

2025-2026 2nd Grade Math Report Card Draft

Numerical Reasoning	Q1	Q2	Q3	Q4
Reads, writes and represents numbers through 999 using concrete models, standard form, base ten language, and equations in expanded form				
Demonstrates an understanding of place value to 999				
Composes & decomposes 3-digit numbers in a variety of ways and records the equations				
Identifies 10 more, 10 less, 100 more and 100 less than a given 3-digit number				
Counts forward and backward by 1s, 10s, and 100s from any number within 999				
Compares two numbers with up to three digits using words and symbols (i.e., $>$, $=$, or $<$)				
identifies which multiple of 10 a given 2-digit number is closest to				
Partitions squares, rectangles, and circles into two or four equal parts, and describes the parts using the words <i>halves</i> , <i>fourths</i> , <i>a half of</i> , and <i>a fourth of</i>				
Explains that when partitioning a shape into 2 or 4 equal parts, the parts become smaller as the number of parts increases				
Patterns, Algebra, and Functional Reasoning				
Uses a strategy to find sums and differences of 2-digit numbers and justifies the answer				
Determines and explains if an equation within 20 is true				
Solves one-step real-world situations using addition and subtraction through 99 with unknowns in all positions				
For any number from 0-99, finds the number that makes 100 when added to the given number				
Adds number combinations within 20 flexibly and accurately				
Subtracts number combinations within 20 flexibly and accurately				
Finds the sum of 3 addends (through 20) and explains the grouping strategies				
Determines an unknown number in addition and subtraction equations within 20				
Sorts a collection of 20 or fewer objects into two groups to determine if the number of objects is even or odd				
Finds the total number of objects arranged in equal groups or arrays and write an equation to express the total as a sum (up to 25) of equal addends				
Describes, extends, and creates a growing shape pattern with up to 3 terms				
Creates, describes, and extends a one-step rule for number patterns using addition or subtraction within 100				
Data, Measurement, and Geometry				
Creates a survey question, collects data, and creates a chart or graph for display				
Draws conclusions from tally-charts, picture graphs, dot plots, and bar graphs				
Estimates and measures length/distance in customary units (inch, foot, yard)				
Uses analog and digital clocks to tell and record time to the nearest five-minute interval using <i>a.m.</i> and <i>p.m.</i>				
Determines the value of mixed sets of coins or bills and records the value using a ¢ or \$ symbol				
Identifies and describes a given 2D or 3D shape in everyday situations				
Classifies shapes as polygons and non-polygons based on their attributes				

Classifies shapes as triangles or quadrilaterals and justifies the classification				
Mathematical Process Standards				
Makes sense of problems and perseveres in solving them strategically				
Explains ideas using mathematical language, tools, and models				