars and cents
- liquid capacity to the nearest fluid ounce

### 2<sup>nd</sup> Grade:

1. Identify and explain the use of measurement tools including ruler, scale, thermometer, clock, calendar, coins, cup, liter and gallon container. \_\_\_\_\_
2. Determine measurements to the following degrees of accuracy:
  - length to the nearest half-inch and centimeter \_\_\_\_\_
  - weight to the nearest pound and kilogram \_\_\_\_\_
  - temperature to the nearest 2 degrees \_\_\_\_\_
  - time to the nearest 5 minutes \_\_\_\_\_
  - monetary value to \$1.00 \_\_\_\_\_
  - liquid capacity to the nearest cup, liter and gallon \_\_\_\_\_
3. Name and order the days of the weeks and months of the year. \_\_\_\_\_
4. Apply measurement skills to real-life problems. \_\_\_\_\_

### Performance Standard

D.4.5 Determine measurements by using basic relationships (such as perimeter and area) and approximate measurements by using estimation techniques.

### 2<sup>nd</sup> Grade:

1. Predict which activities are more than one minute, about one minute and less than one minute. \_\_\_\_\_
2. Estimate, measure, compare, and contrast:
  - weights and liquid capacities \_\_\_\_\_
  - capacity of containers to cups and liters \_\_\_\_\_
  - lengths to the nearest inch, foot, centimeter, and meter \_\_\_\_\_
  - perimeter of a shape to the nearest inch \_\_\_\_\_
  - area of shapes in square units \_\_\_\_\_
3. Apply estimation skills to solving real life problems. \_\_\_\_\_

## D. Measurement

<b>Vocabulary</b>
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### 2<sup>nd</sup> Grade:

_____ meter	_____ half dollar	_____ Celsius	_____ foot
_____ pint	_____ change	_____ Fahrenheit	_____ decimal
_____ cups	_____ half-hour	_____ quarts	_____ half past
_____ perimeter	_____ square unit	_____ clockwise	_____ area
_____ counter clockwise		_____ minutes after	_____ minutes before

## E. Statistics and Probability

**Content Standard:** Students in Wisconsin will use data collection and analysis, statistics and probability in problem solving situations, employing technology where appropriate.

**Rationale:** Dramatic advances in technology have launched the world into the Information Age, when data are used to describe past events or predict future events. Whether in the business place or in the home, as producers or consumers of information, citizens need to be well versed in the concepts and procedures of data analysis in order to make informed decisions.

### Performance Standard

E.4.1. Work with data in the context of real-world situations by:

- formulating questions that lead to data collection and analysis
- determining what data to collect and when and how to collect them
- collecting, organizing and displaying data
- drawing reasonable conclusions based on data

### 2<sup>nd</sup> Grade:

1. Collect, organize and record real-world data. \_\_\_\_\_
2. Conduct a survey and display results. \_\_\_\_\_
3. Conduct an experiment and display results. \_\_\_\_\_

### Performance Standard

E.4.2 Describe a set of a data using

- high and low values and range\*
- most frequent value (mode\*)
- middle value of a set of ordered data (median\*)

### 2<sup>nd</sup> Grade:

1. Describe orally and in a graphic a set of data using:
  - most frequent value
  - high and low values

### Performance Standard

E.4.3 In problem-solving situations, read, extract and use information presented in graphs, tables or charts.

## E. Statistics and Probability

### 2<sup>nd</sup> Grade:

1. Identify, explain and analyze information in problem-solving situations using:
  - bar graphs
  - pictographs
  - tables
  - charts

#### Performance Standard

E.4.4 Determine if future events are more, less or equally likely, impossible or certain to occur.

### 2<sup>nd</sup> Grade:

1. Experience the likelihood of future events by
  - observation of activities \_\_\_\_\_
  - using manipulatives \_\_\_\_\_

#### Performance Standard

E.4.5 Predict outcomes of future events and test predictions using data from a variety of sources.

### 2<sup>nd</sup> Grade:

1. Predict simple outcomes using a variety of sources. \_\_\_\_\_
2. Test predictions of simple outcomes. \_\_\_\_\_

#### Vocabulary

\_\_\_\_\_ results

\_\_\_\_\_ experiment

## F. Algebraic Relationships

**Content Standard:** Students in Wisconsin will discover, describe and generalize simple and complex patterns and relationships. In the context of real-world problem situations, the student will use algebraic techniques to define and describe the problem to determine and justify appropriate solutions.

