Mathematics Correlation - Grade 2

Saskatchewan - Western and Northern Canadian Protocols & Essential Skills Math Software

This document outlines the correlations between the Grade 2 Saskatchewan - Western and Northern Canadian Protocols and the Essential Skills math programs. The specific protocols are noted on the left and are matched with the relevant Essential Skills program on the right. Where correlations are not exact, the difference is noted in brackets. Essential Skills programs correlate with 81% of the Grade 2 Western and Northern Canadian Protocols.

1. Number	
Saskatchewan - Western and Northern Canadian Protocols	**Essential Skills Software CORRELATING PROGRAMS**
1. Say the number sequence 0 to 100 by: 2s, 5s and 10s, forward and backward, using starting points that are multiples of 2, 5 and 10 respectively, 10s, using starting points from 1 to 9, 2s, starting from 1.	**Mastering Numeration 2**
2. Demonstrate if a number (up to 100) is even or odd.	
3. Describe order or relative position, using ordinal numbers (up to tenth).	**Mastering Numeration 2** (to 30)
4. Represent and describe numbers to 100, concretely, pictorially and symbolically.	**Mastering Numeration 2**
5. Compare and order numbers up to 100.	**Mastering Numeration 2**
6. Estimate quantities to 100, using referents.	
7. Illustrate, concretely and pictorially, the meaning of place value for numerals to 100.	**Mastering Numeration 2**
8. Demonstrate and explain the effect of adding zero to, or subtracting zero from, any number.	

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1. Number	
9. Demonstrate an understanding of addition (limited to 1- and 2-digit numerals) with answers to 100 and the corresponding subtraction by: using personal strategies for adding and subtracting with and without the support of manipulatives, creating and solving problems that involve addition and subtraction, using the commutative property of addition (the order in which numbers are added does not affect the sum), using the associative property of addition (grouping a set of numbers in different ways does not affect the sum), explaining that the order in which numbers are subtracted may affect the difference.	**Mastering Numeration 2** **Problem Solving 2-3**
10. Apply mental mathematics strategies, such as: using doubles, making 10, one more, one less, two more, two less, building on a known double, thinking addition for subtraction for basic addition facts and related subtraction facts to 18.	**Mastering Numeration 2**

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2. Patterns and Relations	
Saskatchewan - Western and Northern Canadian Protocols	**Essential Skills Software CORRELATING PROGRAMS**
1. Demonstrate an understanding of repeating patterns (three to five elements) by: describing, extending, comparing, creating patterns using manipulatives, diagrams, sounds and actions.	**Patterning, Geometry & Data Management 2** **Problem Solving 2-3**
2. Demonstrate an understanding of increasing patterns by: describing, reproducing, extending, creating numerical (numbers to 100) and non-numerical patterns using manipulatives, diagrams, sounds and actions.	**Patterning, Geometry & Data Management 2** **Problem Solving 2-3**
3. Sort a set of objects, using two attributes, and explain the sorting rule.	**Patterning, Geometry & Data Management 2** **Problem Solving 2-3**
4. Demonstrate and explain the meaning of equality and inequality, concretely and pictorially.	
5. Record equalities and inequalities symbolically, using the equal symbol or the not equal symbol.	

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3. Shape and Space	
Saskatchewan - Western and Northern Canadian Protocols	**Essential Skills Software CORRELATING PROGRAMS**
1. Relate the number of days to a week and the number of months to a year in a problem-solving context.	**Measurement 2** **Problem Solving 2-3**
2. Relate the size of a unit of measure to the number of units (limited to nonstandard units) used to measure length and mass (weight).	**Measurement 2** **Problem Solving 2-3**
3. Compare and order objects by length, height, distance around and mass (weight), using nonstandard units, and make statements of comparison.	**Measurement 2** **Problem Solving 2-3**
4. Measure length to the nearest nonstandard unit by: using multiple copies of a unit, using a single copy of a unit (iteration process).	**Measurement 2** **Problem Solving 2-3**
5. Demonstrate that changing the orientation of an object does not alter the measurements of its attributes.	**Problem Solving 2-3**
6. Sort 2-D shapes and 3-D objects, using two attributes, and explain the sorting rule.	**Patterning, Geometry & Data Management 2**
7. Describe, compare and construct 3-D objects, including: cubes, spheres, cones, cylinders, pyramids.	**Patterning, Geometry & Data Management 2** **Problem Solving 2-3**
8. Describe, compare and construct 2-D shapes, including: triangles, squares, rectangles, circles.	**Patterning, Geometry & Data Management 2** **Problem Solving 2-3**
9. Identify 2-D shapes as parts of 3-D objects in the environment.	

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4. Statistics and Probability	
Saskatchewan - Western and Northern Canadian Protocols	**Essential Skills Software CORRELATING PROGRAMS**
1. Gather and record data about self and others to answer questions.	**Patterning, Geometry & Data Management 2** **Problem Solving 2-3**
2. Construct and interpret concrete graphs and pictographs to solve problems.	**Patterning, Geometry & Data Management 2** **Problem Solving 2-3**