Carderock Springs Elementary School
Math - Grade 2

Student Name: _____   Teacher:

School Year:

Recording Codes:

4 = Complete understanding – Students have been taught the material and have consistently demonstrated thorough understanding and application.

3 = General understanding – Students have been taught the material and have usually demonstrated understanding and application.

2 = Developing understanding – Students have been taught the material and show some understanding but are not yet able to consistently apply these skills.

1 = Minimal understanding – Students have been exposed to the material but there is minimal understanding.

NI = There has not been enough information gathered to report progress.

NA = Not applicable at this time.

Math Grade 2 Unit 1	Q1	Q2	Q3	Q4
• Reads, writes, and models whole numbers less than 1,000 and describes numbers as odd or even.				
• Compares whole numbers less than 1,000 and identifies ten more than and ten less than a number.				
• Extends, creates, and identifies a rule for increasing numerical patterns.				
• Collects, organizes, and displays data in more than one way and interprets tallies, bar graphs, and pictographs.				
Math Grade 2 Unit 1 Acceleration				
• Represents three- and four-digit numbers in a variety of ways.				
• Identifies, describes, and extends a variety of non-numeric and numeric patterns.				
• Gathers, organizes, and displays data using appropriate scales.				
• Interprets and compares data from tables, pictographs, and bar graphs.				
Math Grade 2 Unit 2				
• Describes and identifies characteristics of plane and solid figures.				
• Identifies and models symmetry and congruence with concrete materials and drawings.				
Math Grade 2 Unit 2 Acceleration				
• Identifies, describes, and classifies two- and three-dimensional shapes.				
• Identifies angles and describes how they compare to right angles.				
• Draws geometric figures using tools.				
• Recognizes three-dimensional objects from different perspectives.				
• Identifies and describes symmetry and congruence of geometric figures.				
• Describes and represents slides, flips, and turns using pictures and objects.				
Math Grade 2 Unit 3				
• Adds and subtracts two- and three-digit numbers using a variety of strategies.				
• Solves problems involving addition and subtraction using models and number sentences.				
Math Grade 2 Unit 3 Acceleration				
• Estimates sums and differences of numbers less than 1,000.				
• Subtracts two- and three-digit numbers with regrouping.				

Math Grade 2 Unit 4	Q1	Q2	Q3	Q4
• Models and writes numerals for fractional parts of regions and sets.				
• Identifies and describes measurable attributes including area, capacity, and temperature.				
• Estimates/measures length, weight, temperature, time, capacity; solves problems using measurement.				
Math Grade 2 Unit 4 Acceleration				
• Identifies equivalent fractions using models and pictures.				
• Locates whole numbers and fractions with denominators of 2, 3, and 4 on a number line.				
• Locates points on a grid.				
• Estimates and/or measures length to solve problems.				
• Estimates and counts to find the area and perimeter of figures.				
• Estimates and determines elapsed time using clocks and calendars.				
• Chooses appropriate measurement units and tools.				
• Solves problems involving length, volume, weight, capacity, temperature, or time.				
Math Grade 2 Unit 5				
• Demonstrates mastery of basic addition and subtraction facts for sums through 18.				
• Solves problems involving money through $10.00.				
• Estimates to check the reasonableness of computation results.				
• Solves problems involving multiplication and division using models and number sentences.				
Math Grade 2 Unit 5 Acceleration				
• Solves multiplication and division problems using a variety of strategies.				
• Solves problems using number properties.				
• Multiplies and divides multi-digit numbers by one-digit numbers.				
• Demonstrates mastery of multiplication facts for 0, 1, 2, 5, and 10.				
• Solves problems involving money through $100.00.				
• Solves problems involving numeric equations or inequalities.				
• Lists possible outcomes for an event and describes the likelihood of an event.				