**Rationale:** Algebra is the language of mathematics. Much of the observable world can be characterized as having patterned regularity where a change in one quantity results in changes in other quantities. Through algebra and the use of variables\* and functions\*, mathematical models\* can be built which are essential to personal, scientific, economic, social, medical, artistic and civic fields of inquiry.

### Performance Standard

- F.4.1 Use letters, boxes or other symbols to stand for any number, measured quantity or object in simple situations (e.g.,  $N+0=N$  is true for any number).
- F.4.2 Use the vocabulary, symbols and notation of algebra accurately (e.g., correct use of the symbol “=”); effective use of the associative property of multiplication.
- F.4.6 Recognize and use generalized properties and relationships of arithmetic (e.g., commutativity\*, addition, inverse relationships of multiplication and division).

### 2<sup>nd</sup> Grade:

1. Use vocabulary, symbols and notation of algebra correctly (+, -, =, <, >). \_\_\_\_\_
2. Read, write and solve number sentences. \_\_\_\_\_
3. Recognize and use basic properties of arithmetic:
  - Order. \_\_\_\_\_
  - Zero property for +/- . \_\_\_\_\_
  - Associative property for + [ $5+(3+2)$  or  $(5+3)+2$ ]. \_\_\_\_\_
4. Provide the missing number in an addition or subtraction sentence (e.g.,  $6+_=8$ ). \_\_\_\_\_
5. Show the relationship between +/- functions by completing “fact family” equations. \_\_\_\_\_

### Performance Standard

- F.4.3 Work with simple linear patterns and relationships in a variety of ways, including:
- recognizing and extending number patterns
  - describing them verbally
  - representing them with pictures, tables, charts, graphs
  - recognizing that different models\* can represent the same pattern or relationship
  - using them to describe real-world phenomena
  - employment of appropriate grade level technology

## F. Algebraic Relationships

### 2<sup>nd</sup> Grade:

1. Represent a pattern in multiple ways (objects, shapes, colors). \_\_\_\_\_
2. Recognize and extend a basic number pattern. \_\_\_\_\_
3. Verbally describe a pattern. \_\_\_\_\_
4. Make and interpret pictures, pictographs, bar graphs, tables and charts and note patterns/relationships of the data. \_\_\_\_\_
5. Compare the same set of data shown on different models (pictures, graphs, charts). \_\_\_\_\_
6. Formulate questions based on real-life problems and generate solutions utilizing appropriate means (equations, tables, graphs). \_\_\_\_\_

#### Performance Standard

F.4.4 Recognize variability in simple functional\* relationships by describing how a change in one quantity can produce a change in another (e.g., number of bicycles and the total number of wheels).

### 2<sup>nd</sup> Grade:

1. Use pictographs where picture represents more than one. \_\_\_\_\_
2. Determine the rule for addition and subtraction tables. \_\_\_\_\_
3. Understand number patterns – counting by 2, 3, 4, 5, 6 etc. and relating that to items that come in groups of that size (ex. number of eyes, sides on a triangle, wheels on a cart, etc.). \_\_\_\_\_
4. Predict and explain how a change in one variable impacts the final count. \_\_\_\_\_

#### Performance Standard

F.4.5 Use simple equations and inequalities in a variety of ways, including:

- using them to represent problem situations
- solving them by different methods (e.g., use of manipulatives, guess and check strategies, recall number facts).
- recording and describing solution strategies

### 2<sup>nd</sup> Grade:

1. Use simple equations to represent solutions to addition and subtraction story problems including multi-step problems. \_\_\_\_\_
2. Use manipulatives to act out problem situations. \_\_\_\_\_
3. Understand how to set up simple problems to find an answer in story problems. \_\_\_\_\_
4. Understand and recognize key words like “in all,” “left,” and “difference” in order to apply appropriate algebraic operation. \_\_\_\_\_
5. Explain strategies used to solve a problem.

## F. Algebraic Relationships

<b>Vocabulary</b>
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**2<sup>nd</sup> Grade:**

\_\_\_\_\_ pictograph  
\_\_\_\_\_ strategy  
\_\_\_\_\_ associative property

\_\_\_\_\_ bar graph  
\_\_\_\_\_ zero property

\_\_\_\_\_ rule  
\_\_\_\_\_ order