	4850 Park Glen Road, Minneapolis, MN 55416		
	phone (800) 852-2435 fax (952) 546-7502		
N	lathematics Georgia Standards of Excellence Moving with Math-by-Topic		orrelated to
		Student Book	Skill Builders
2.0A	OPERATIONS AND ALGEBRAIC THINKING		
	Represent and solve problems involving addition and subtraction.		
MGSE2 .OA.1	Use addition and subtraction within 100 to solve one- and two- step word problems by using drawings and equations with a symbol for the unknown number to represent the problem. Problems include contexts that involve adding to, taking from, putting together/taking apart (part/part/whole) and comparing with unknowns in all positions.	<b>All:</b> 67-69	28-2, 28-3
	Add and subtract within 20.		
	Fluently add and subtract within 20 using mental strategies. By end of Grade 2, know from memory all sums of two one-digit numbers.	<b>All:</b> 29, 30, 36	15-3, 16-4, 18-5, 19 5
	Work with equal groups of objects to gain foundations for multiplication.		
	Determine whether a group of objects (up to 20) has an odd or even number of members, e.g., by pairing objects or counting them by 2s; write an equation to express an even number as a sum of two equal addends.	<b>AI:</b> 72, 73	
	Use addition to find the total number of objects arranged in rectangular arrays with up to 5 rows and up to 5 columns; write an equation to express the total as a sum of equal addends.		
2.NBT	NUMBER AND OPERATIONS IN BASE TEN		
2.IND I			
	<b>Understand place value.</b> Understand that the three digits of a three-digit number represent amounts of hundreds, tens, and ones; e.g., 706 equals 7 hundreds, 0 tens and 6 ones. Understand the following as special cases:	<b>AI:</b> 42, 43, 44	5-1, 5-3
a.	100 can be thought of a bundle of ten tens – called a 'hundred."	<b>AI:</b> 39	
b.	The numbers 100, 200, 300, 400, 500, 600, 700, 800, 900 refer to one, two, three, four, five, six, seven, eight, or nine hundreds (and 0 tens 0 ones).	<b>AI:</b> 38, 39, 41	
MGSE2 .NBT.2	Count within 1000; skip-count by 5s, 10s, and 100s.	AI: 29, 38 AII: 72	30-1
	Read and write numbers to 1000 using base-ten numerals, number names, and expanded form.	<b>AI:</b> 41, 46-49	7-1, 8-2
	Compare two three-digit numbers based on meanings of the hundreds, tens, and ones digits, using >, = , and < symbols to record the results of comparisons.		

		Student Book	Skill Builders
	Use place value understanding and properties of operations to add and subtract.		
MGSE2	Fluently add and subtract within 100 using strategies based on	<b>All:</b> 38-4, 50-54	20-1, 21-1, 22-1, 25
.NBT.5	place value, properties of operations, and/or the relationship between addition and subtraction.		2, 25-3
MGSE2	Add up to four two-digit numbers using strategies based on	<b>All:</b> 45	23-1
.NBT.6	place value and properties of operations.		
MGSE2	Add and subtract within 1000, using concrete models or	<b>All:</b> 76, 77	
.NBT.7	drawings and strategies based on place value, properties of		
	operations, and/or the relationship between addition and		
	subtraction; relate the strategy to a written method.		
MGSE2	Mentally add 10 or 100 to a given number 100-900, and mentally		
.NBT.8	subtract 10 or 100 from a given number 100-900.		
MGSE2	Explain why addition and subtraction strategies work, using	<b>All:</b> 42, 44, 46	
.NBT.9	place value and the properties of operations.		
2.MD	MEASUREMENT AND DATA		
	Measure and estimate lengths in standard units.		
MGSE2	Measure the length of an object by selecting and using	AllI: 56, 57	50-1, 50-2
.MD.1	appropriate tools such as rulers, yardsticks, meter sticks, and		
	measuring tapes.		
MGSE2	Measure the length of an object twice, using length units of		
.MD.2	different measurements; describe how the two measurements		
	relate to the size of the unit chosen. Understand the relative size		
	of units in different systems of measurement. For example, an		
	inch is longer than a centimeter. (Students are not expected to		
	convert between systems of measurement.)		
MGSE2	Estimate lengths using units of inches, feet, centimeters, and		50-1, 50-2
.MD.3	meters.		
MGSE2	Measure to determine how much longer one object is than		
.MD.4	another, expressing the length difference in terms of a standard length unit.		
	Relate addition and subtraction to length.		
MGSE2	Use addition and subtraction within 100 to solve word problems		
.MD.5	involving lengths that are given in the same units, e.g., by using		
	drawings (such as drawings of rulers) and equations with a		
	symbol for the unknown number to represent the problem.		
MGSE2	Represent whole numbers as lengths from 0 on a number line	<b>All:</b> 8, 37, 49	
	diagram with equally spaced points corresponding to the	AIII: 8, 9	
	numbers 0, 1, 2,, and represent whole-number sums and		
	differences within 100 on a number line diagram.		
	Work with time and money.		
	Tell and write time from analog and digital clocks to the nearest	<b>AIII:</b> 50, 51	49-1
.MD.7	five minutes, using a.m. and p.m.		

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	Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using \$ or ¢ symbols appropriately. <i>Example: If you have 2 dimes and 3 pennies, how many cents do you have?</i>	<b>AIII:</b> 70-73	
	Represent and interpret data.		
	Generate measurement data by measuring lengths of several objects to the nearest whole unit, or by making repeated measurements of the same object. Show the measurements by making a line plot, where the horizontal scale is marked off in whole-number units.	<b>AIII:</b> 56, 57	
	Draw a picture graph and a bar graph (with single-unit scale) to represent a data set with up to four categories. Solve simple put- together, take apart, and compare problems using information presented in a bar graph.	<b>AIII:</b> 75, 77	50-4, 50-6
2.G	GEOMETRY		
	Reason with shapes and their attributes.		
MGSE2 .G.1	<b>Reason with shapes and their attributes.</b> Recognize and draw shapes having specified attributes, such as a given number of angles or a given number of equal faces. Identify triangles, quadrilaterals, pentagons, hexagons, and cubes.	<b>AIII:</b> 14, 16, 65, 66	40-1
.G.1	Recognize and draw shapes having specified attributes, such as a given number of angles or a given number of equal faces. Identify triangles, quadrilaterals, pentagons, hexagons, and cubes. Partition a rectangle into rows and columns of same-size	<b>AIII:</b> 14, 16, 65, 66	40-1
.G.1 MGSE2 .G.2	Recognize and draw shapes having specified attributes, such as a given number of angles or a given number of equal faces. Identify triangles, quadrilaterals, pentagons, hexagons, and cubes.	AIII: 14, 16, 65, 66 AIII: 28-37	40-1
.G.1 MGSE2 .G.2 MGSE2	Recognize and draw shapes having specified attributes, such as a given number of angles or a given number of equal faces. Identify triangles, quadrilaterals, pentagons, hexagons, and cubes. Partition a rectangle into rows and columns of same-size squares and count to find the total number of them. Partition circles and rectangles into two, three, or four equal shares, describe the shares using the words <i>halves, thirds, half</i> <i>of, a third of,</i> etc., and describe the whole as two halves, three thirds, four fourths. Recognize that equal shares of identical		