

Westfield Public School District

Grade 2 Math Benchmarks

<u>N</u>eeds Support	<u>P</u>rogressing Toward Standard	<u>A</u>chieves Standard	<u>E</u>xceeds Standard
Not yet grasping or applying key concepts and skills, and requires constant teacher support...	Beginning to grasp key concepts and skills and progressing toward stated benchmarks...	Consistently grasps and applies concepts and skills while meeting stated benchmarks...	Consistently extends key concepts and skills and works beyond stated benchmarks...

Benchmarks for Operations and Algebraic Thinking		
Solves problems involving addition and subtraction		
Trimester #1	Trimester #2	Trimester #3
<input type="checkbox"/> Use addition and subtraction within 50 to solve one-step word problems	<input type="checkbox"/> Use addition and subtraction within 50 to solve one-step and two-step word problems	<input type="checkbox"/> Use addition and subtraction within 100 to solve one-step and two-step word problems
Adds and subtracts within 20		
Trimester #1	Trimester #2	Trimester #3
<input type="checkbox"/> Fluently adds and subtracts within 10 using mental strategies	<input type="checkbox"/> Fluently adds and subtracts within 20 using mental strategies	<input type="checkbox"/> Know from memory all sums of two one-digit numbers <input type="checkbox"/> Fluently adds and subtracts within 20 using mental strategies
Developing foundations for multiplication		
Trimester #1	Trimester #2	Trimester #3
<input type="checkbox"/> Determine whether a group of objects (up to 20) has an even or odd number of members <input type="checkbox"/> Write an equation to express an even number as a sum of two equal addends	<input type="checkbox"/> Determine whether a group of objects (up to 20) has an even or odd number of members <input type="checkbox"/> Write an equation to express an even number as a sum of two equal addends	<input type="checkbox"/> Use addition to find the total number of objects arranged in rectangular arrays <input type="checkbox"/> Write an equation to express the total as a sum of equal addends

Benchmarks for Operations and Place Value

Understands place value

Trimester #1	Trimester #2	Trimester #3
<input type="checkbox"/> Count within 100 and skip-counts by 5s and 10s	<input type="checkbox"/> Understand the three digits of a three-digit number represent amounts of hundreds, tens and ones <input type="checkbox"/> Understands bundles of 10s to make 100 <input type="checkbox"/> Read and write numbers to 500 using base-ten numerals, number names and expanded form <input type="checkbox"/> Compare two three-digit numbers using $<$, $>$, and $=$ symbols	<input type="checkbox"/> Fluently reads and writes numbers to 1000 using base-ten numerals, number names and expanded form <input type="checkbox"/> Fluently compares two three-digit numbers using $<$, $>$, and $=$ symbols

Applies place value to add and subtract in Base 10

Trimester #1	Trimester #2	Trimester #3
<input type="checkbox"/> Add and subtract within 20 by manipulating tens and using like units involving situations of adding to and putting together	<input type="checkbox"/> Fluently add and subtract within 100 using strategies based on place value, properties of operations or the relationship between addition and subtraction <input type="checkbox"/> Mentally add or subtract 10 or 100 from a given number 100-900	<input type="checkbox"/> Add up to four two-digit numbers using strategies based on place value or properties of operations <input type="checkbox"/> Understand that in adding or subtracting three-digit numbers, one adds or subtracts based on place value and sometimes it is necessary to compose or decompose tens or hundreds <input type="checkbox"/> Explain why addition and subtraction strategies work

Benchmarks for Measurement and Data

Measures lengths in standard units

Trimester #1	Trimester #2	Trimester #3
This skill is taught in subsequent trimesters	<input type="checkbox"/> Measure the length of an object by selecting and using tools such as rulers, yardsticks, meter sticks, and measuring tapes <input type="checkbox"/> Measure the length of an object twice, using different units and describe how the two measurements relate to the size of the chosen unit	<input type="checkbox"/> Estimate lengths using units of inches, feet, centimeters, and meters <input type="checkbox"/> Measure to determine how much longer one object is than another, express the length difference in terms of a standard length unit

Relates addition and subtraction to length		
Trimester #1	Trimester #2	Trimester #3
<input type="checkbox"/> Represent whole numbers as lengths from 0 on a number line with appropriate spacing	<input type="checkbox"/> Represent whole number sums and differences within 100 on a number line diagram	<input type="checkbox"/> Use addition and subtraction within 100 to solve word problems involving lengths that are given in the same units
Tells and writes time		
Trimester #1	Trimester #2	Trimester #3
This skill is taught in subsequent trimesters	<input type="checkbox"/> Tell and write time from analog and digital clocks to the nearest five minutes using am and pm	<input type="checkbox"/> Fluently tells and writes time from analog and digital clocks to the nearest five minutes using am and pm
Works with money		
Trimester #1	Trimester #2	Trimester #3
<input type="checkbox"/> Recognizes the value of coins and finds the total value of a group of coins <input type="checkbox"/> Exchanges appropriate coins to make \$1, \$1 bills to make a \$10 bill and \$10 bills to make a \$100 bill	<input type="checkbox"/> Represents a monetary quantity in multiple ways <input type="checkbox"/> Calculates the change under \$1 when purchasing items	<input type="checkbox"/> Solve word problems involving dollar bills, quarters, dimes, nickels and pennies, using appropriate symbols
Represents and interprets data		
Trimester #1	Trimester #2	Trimester #3
<input type="checkbox"/> Record and organize data in tables with numerical values or pictures (ex. Sorting coins or results during a game)	<input type="checkbox"/> Answers questions using information in graphs	<input type="checkbox"/> Construct picture graphs and bar graphs to represent a data set with up to four categories <input type="checkbox"/> Solve simple put together, take-apart, and compare questions using information presented in a bar graph

Benchmarks for Geometry		
Understands shapes and their attributes		
Trimester #1	Trimester #2	Trimester #3
This skill is taught in subsequent trimesters	<input type="checkbox"/> Construct shapes based on the number of sides	<input type="checkbox"/> Recognize and draw shapes having specified attributes, such as given number of angles or a given number of equal faces <input type="checkbox"/> Partition circles and rectangles into two, three or four equal shares and describe the whole as two halves, three thirds, four fourths <input type="checkbox"/> Recognize that equal shares of identical wholes need not have the same shape

Benchmarks for General Mathematical Practices

Applies mathematical practices and thinking

Trimester #1	Trimester #2	Trimester #3
<input type="checkbox"/> Makes sense of problems and perseveres in solving them <input type="checkbox"/> Reasons abstractly and quantitatively <input type="checkbox"/> Constructs viable arguments and critiques the reasoning of others <input type="checkbox"/> Models with mathematics <input type="checkbox"/> Uses appropriate tools strategically <input type="checkbox"/> Attends to precision	<input type="checkbox"/> Makes sense of problems and perseveres in solving them <input type="checkbox"/> Reasons abstractly and quantitatively <input type="checkbox"/> Constructs viable arguments and critiques the reasoning of others <input type="checkbox"/> Models with mathematics <input type="checkbox"/> Uses appropriate tools strategically <input type="checkbox"/> Attends to precision	<input type="checkbox"/> Makes sense of problems and perseveres in solving them <input type="checkbox"/> Reasons abstractly and quantitatively <input type="checkbox"/> Constructs viable arguments and critiques the reasoning of others <input type="checkbox"/> Models with mathematics <input type="checkbox"/> Uses appropriate tools strategically <input type="checkbox"/> Attends to precision