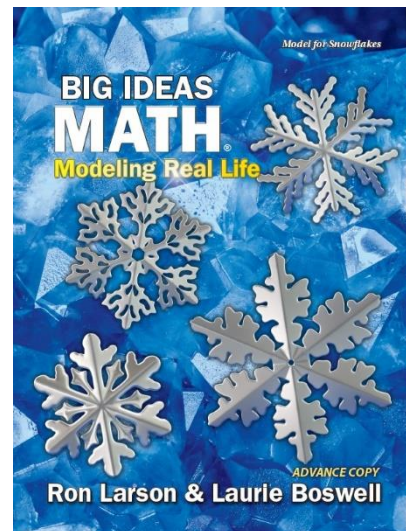


Big Ideas Math: Modeling Real Life, Grade 2,
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Correlated to the Seventh Day Adventist Math
Standards

Grade 2



Big Ideas Math: book
 Correlated to the Seventh Day Adventist Math Standards
 Grade 2

Standard	Title
Grade 2	
NUMBERS AND OPERATIONS	
Numbers	
2.NO.1 Read, write, and understand numbers up to 1000 using standard, number name, and expanded forms (2.NBT.3)	7.2, 7.3, 7.4, 7.5
2.NO.2 Count by ones, fives, tens, and hundreds up to 1000 (2.NBT.2)	8.1, 8.2, 8.3, 8.4, 14.6
Place Value	
2.NO.3 Understand and compare three-digit numbers organized as groups of hundreds, tens, and ones; use place value to understand addition and subtraction (2.NBT.1,4,9)	7.1, 8.5, 8.6, 9.9, 10.9
2.NO.4 Mentally add and subtract multiples of ten and multiples of a hundred within 1000 (2.NBT.8)	8.3, 8.4, 9.1, 9.2, 10.1, 10.2
2.NO.5 Add and subtract within 1000 with regrouping using models or drawings (2.NBT.7)	9.1, 9.2, 9.3, 9.4, 9.5, 9.6, 9.7, 9.8, 9.9, 10.1, 10.2, 10.3, 10.4, 10.5, 10.6, 10.7, 10.8, 10.9
OPERATIONS AND ALGEBRAIC THINKING	
Addition/Subtraction	
2.OAT.1 Understand, represent, compare, and apply addition and subtraction properties within 100 to solve one- and two- step word problems (2.OA.1) (2.NBT.5); add up to four 2-digit numbers (2.NBT.6)	2.1, 2.2, 2.3, 2.4, 2.5, 2.6, 2.7, 2.8, 2.9, 3.1, 3.2, 3.3, 3.4, 3.5, 3.6, 3.7, 4.1, 4.2, 4.3, 4.4, 4.5, 4.6, 4.7, 5.1, 5.2, 5.3, 5.4, 5.5, 5.6, 5.7, 5.8, 6.1, 6.2, 6.3, 6.4, 6.5, 6.6, 6.7, 9.1, 9.7, 10.1, 10.5, 10.6, 14.1, 14.2, 14.3, 14.4, 14.5, 14.6, 14.7
2.OAT.2 Memorize and fluently add and subtract within 20 (2.OA.2)	2.1, 2.2, 2.3, 2.4, 2.5, 2.6, 2.7, 2.8, 2.9
Multiplication	
2.OAT.3 Determine if a group of objects within 20 represents an odd or even number (2.OA.3)	1.1, 1.2

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Standard	Title
2.OAT.4 Write an equation to represent the total as a sum of equal addends with up to 5 groups of 5 objects (2.OA.3,4)	1.1, 1.2, 1.3, 1.4, 1.5
MEASUREMENT	
Length	
2.M.1 Measure and estimate lengths in standard units (e.g., inches, feet, centimeters, meters) using appropriate tools (e.g., rulers, yardsticks, meter sticks) (2.MD.1,3)	11.1, 11.2, 11.3, 11.4, 11.5, 11.7, 11.8
2.M.2 Measure, compare, and describe the length of an object using two units of measurement (e.g., inches and yards, centimeters and meters) (2.MD.2)	11.7
2.M.3 Measure to compare the length of two objects using a standard length unit (2.MD.4)	11.8
2.M.4 Use addition and subtraction equations within 100 to solve word problems involving lengths of the same unit (2.MD.5)	12.1, 12.2, 12.3, 12.4
2.M.5 Represent whole numbers as equally spaced lengths from 0 on a number line; represent sums and differences within 100 on a number line (2.MD.6)	12.1, 13.6, 13.7
Time	
2.M.6 Tell and write time to the nearest five minutes from analog and digital clocks using a.m. and p.m. (2.MD.7)	14.8, 14.9, 14.10
Money	
2.M.7 Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using \$ and ¢ (2.MD.8)	14.1, 14.2, 14.3, 14.4, 14.5, 14.6, 14.7
GEOMETRY	
Shapes	
2.GEO.1 Recognize and draw two- and three- dimensional shapes having specified attributes (2.G.1)	15.1, 15.2, 15.3, 15.4

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Standard	Title
Area	
2.GEO.2 Partition a rectangle into rows and columns of same-size squares and count to find the total number of squares (2.G.2)	15.5
Fractions	
2.GEO.3 Partition circles and rectangles into two, three, and four equal parts; describe the whole and its parts using the words halves, thirds, half of, third of, etc.; understand that equal parts need not have the same shape (2.G.3)	15.6, 15.7, 15.8
DATA ANALYSIS, STATISTICS, AND PROBABILITY	
Data	
2.DSP.1 Generate measurement data by measuring lengths of several objects to the nearest whole unit; show the measurements by making a line plot (2.MD.9)	13.6, 13.7
2.DSP.2 Draw a picture graph and a bar graph (with single-unit scale) to represent a data set with up to four categories; solve simple addition, subtraction, and comparison problems using information in a bar graph (2.MD.10)	13.1, 13.2, 13.3, 13.4, 13.5