North Dakota Mathematics Standards

Grade 2

Adopted 2023

Second Grade

Math Attributes

Problem-Solving

P. Learners can identify and use strategies to problem-solve situations and determine an appropriate solution. 2.MA.P

Connections

C. Learners can use prior knowledge and experiences to explain their thinking. 2.MA.C

Reasoning and Proof

R. Learners can use prior knowledge and experiences to explain their thinking. 2.MA.R

Number and Operations

Counting and Cardinality

1. Count forward from any given number within 1000. 2.NO.CC.1
2. Count backward from any given number within 1000. 2.NO.CC.2
3. Read and write numbers up to 1000 using standard, word, and expanded forms. 2.NO.CC.3
4. Skip count forward and backward by 2s and 100s and recognize the patterns of skip counts. 2.NO.CC.4

Base Ten

1. Understand that the three digits of a three-digit number represent a composition of some hundreds, some tens, and some ones. 2.NO.NBT.1
2. Compare two three-digit numbers using symbols >, <, and =. Justify comparisons based on the value of hundreds, tens, and ones. 2.NO.NBT.2
3. Add within 100 using place value strategies and/or the relationship between addition and subtraction. 2.NO.NBT.3
4. Subtract within 100 using place value strategies and/or the relationship between addition and subtraction. 2.NO.NBT.4
5. Mentally add or subtract 10 or 100 to or from a given number between 100 and 900. 2.NO.NBT.5

Fractions

1. Partition circles and rectangles into two, three, or four equal shares. Describe the shares using the language of halves, thirds, fourths, half of, a third of, and a fourth of. 2.NO.NF.1
2. Recognize that identical wholes can be equally divided in different ways. 2.NO.NF.2
3. Recognize that partitioning shapes into more equal shares creates smaller shares. 2.NO.NF.3

Algebraic Reasoning

Operations and Algebraic Thinking (OA)

1. Automatically add and subtract within 20. 2.AR.OA.1
2. Apply the properties of operations to solve addition and subtraction equations within 100 and justify thinking. 2.AR.OA.2
3. Solve one- and two-step authentic word problems with addition within 100, including the use of unknowns. 2.AR.OA.3
4. Solve one- and two-step authentic word problems with subtraction within 100, including the use of unknowns. 2.AR.OA.4
5. Use repeated addition to find the total number of objects arranged in a rectangular array. 2.AR.OA.5
6. Identify a group of objects from 0 to 20 as even or odd by showing even numbers as a sum of two equal parts. 2.AR.OA.6

Geometry and Measurement

Geometry

1. Identify two-dimensional shapes (parallelograms and quadrilaterals). 2.GM.G.1
2. Identify two-dimensional shapes found within three-dimensional shapes. 2.GM.G.2
3. Compose geometric shapes having specified geometric attributes, such as a given number of edges, angles, faces, vertices, and/or sides. 2.GM.G.3

Measurement

1. Measure the length of an object using two different standard units of measurement. Describe how the two measurements relate to the size of the units chosen. 2.GM.M.1
2. Estimate and measure to determine how much longer one object is than another, expressing the difference with a standard unit of measurement. 2.GM.M.2
3. Tell and write time to the nearest five minutes (including quarter after and quarter to) with a.m. and p.m. using analog and digital clocks. 2.GM.M.3
4. Count collections of money (quarters, dimes, nickels, and pennies) relating to counting patterns by 1s, 5s, and 10s up to one dollar. 2.GM.M.4

Data, Probability, and Statistics

Data

1. Formulate questions and collect, organize, and represent data with up to four categories using single unit scaled picture and bar graphs. 2.DPS.D.1
2. Generate data and create line plots marked in whole-number units. 2.DPS.D.2
3. Analyze data and interpret the results to solve one-step comparison problems using information from the graphs. 2.DPS.D.3