North Dakota Benchmark Expectations & Essential Skills Math Software

This document outlines the correlations between the Grade 2 North Dakota Benchmark Expectations 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 86% of the Grade 2 North Dakota Benchmark Expectations.

North Dakota Benchmark Expectations	Essential Skills Software CORRELATING PROGRAMS
Number and Operation *NUMBERS, NUMBER RELATIONSHIPS, AND NUMBER SYSTEMS*	
2.1.1. Count and order numbers up to 1,000	**Mastering Numeration 3**
2.1.2. Count backward from 100	**Mastering Numeration 2**
2.1.3. Count by 2's, 5's, and 10's	
2.1.4. Identify and write numerals to 1,000	**Mastering Numeration 3** (to 100) **Problem Solving 2-3** (to 1000)
2.1.5. Connect number words and numerals to the quantities they represent up to 100	**Mastering Numeration 2**
2.1.6. Demonstrate, identify, and explain the difference between odd and even numbers using concrete objects or drawings	
2.1.7. Identify place value concepts through the hundreds place	**Mastering Numeration 2**
2.1.8. Use symbols (i.e., >, <, =) to compare whole numbers to 1,000	**Mastering Numeration 2** (to 100) **Mastering Numeration 3** (to 1000)
2.1.9. Round numbers to tens and hundreds	**Problem Solving 3-4** (to 10s, 100s, 1000s)
2.1.10. Use grade-appropriate terms when communicating about addition and subtraction; i.e., addend, sum, difference	**Mastering Numeration 2** **Problem Solving 2-3**

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2.1.11. Represent and explain fractions (i.e., one half, one third, one fourth, one sixth and one eighth) as part of a whole and part of a set	**Mastering Numeration 2**
Number and Operation *OPERATIONS AND THEIR PROPERTIES*	
2.1.12. Select an operation to solve problems involving addition and subtraction of whole numbers	**Mastering Numeration 2** **Problem Solving 2-3**
2.1.13. Demonstrate the inverse relationship between addition and subtraction; i.e., 3+4 = 7, 7-4 = 3	
2.1.14. Model multiplication using equal sets of objects	**Mastering Numeration 2** **Problem Solving 2-3**
2.1.15. Add and subtract two-digit whole numbers between 0 and 100 without regrouping	**Mastering Numeration 2** **Problem Solving 2-3**
Number and Operation *COMPUTATIONAL FLUENCY AND ESTIMATION*	
2.1.16. Recall addition facts and subtraction facts (0-18)	**Mastering Numeration 2** **Problem Solving 2-3**
2.1.17. Estimate whole number sums and differences	
Geometry & Spatial Sense *TWO- AND THREE-DIMENSIONAL SHAPES, GEOMETRIC PROPERTIES AND RELATIONSHIPS*	
2.2.1. Recognize geometric shapes and structures in their environment	
2.2.2. Identify, describe, and sort three-dimensional objects; i.e., pyramid, cube, rectangular prism, cone, cylinder, and sphere	**Patterning, Geometry & Data Management 2** **Problem Solving 2-3**
2.2.3. Predict and demonstrate the results of putting together and taking apart shapes	**Patterning, Geometry & Data Management 2** **Problem Solving 2-3**
Geometry & Spatial Sense *TRANSFORMATION AND SYMMETRY*	
2.2.4. Identify symmetrical shapes and draw their line of symmetry	**Patterning, Geometry & Data Management 2**

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2.2.5. Identify congruent figures from a selection of similar figures	**Patterning, Geometry & Data Management 3**
Data Analysis, Statistics and Probability *DATA COLLECTION, DISPLAY, AND INTERPRETATION*	
2.3.1. Sort and classify objects according to their attributes and organize data about the objects; e.g., Venn diagrams, graphs, tables	**Patterning, Geometry & Data Management 2** **Problem Solving 2-3**
2.3.2. Demonstrate that data can be represented in a variety of ways	
2.3.3. Formulate and answer simple questions from data represented by graphs	
Data Analysis, Statistics and Probability *PREDICTIONS, DATA ANALYSIS, AND INFERENCES*	
2.3.4. Record results of activities involving chance (e.g., coin flips, dice rolls) and make reasonable predictions based upon data	**Patterning, Geometry & Data Management 2** **Problem Solving 2-3**
2.3.5. Describe the likelihood of an event; e.g., cloudy, it may rain	
Measurement *MEASURABLE ATTRIBUTES, MEASUREMENT SYSTEMS AND UNITS*	
2.4.1. Tell time to the nearest quarter hour and 5 minute interval using digital and analog clocks	**Measurement 2** (to quarter hour) **Measurement 3** (to five minutes)
2.4.2. Distinguish between week days and weekend days	**Measurement 2** **Problem Solving 2-3**
2.4.3. Recall the months of the year in order	
2.4.4. Count mixed coins to $1.00	**Mastering Numeration 1** **Measurement 1** **Mastering Numeration 2** **Measurement 2** (to five dollars)
2.4.5. Estimate and measure weight to the nearest pound or kilogram	**Measurement 2**
2.4.6. Estimate and measure capacity to the nearest cup or liter	

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2.4.7. Estimate and measure length to the nearest inch, half-inch, foot, or centimeter	**Measurement 2** **Problem Solving 2-3**
2.4.8. Estimate and verify a quantity; e.g., marbles in a jar	
2.4.9. Compare and order given lengths, capacities, weights, or temperatures that are expressed in the same unit of measure	**Measurement 2** **Problem Solving 2-3**
2.4.10. Identify the approximate size of basic units; e.g., width of finger is about one centimeter, large soda bottle is two liters, a paper clip weighs one gram	
Measurement *MEASUREMENT TOOLS, TECHNIQUES, AND FORMULAS*	
2.4.11. Select the appropriate units for measuring time, length, weight, and temperature	**Measurement 2** **Problem Solving 2-3**
2.4.12. Use the symbols for the dollar and cent	**Mastering Numeration 2** **Measurement 2** **Problem Solving 2-3**
Algebra, Functions and Patterns *PATTERNS, RELATIONS, AND FUNCTIONS*	
2.5.1. Extend and create number patterns	**Patterning, Geometry & Data Management 2**
2.5.2. State the rule that describes a given repeating and growing pattern	**Patterning, Geometry & Data Management 2**
Algebra, Functions and Patterns *NUMERIC AND ALGEBRAIC REPRESENTATIONS*	
2.5.3. Solve addition and subtraction equations with unknown numbers; e.g., 2 + 5 =î	**Mastering Numeration 3** **Problem Solving 2-3**
Algebra, Functions and Patterns *MATHEMATICAL MODELING*	
2.5.4. Use symbols (i.e., +, -, =, <, >) to write simple number sentences	**Mastering Numeration 3** **Problem Solving 2-3**
2.5.5. Use words, objects, and number sentences to represent addition and subtraction problems	