

**Second Grade
Trailblazers Unit 2
“Exploring Numbers”**

State Goals and Objectives Met in Unit 2:

1.01, 1.03, 1.04, 4.01, 5.01, 5.02

North Carolina Standard Course of Study

<http://www.ncpublicschools.org/curriculum/mathematics/scos/2003/k-8/16grade2>

How Math Trailblazers meets the state’s goals (Click to pg 17):

<http://www.kendallhunt.com/uploads/2/CORR-NC-MTB2.pdf>

What your child will do:

1. Students make designs with color tiles and describe them by writing number sentences.
2. With an emphasis on looking for patterns, students skip count by twos, fives, and tens using the *200 Chart*.
3. During a lab activity, students will collect and analyze data about the favorite lunches of students in the class, using the TIMS Laboratory Method.
4. Students solve a grocery store problem, involving price per pound.
5. Students discuss and use subtraction facts strategies.
6. Students play *Cover Up* game to develop mental math using subtraction.
7. Students use calculators to solve money problems

Unit Vocabulary

<i>column</i>	<i>interval</i>	<i>row</i>	<i>even</i>	<i>odd</i>
<i>horizontal axis</i>	<i>tally mark</i>	<i>vertical axis</i>	<i>counters</i>	<i>calculator</i>

Second grade glossary link: http://www.kendallhunt.com/uploads/2/MTB_Gr2_Glossary.pdf

Manipulatives and Supplies

What your child will use:

Lesson 1	Lesson 2	Lesson 3	Lesson 4	Lesson 5	Lesson 6	Lesson 7
square inch tiles, crayons or colored pencils	clear plastic spinners, connecting cubes, beans or markers	poster size paper	counters and calculators	counters	Beans, counters, connecting cubes, or <i>200 Chart</i>	calculators

Unit Assessment Indicators

What your child is expected to learn:

- Can students write number sentences for addition and subtraction situations?
- Can students solve subtraction problems using counting strategies and related addition facts?
- Can students identify patterns on the *200 Chart*?
- Can students add and subtract using manipulatives, pictures, ten frames, *200 Charts*, and calculators?
- Can students solve addition and subtraction problems and explain their reasoning?

- Can students solve problems in more than one way?
- Can students interpret bar graphs?

Student Friendly Books:

- *Alexander, Who Used to Be Rich Last Sunday* by Scott Foresman

Websites to Explore

- Lesson 1: Practice using odd and even numbers at *Rainforest Math's* website – <http://www.rainforestmaths.com/> Click on level C and choose “Odds and Evens” use cards, pictures, and *then* numbers.
- Lesson 2: Practice skip counting – <http://www.rainforestmaths.com/> Click on level C and choose “Patterns” choose 1s, 2s, 5s and 10s.
- Lesson 3: Practice using data and graphs – <http://www.rainforestmaths.com/> Click on level C and choose “Data”. Have child tally animals in picture and create a graph. Click more to advance.
- Lesson 4: Practice adding – <http://www.rainforestmaths.com/> Click on level C and choose “Addition” choose dominoes, number line, or colored dots for starters.
- Lesson 5: Practice subtraction – <http://www.rainforestmaths.com/> Click on level C and choose “Subtraction” choose colored dots for beginners.
- Lesson 6: any of the above links.
- For additional math help try:
<http://www.harcourtschool.com/activity/add/add.html>

How you can help your child's classroom:

- ✓ Play the Moving On the 200 Chart, click here ⇒ [Move On 200 Chart](#)
- ✓ Play the Spin and Add Game, click here ⇒ [Spin and Add Game](#)
- ✓ Play the Cover Up Game, click here ⇒ [Cover Up](#)
- ✓ Please donate buttons and small plastic cups to your child's teacher for use in Unit 3. Thank you. ☺
- ✓ Help your child with the addition facts by using the Ten Frames Game.

Helpful Computer Programs and Software

Unit 2—Exploring Numbers

Combining and Breaking Apart Numbers explores different number combinations that make up a target number.

Graphers is a data-graphing tool appropriate for young students.

Kid Pix helps students draw, write, and illustrate math concepts.

Math Concepts One . . . Two . . . Three! sorts objects and makes simple bar graphs from data. Students explore counting, estimation, comparing and ordering numbers as well as the concepts of addition and subtraction with manipulatives and money.

Mighty Math Carnival Countdown works on place value concepts, addition, and subtraction. Students develop the concept of equals and more and less using numbers up to 1000. Students also count and develop understanding of the basic operations.

Mighty Math Zoo Zillions practices basic operations, rounding, skip counting, and identifying even/odd numbers. Students solve word problems with basic operations while manipulating fish in a tank. Students also practice identifying, counting, adding, and subtracting money.

Money Challenge provides practice with money.

Numbers Recovered provides practice with bar graphs, comparing numeric expressions, and working with place value.