Minnesota Academic Standards & Essential Skills Math Software

This document outlines the correlations between the Grade 2 Minnesota Academic Standards and the Essential Skills math programs. The specific curriculum outcomes 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 83% of the Grade 2 Minnesota Academic Standards.**

Minnesota Academic Standards	Essential Skills Software CORRELATING PROGRAMS
I. MATHEMATICAL REASONING	
1. Create and solve word problems using actions, objects, words, pictures or numbers.	**Patterning, Geometry & Data Management 2** **Measurement 2** **Problem Solving 2-3**
2. Estimate and check that answers are reasonable.	
3. Explain to others how a problem was solved.	**Patterning, Geometry & Data Management 2** **Measurement 2** **Problem Solving 2-3**
II. NUMBER SENSE, COMPUTATION, AND OPERATIONS **A. Number Sense**	
1. Read, write with numerals, compare and order numbers to 999.	**Mastering Numeration 3** (to 1000)
2. Count by 2s, 5s, 10s from any given whole number.	
3. Understand and demonstrate the significance of groups of 10 in the base 10 number system.	
4. Represent numbers in equivalent ways.	
5. Recognize, name, compare and represent unit fractions with drawings or concrete materials.	**Mastering Numeration 2** **Problem Solving 2-3**
II. NUMBER SENSE, COMPUTATION, AND OPERATIONS **B. Computation and Operation**	

Minnesota Academic Standards	Essential Skills Software CORRELATING PROGRAMS
1. Use one- and two-digit addition and subtraction to solve real-world and mathematical problems.	**Mastering Numeration 2** **Problem Solving 2-3**
2. Demonstrate understanding of the relationships between odd and even numbers in addition and subtraction such as, odd + odd = even or odd - even = odd.	
3. Understand the concept of multiplication as repeated addition or in rectangular arrays.	**Mastering Numeration 2** **Problem Solving 2-3**
4. Understand the concept of division as repeated subtraction or sharing equally.	
III. PATTERNS, FUNCTIONS AND ALGEBRA **A. Patterns and Functions**	
1. Recognize, create and extend repeating, growing and shrinking patterns using numbers, concrete objects and pictures.	**Patterning, Geometry & Data Management 2** **Problem Solving 2-3**
III. PATTERNS, FUNCTIONS AND ALGEBRA **B. Algebra (Algebraic Thinking)**	
1. Describe what happens when zero is added to a number or subtracted from a number.	**Mastering Numeration 2**
2. Generate equivalent expressions for a given number such as 24 = 17 + 7 or 24 = 100 - 76.	
3. Determine the truth-value of an equation such as: true or false? 7 = 5 + 1.	**Mastering Numeration 1**
4. Understand that adding two numbers in any order results in the same sum.	
5. Understand that grouping numbers in multiple addend problems, in any order, results in the same sum.	
IV. DATA ANALYSIS, STATISTICS AND PROBABILITY **A. Data and Statistics**	
1. Collect and record categorical data.	**Patterning, Geometry & Data Management 2** **Problem Solving 2-3**
2. Create pictographs and real-object graphs to represent data.	
3. Identify patterns in graphs or data sets.	
V. SPATIAL SENSE, GEOMETRY, AND MEASUREMENT **A. Spatial Sense**	

Minnesota Academic Standards	Essential Skills Software CORRELATING PROGRAMS
1. Create symmetrical patterns and designs.	**Patterning, Geometry & Data Management 2**
V. SPATIAL SENSE, GEOMETRY, AND MEASUREMENT B. Geometry	
1. Investigate and predict the results of putting together and taking apart two- and three-dimensional shapes.	**Patterning, Geometry & Data Management 2** **Problem Solving 2-3**
2. Sort, classify, compare and describe two- and three-dimensional objects according to their geometrical attributes.	
V. SPATIAL SENSE, GEOMETRY, AND MEASUREMENT C. Measurement	
1. Estimate standard and nonstandard linear measurements, then measure to check answer.	**Measurement 2** **Problem Solving 2-3**
2. Tell time to the quarter hour, half hour and hour using analog and digital clocks, distinguishing between a.m. and p.m.	
3. Know relationships among units of time such as minutes in an hour, days in a month and weeks in a year.	
4. Read and write amounts of money using $ for dollar, ¢ for cents, and proper placement of the decimal point with amounts of money.	**Mastering Numeration 2** (to one dollar) **Measurement 2** (to five dollars)
5. Combine coins to create amounts up to one dollar.	