

## ES Grade 2 Math Standards and Benchmarks

### **Standard 1: Use a variety of strategies in the problem-solving process**

#### **Benchmarks:**

- 1.1. Use pictures to represent problems
- 1.2. Use discussions with teachers and other students to understand problems
- 1.3. Justify how they went about solving a numerical problem
- 1.4. Organize information necessary for solving a problem
- 1.5. Use whole number models to represent problems

### **Standard 2: Understand and apply basic and advanced properties of the concepts of numbers**

#### **Benchmarks:**

- 2.1. Understand that numerals are symbols used to represent quantities or attributes of real-world objects
- 2.2. Count whole numbers (i.e., both cardinal and ordinal numbers)
- 2.3. Understand symbolic, concrete, and pictorial representations of numbers
- 2.4. Understand basic whole number relationships
- 2.5. Understand the concept of a unit and its subdivision into equal parts

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### **Standard 3: Use basic and advanced procedures while performing the processes of computation Benchmarks:**

- 3.1. Add and subtract whole numbers
- 3.2. Solve real world problems involving addition and subtraction of whole numbers
- 3.3. Understand basic estimation strategies
- 3.4. Understand the inverse relationship between addition and subtraction

### **Standard 4: Understand and apply basic and advanced properties of the concepts of measurement Benchmarks:**

- 4.1. Understand the basic measures length, width, height, weight, and temperature
- 4.2. Understand the concept of time and how it is measured
- 4.3. Know processes for telling time, counting money, and measuring length, weight, and temperature using basic standard and non-standard units
- 4.4. Make quantitative estimates of familiar linear dimensions, weights, and time intervals and checks them against measurements

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### **Standard 5: Understand and apply basic and advanced properties of the concepts of geometry**

#### **Benchmarks:**

- 5.1. Understand basic properties of and similarities and differences between simple geometric shapes
- 5.2. Understand the common language and basic concepts of spatial sense
- 5.3. Understand that geometric shapes are useful for representing and describing real world situations
- 5.4. Understand that patterns can be made by putting different shapes together or taking them apart
- 5.5. Know age-appropriate geometric language for describing and naming shapes
- 5.6. Understand basic concepts of symmetry in shapes

### **Standard 6: Understand and apply basic and advanced concepts of statistics and data analysis**

#### **Benchmarks:**

- 6.1. Understand that observations about objects or events can be organized and displayed in simple graphs
- 6.2. Understand that one can find out about a group of things by studying just a few of them
- 6.3. Organize data in a variety of ways
- 6.4. Understand simple displays of data
- 6.5. Understand basic concepts of data collection and analysis

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### **Standard 7: Understand and apply basic and advanced concepts of probability**

- 7.1. Understand that some events are more likely to happen than others
- 7.2. Understand that some events can be predicted fairly well but others cannot because we do not always know everything that may affect an event

### **Standard 8: Understand and apply basic and advanced properties of functions and algebra**

- 8.1. Recognize regularities in a variety of contexts
- 8.2. Extend simple patterns