## Grade Level: 2 Competency/Proficiency Analysis by Unit (Modules 1-8) v.7-12-17

Code	Competency Statement/Proficiency Scale Statement	M1	M2	M3	M4	M5	M6	M7	M8
Operations and Algebraic Thinking - 2.OA.A	Skill Competency: Students will represent and solve problems involving addition and subtraction.								
Addition and Subtraction - 2.AS.3A	I can use addition and subtraction within 100 to solve one- or two-step word problems including problems involving lengths that are given in the same units. (2.OA.A.1; 2.MD.B.5) (Required Fluency for Grade 2 – Add and subtract within 100.)	E	Х, Е		X, E			X, E	
Operations and Algebraic Thinking - 2.OA.B	Content Competency: Students will add and subtract within 20.								
Addition and Subtraction - 2.AS.2A	I can fluently add and subtract within 20 using mental strategies. (2.OA.B.2)	X, E							
Addition and Subtraction - 2.AS.2B	I know from memory all sums of two one-digit numbers. (2.OA.B.2) (Required Fluency for Grade 2 – Single-digit sums and differences (sums from memory by the end of Grade 2)	х							
Operations and Algebraic Thinking - 2.OA.C	Content Competency: Students will work with equal groups of objects to gain foundations for multiplication.								
Multiplication and Division - 2.MD.2A	I can determine whether a group of objects (up to 20) has an odd or even number of members; if the total is even, write an equation to express the total as a sum of two equal addends. (2.OA.C.3)						X, E		
Multiplication and Division - 2.MD.3A	I can use addition to find the total number of objects arranged in rectangular arrays with up to five rows and up to five columns; write an equation to express the total as a sum of equal addends. (2.OA.C.4)						X, M, E		
Number Base Ten - 2.NBT.A	Content Competency: Students will understand place value.								
Place Value - 2.PV.2A	I can decompose the three digits of a three-digit number into hundreds, tens, and ones. (2.NBT.A.1)			X, M, E					
Place Value - 2.PV.2B	I can count within 1,000. (2.NBT.A.2)			X, E					
Place Value - 2.PV.2C	I can skip count by 5s, 10s, and 100s. (2.NBT.A.2)			M, E					
Place Value - 2.PV.3A	I can read and write numbers within 1,000 using base-ten numerals, number names, and expanded form. (2.NBT.A.3)			X, M, E					
Place Value - 2.PV.3B	I can compare two three-digit numbers based on the meanings of the hundreds, tens, and ones digits using <, >, and =. (2.NBT.A.4)			X, E					

		M1	M2	M3	M4	M5	M6	M7	M8
Number Base Ten - 2.NBT.B	Skill Competency: Students will use place value understanding and properties of operations to add and subtract.								
Addition and Subtraction - 2.AS.2C	I can fluently add and subtract within 100. (2.NBT.B.5) (Required Fluency for Grade 2 – Add and subtract within 100.)	X, E			X, M, E			X, M	
Addition and Subtraction - 2.AS.2D	I can add up to four two-digit numbers using strategies based on place value and properties of operations. (2.NBT.B.6)				X, E				
Addition and Subtraction - 2.AS.3B	I can add and subtract within 1,000, using concrete models or drawings and strategies based on place value, properties of operations, and/or the relationship between addition and subtraction. (2.NBT.B.7)				X, M, E	X, M, E			
Addition and Subtraction - 2.AS.3C	I can mentally add or subtract 10 or 100 to or from a given number between 100 and 900. (2.NBT.B.8)				X, E	X, M, E			
Addition and Subtraction - 2.AS.3D	I can explain why addition and subtraction strategies work, using place value and the properties of operations. (2.NBT.B.9)				X, M, E	X, M, E			
Measurement and Data - 2.MD.A	Skill Competency: Students will measure and estimate lengths in standard units.								
Measurement - 2.MEAS.2A	I can measure length by selecting and using standard tools (for example, rulers, yardsticks, meter sticks, and measuring tapes). (2.MD.A.1)		X, E					X, E	
Measurement - 2.MEAS.2B	I can compare two measurements of the same object made using different units. (2.MD.A.2)		X, E					X, E	
Measurement - 2.MEAS.3A	I can estimate length using units of feet, inches, centimeters, and meters. (2.MD.A.3)		X, E					X, E	
Measurement - 2.MEAS.3B	I can measure to determine how much longer one object is than another, expressing the difference in standard units. (2.MD.A.4)		E					X, E	
Measurement and Data - 2.MD.B	Content Competency: Students will relate addition and subtraction to length.								
Addition and Subtraction - 2.AS.2E	I can represent whole-number sums and differences within 100 on a number line diagram. (2.MD.B.6)		X, E					X, E	
Measurement and Data - 2.MD.C	Content Competency: Students will work with time and money.								
Time - 2.TIME.2A	I can tell and write time from digital clocks to the nearest five minutes. (2.MD.C.7)								E
Money - 2.MON.2A	I can recognize symbols, such as \$, ., and ¢.								
Money - 2.MON.2B	I can recognize or recall the values of dollar bills, quarters, dimes, nickels, and pennies.							X, M	
Time - 2.TIME.3A	I can tell and write time from analog clocks to the nearest five minutes. (2.MD.C.7)								X, E
Money - 2.MON.3A	I can solve word problems involving dollar bills, quarters, dimes, nickels, and pennies using symbols appropriately. (2.MD.C.8)							X, M, E	

