



Wyoming Content Standards & Essential Skills Math Software

This document outlines the correlations between the Grade 2 Wyoming Content 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 94% of the Grade 2 Wyoming Content Standards.

Wyoming Content Standards	Essential Skills Software CORRELATING PROGRAMS
Number Operations and Concepts	
1. Students use the concept of place value to read and write designated numbers up to 999.	Mastering Numeration 2 (to 100)
2. Students compare and order whole numbers up to 999.	Mastering Numeration 3 (to 1000)
3. Students use coins to compare the values and make combinations up to one dollar.	Mastering Numeration 1 Measurement 1 Mastering Numeration 2 (to one dollar) Measurement 2 (to five dollars)
4. Students demonstrate computational fluency* with basic facts (add to 20, subtract from 10).	Mastering Numeration 2 Problem Solving 2-3
5. Students use mental math (fact families) and estimation strategies (referent to a group of 10) to solve problems.	
6. Students look for patterns and use guess and check as strategies to solve problems.	Patterning, Geometry & Data Management 2 Problem Solving 2-3
7. Students communicate their choice of appropriate grade level procedures and results when performing operations in a problem-solving situation.	Mastering Numeration 2 Problem Solving 2-3
Geometry	
1. Students name, classify, and describe 2- and 3-dimensional geometric objects.	Patterning, Geometry & Data Management 2 Problem Solving 2-3

Wyoming Content Standards	Essential Skills Software CORRELATING PROGRAMS
2. Students identify lines of symmetry in various geometric objects.	Patterning, Geometry & Data Management 2
3. Students select, use, and communicate organizational methods in problem- solving situations with 2- and 3- dimensional objects.	Patterning, Geometry & Data Management 2 Problem Solving 2-3
Measurement	
1. Students apply estimation and measurement of length to content problems using standard units to the nearest inch.	Measurement 2 Problem Solving 2-3
2. Students apply estimation and measurement of weight to content problems using non- standards units.	Measurement 2
3. Students tell time, using both analog and digital clocks to the nearest five minutes.	Measurement 2 (to quarter hour) Measurement 3 (to five minutes)
Algebra	
1. Students recognize, describe, create, and extend patterns by using manipulatives and graphic representations.	Patterning, Geometry & Data Management 2 Problem Solving 2-3
2. Students apply knowledge of appropriate grade-level patterns when solving problems.	
Data Analysis and Probability	
1. Students collect, organize, and report data using graphs and Venn diagrams.	Patterning, Geometry & Data Management 2 Problem Solving 2-3
2. Students communicate conclusions about a set of data using graphs and Venn diagrams.	Patterning, Geometry & Data Management 3 (Venn diagrams)
3. Students perform and record results of simple probability experiments using equally and unequally divided spinners.	Patterning, Geometry & Data Management 2 Problem Solving 2-3