

# Minnesota 2<sup>nd</sup> Grade MCAIII Mathematics Teacher Reflection Form

Have your students mastered these benchmarks?

## Number and Operations

Vocabulary

Exceeds

Standard

Meets

Standard

Partially

Meets

Does Not

Meet

Before	Unit	#	Benchmark	After
		2.1.1.1	Read, write and represent numbers up to 1000. Representations may include numerals, addition, subtraction, multiplication, words, pictures, tally marks, number lines and manipulatives, such as bundles of sticks and base 10 blocks.	
		2.1.1.2	Use place value to describe whole numbers between 10 and 1000 in terms of hundreds, tens and ones. Know that 100 is 10 tens, and 1000 is 10 hundreds.	
		2.1.1.3	Find 10 more or 10 less than a given three-digit number. Find 100 more or 100 less than a given three-digit number.	
		2.1.1.4	Rounds numbers up to the nearest 10 and 100, and round numbers down to the nearest 10 and 100.	
		2.1.1.5	Compare and order whole numbers up to 1000.	
		2.1.2.1	Use strategies to generate addition and subtraction facts including making tens, fact families, doubles plus or minus one, counting on, counting back, and the commutative and associative properties. Use the relationship between addition and subtraction to generate basic facts.	
		2.1.2.2	Demonstrate fluency with basic addition facts and related subtraction facts.	
		2.1.2.3	Estimate sums and differences up to 100.	
		2.1. 2.4	Use mental strategies and algorithms based on knowledge of place value and equality to add and subtract two- digit numbers. Strategies may include decomposition, expanded notation, and partial sums differences.	
		2.1.2.5	Solve real-world and mathematical addition and subtraction problems involving whole numbers with up to 2 digits.	
		2.1.2.6	Use addition and subtraction to create and obtain information from tables, bar graphs and tally charts.	

## Algebra

Vocabulary

Exceeds

Standard

Meets

Standard

Partially

Meets

Does Not

Meet

Before	Unit	#	Benchmark	After
		2.2.1.1	Identify, create and describe simple number patterns involving repeated addition or subtraction, skip counting and arrays of objects such as counters or tiles. Use patterns to solve problems in various contexts.	
		2.2.2.1	Understand how to interpret number sentences involving addition, subtraction and unknowns represented by letters. Use objects and number lines and create real-world situations to represent numbers sentences.	

		2.2.2.2	Use number sentences involving addition, subtraction, and unknowns to represent given problem situations. Use number sense and properties of addition and subtraction to find values for the unknowns that make the number sentence true.	
--	--	---------	---	--

## Geometry and Measurement

### Vocabulary

Exceeds Standard

Meets Standard

Partially Meets

Does Not Meet

Before	Unit	#	Benchmark	After
		2.3.1.1	Describe, compare, and classify two- and three-dimensional figures according to number and shape of faces, and the number of sides, edges and vertices (corners).	
		2.3.1.2	Identify and name basic two- and three-dimensional shapes, such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, rectangular prisms, cones, cylinders and spheres.	
		2.3.2.1	Understand the relationship between the size of the unit of measurement and the number of units needed to measure the length of an object.	
		2.3.2.2	Demonstrate an understanding of the relationship between length and the numbers on a ruler by using a ruler to measure lengths to the nearest centimeter.	
		2.3.3.1	Tell time to the quarter-hour and distinguish between a.m. and p.m.	
		2.3.3.2	Identify pennies, nickels, dimes and quarters. Find the value of a group of coins and determine combinations of coins that equal a given amount.	

### Benchmarks that will be taught by the mid-January OLPA

Unit 1 –

Unit 2 –

Unit 3 –

Unit 4 – (taught in January)

2.1.1.1 - Read, write and represent **whole numbers** up to 1000.

2.1.1.2 - Use **place value** to describe whole numbers between 10 and 1000 in terms of **hundreds, tens and ones**.

2.1.1.3 - Find **10 more** or **10 less** than a given three-digit number. Find 100 more or 100 less than a given three-digit number.

\_\_\_ 2.1.1.4 - **Round numbers up** to the nearest 10 and 100 and **round numbers down** to the nearest 10 and 100.

\_\_\_ 2.1.1.5 - **Compare** and **order** whole numbers up to 1000.

\_\_\_ 2.1.2.1 - Use strategies to generate addition and subtraction facts including making tens, **fact families, doubles** plus or minus one, **counting on, counting back**, and the

**commutative** and **associative** properties.

\_\_\_ 2.1.2.2 - Demonstrate fluency with basic addition facts and related subtraction facts.

\_\_\_ 2.1.2.3 - **Estimate** the sums and differences up to 100.

\_\_\_ 2.1.2.4 - Use mental strategies and algorithms based on knowledge of place value and equality to add and subtract two-digit numbers. Strategies may include decomposition, **expanded notation**, and partial sums and differences.

\_\_\_ 2.1.2.5 - Solve real-world and mathematical addition and subtraction problems involving whole numbers with up to 2 digits.

\_\_\_ 2.1.2.6 - Use addition and subtraction to create and obtain information from tables, **bar graphs** and **tally charts**.

## **Algebra**

\_\_\_ 2.2.1.1 - Identify, create and describe simple number **patterns** involving repeated addition or subtraction, **skip counting** and **arrays** of objects such as counters or tiles.

\_\_\_ 2.2.2.1 - Understand how to interpret **number sentences** involving addition, subtraction and unknowns represented by letters.

\_\_\_ 2.2.2.2 - Use **number sentences** involving addition, subtraction, and unknowns to represent given problem situations.

## **Geometry & Measurement**

\_\_\_ 2.3.1.1 - Describe, **compare**, and classify two- and three-dimensional figures according to number and shape of **faces**, and the number of **sides**, **edges** and **vertices** (corners).

\_\_\_ 2.3.1.2 - Identify and name basic two- and three-dimensional shapes, such as **squares**, **circles**, **triangles**, **rectangles**, **trapezoids**, **hexagons**, **cubes**, **rectangular prisms**, **cones**, **cylinders** and **spheres**.

\_\_\_ 2.3.2.1 - Understand the relationship between the size of the unit of measurement and the number of units needed to measure the **length** of an object.

\_\_\_ 2.3.2.2 - Demonstrate an understanding of the relationship between **length** and the numbers on a **ruler** by using a ruler to measure lengths to the nearest **centimeter** or **inch**.

\_\_\_ 2.3.3.1 - Tell **time** to the **quarter-hour** and distinguish between a.m. and p.m.

\_\_\_ 2.3.3.2 - Identify **pennies, nickels, dimes** and **quarters**. Find the value of a group of coins  
And determine combinations of coins that equal a given amount.