		M1	M2	М3	M4	M5	М6	M7	M8
Measurement and Data - 2.MD.D	Skill Competency: Students will represent and interpret data.								
Represent and Interpret Data - 2.RIDT.2A	I can draw a picture graph and a bar graph with a single unit scale and up to four categories. (2.MD.D.10)							X, M, E	
Represent and Interpret Data - 2.RIDT.2B	I can interpret a picture graph and a bar graph.							X	
Represent and Interpret Data - 2.RIDT.3A	I can make a line plot in whole number units to display data. (2.MD.D.9)							Х	
Represent and Interpret Data - 2.RIDT.3B	I can solve simple put-together and take-apart problems and compare problems using information presented in a bar graph. (2.MD.D.10)							M, E	
Geometry - 2.G.A	Skill Competency: Students will reason with shapes and their attributes.								
Shapes - 2.SHAP.2A	I can identify triangles, quadrilaterals, pentagons, hexagons, and cubes. (2.G.A.1)								X, M
Compose and Decompose Shapes - 2.CDSH.2A	I can partition a rectangle into rows and columns of the same size squares and count to find the total number. (2.G.A.2)						X, E		
Compose and Decompose Shapes - 2.CDSH.2B	I can partition circles and rectangles into two, three, or four equal shares. (2.G.A.3)								X, E
Compose and Decompose Shapes - 2.SHAP.3A	I can draw shapes that have specific attributes, such as a number of equal faces or number of equal angles. (2.G.A.1)								X, M, E
Compose and Decompose Shapes - 2.CDSH.3A	I can describe the shares of a partitioned circle or rectangle using the words halves, thirds, half of, and a third of, and so on. (2.G.A.3)								Х, М
Compose and Decompose Shapes - 2.CDSH.3B	I can describe the whole as two halves, three thirds, four fourths. (2.G.A.3)								X, E
Compose and Decompose Shapes - 2.CDSH.3C	I can determine that equal shares of identical wholes need not have the same shape. (2.G.A.3)								
1.AS.2C	I can add and subtract within 20 (strategies may include using objects and drawings, counting on, making 10, decomposing a number leading to a 10, using the relationship between addition and subtraction, or creating equivalent but easier or known sums). (1.OA.C.6).	E							
1.AS.3C	I can determine the unknown whole number in an addition or subtraction equation relating three whole numbers (1.OA.D.8)	Х							
1.AS.3D	I can add within 100, including adding a two-digit number to a one-	Х							

	digit number and adding a two-digit number and a multiple of 10, and explain the strategies and reasoning used. (1.NBT.C.4)					
1.MEAS.3A	I can express the length of an object as a whole number of length units. (1.MD.A.2)	Х				
Represent and Interpret Data - 1.RIDT.2B	I can ask and answer questions about data and representations of data (for example, total number of data points, number in each category, how many more or less in one category). (1.MD.C.4)				Х	
Time - 3.TIME.2B	I can measure time intervals in minutes (elapsed time). (3.MD.A.1)		·	•		Х

X = Exit tlcket M = MidModule Assessment E = End of Module Assessment