Concepts	Competencies	Grade Level Vocabulary
Count sequence Write numerals	Count to 120, starting at any number less than 120. Read and write numerals up to 120 and represent a number of objects with a written numeral. (CC.2.1.1.B.1)	**Represent and solve problems involving addition and subtraction.** add, adding to, taking from, putting together, comparing, unknown, sum, less than, equal to, minus, subtract, the same amount as, counting on, making ten, doubles, equation
Place value	Understand that the two digits of a two-digit number represent amounts of tens and ones. Compare two two-digit numbers based on meanings of the tens and ones digits, recording the results of comparisons with the symbols >, =, and <. Add within 100, including adding a two-digit number and a one-digit number, and adding a two-digit number and a multiple of 10 using concrete models or drawings. Relate the strategy to a written method and explain the reasoning used. Subtract multiples of 10 in the range 10-90, using concrete models or drawings. Relate the strategy to a written method and explain the reasoning used. (CC.2.1.1.B.2); (CC.2.1.1.B.3)	**Understand and apply properties of operations and the relationship between addition and subtraction.** add, subtract, unknown addend, order, first, second, **Add and subtract within 20.** addition, putting together, adding to, counting on, making ten, subtraction, taking apart, taking from, equivalent, sum, unknown, equal, equation, counting all, counting on, counting back **Work with addition and subtraction equations.** equation, equal, the same amount/quantity as, true, false, addition, putting together, adding to, counting on, making ten, subtract, taking apart, taking from, sum, unknown
Represent and solve problems using addition and subtraction	Use addition and subtraction within 20 to solve word problems by using objects, drawings, and equations with a symbol for the unknown number to represent the problem. Solve word problems that call for addition of three whole numbers whose sum is less than or equal to 20. Add and subtract within 20. Use strategies such as counting on; making ten; decomposing a number leading to a ten; using the relationship between addition and subtraction and creating equivalent but easier or known sums (CC.2.2.1.A.1)	**Extend the counting sequence.** number, zero, one, two…thirteen, fourteen…nineteen...one hundred twenty **Understand place value.** ones, tens, bundle, left-overs, singles, groups, compare, greater than, less than, equal to, ‹, ›, =
Properties of operations	Apply properties of operations as strategies to add and subtract (commutative property of	

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	addition; associative property of addition). Understand subtraction as an unknown-addend problem. *For example, subtract 10 – 8 by finding the number that makes 10 when added to 8.* (CC.2.2.1.A.2)	**Use place value understanding and properties of operations to add and subtract.** ones, tens, add, subtract, reason, more, less
Two – and three – dimensional shapes	Compose two and three-dimensional shapes and distinguish between attributes. Build and draw shapes to possess attributes. (CC.2.3.1.A.1)	**Measure lengths indirectly and by iterating length units.** compare, measure, order, length, height, more, less, longer than, shorter, than, first, second, third, gap, overlap, about , a little less than, a little more than
Fractions	Partition circles and rectangles into two and four equal shares. Understand that decomposing into more equal shares creates smaller shares. (CC.2.3.1.A.2)	
Measure lengths indirectly and by iterating length units	Order three objects by length; compare the lengths of two objects indirectly by using a third object. Use standard and non-standard units of measure to express the length of an objects a whole number of length units.. Understand that the length measurement of an object is the number of same-size length units. (CC.2.4.1.A.1)	**Tell and write time.** time, hour, half-hour, about, o'clock, past, analog clock, digital clock **Represent and interpret data.** Data, how many more, how many less, least, same, different, category, question, collect
Tell and write time	Tell and write time in hours and half hours using analog and digital clocks. (CC.2.4.1.A.2)	**Reason with shapes and their attributes.** shape, closed, open, side, attribute, feature, two-dimensional, rectangle, square, trapezoid, triangle, half-circle, and quarter-circle, three-dimensional, rectangular prism cube, cone, prism, cylinder, partition, equal shares, halves, fourths, quarters, half of, fourth of, quarter of From previous grades: circle, rectangle, hexagon, sphere From previous grade: circle, hexagon, cube, cone, cylinder, sphere
Represent and interpret data	Organize, represent, and interpret data with up to three categories. Ask and answer questions about the data (CC.2.4.1.A.4)	

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