

**IKM-Manning Curriculum**  
**Mathematics Standards / Benchmarks / Indicators**  
**May 2008**

**Standards:**

The students will demonstrate understanding of number and operations

The students will demonstrate understanding of algebra

The students will demonstrate understanding of geometry and measurement

The students will demonstrate understanding of data analysis and probability

**Course Benchmarks:**

- 2.1.1 Understand and apply basic and advanced properties of the concepts of numbers  
(H, L, V, C, G, T)
- 2.1.2 Understand addition and subtraction to compute (H, G, L, C, T, V)
- 2.1.3 Apply appropriate computational techniques in a problem solving situation  
(H, L, C, V, MCGF)
- 2.2.1 Demonstrate the ability to create, extend and explain a simple pattern (H, L, C)
- 2.2.2 Use number sentences to solve problems (H, L, C)
- 2.3.1 Understand 2 and 3 dimensional shapes (H, L, C, V)
- 2.3.2 Estimate and measure using standard units (H, L, C, V)
- 2.4.1 Demonstrate the ability to collect, organize and interpret data for visual display  
(H, L, V, C, T)

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

**2.1 Numbers and Operations**

*2.1.1 Understand and apply basic and advanced properties of the concepts of numbers (H, L, V, C, G, T)*

- 2.1.1.A Demonstrate place value of 1's, 10's, and 100's
  - 2.1.1.B Compare numbers using the symbols  $<$ ,  $>$ ,  $=$
  - 2.1.1.C Recognize, count and write numbers to 1,000
  - 2.1.1.D Choose fractional names to represent fractional parts ( $1/4$ ,  $1/3$ ,  $1/2$ )
  - 2.1.1.E Recognize odd and even numbers
  - 2.1.1.F Identify and use ordinal numbers first through twentieth
  - 2.1.1.G Identify the number that is before, after, or between given numbers
  - 2.1.1.H Estimate numbers to the nearest ten
- 2.1.2 Understand addition and subtraction to compute (H, G, L, C, T, V)*
- 2.1.2.A Know addition and subtraction facts to twenty
  - 2.1.2.B Add three single-digit numbers
  - 2.1.2.C Add and subtract any two-digit number (with or without regrouping/trading)
- 2.1.3 Apply appropriate computational techniques in a problem-solving situation (H, L, C, V, MCGF)*
- 2.1.3.A Solve real world problems using various strategies
  - 2.1.3.B Use addition or subtraction based on key vocabulary terms to solve word problems

## **2.2 Algebra**

*2.2.1 Demonstrate the ability to create, extend and explain a simple pattern (H, L, C)*

2.1.1.A Continue a pattern using objects or numbers

2.1.1.B Skip count by 2s, 5s, 10s

*2.2.2 Use number sentences to solve problems (H, L, C)*

2.2.2.A Understand and write addition and subtraction fact families

2.2.2.B Represent or model the basic equation with a missing element

## **2.3 Geometry and Measurement**

*2.3.1 Understand 2 and 3 dimensional shapes (H, L, C, V)*

2.3.1.A Recognize pyramids, cylinders, cones, spheres, rectangular prisms, and cubes

2.3.1.B Identify lines of symmetry in the world around them

2.3.1.C Recognize congruent shapes

*2.3.2 Estimate and measure using standard units (H, L, C, V)*

2.3.2.A Tell time to five-minute interval

2.3.2.B Identify quarter and half dollar coins

2.3.2.C Count the value of a collection of coins to \$1.00

2.3.2.D Write money amounts using cent and dollar sign

2.3.2.E Measure using inch and centimeter rulers

2.3.2.F Recognize and apply days, months, weeks and year

## **2.4 Data Analysis and Probability**

*2.4.1 Demonstrate the ability to collect, organize and interpret data for visual display (H, L, V, C, T)*

2.4.1.A Interpret and/or make observations about a graph

2.4.1.B Understand that some events are more likely to happen than others

\*Coding for Infusion Topics covered in curriculum:

Higher Order Thinking Skills (H), Vocational/Career Education (V), Global Education (G), Multi-Cultural/Gender Fair (MCGF), Learning Skills (L), Communication Skills (C), Technology (T)