Mathematics Specific Learning Outcomes GRADE 2

NUMBER

General Outcome
Develop number sense.

2.N.1. Say the number sequence from 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
   [C, CN, ME, R]

2.N.2. Demonstrate if a number (up to 100) is even or odd.
   [C, CN, PS, R]

2.N.3. Describe order or relative position using ordinal numbers.
   [C, CN, R]

2.N.4. Represent and describe numbers to 100, concretely, pictorially, and symbolically.
   [C, CN, V]

2.N.5. Compare and order numbers up to 100.
   [C, CN, ME, PS, R, V]

2.N.6. Estimate quantities to 100 using referents.
   [C, ME, PS, R]

2.N.7. Illustrate, concretely and pictorially, the meaning of place value for numbers to 100.
   [C, CN, R, V]

2.N.8. Demonstrate and explain the effect of adding zero to or subtracting zero from any number.
   [C, R]

2.N.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
   - explaining that the order in which numbers are added does not affect the sum
   - explaining that the order in which numbers are subtracted may affect the difference
   [C, CN, ME, PS, R, V]

2.N.10. Apply mental mathematics strategies, including:
   - using doubles
   - making 10
   - using one more, one less
   - using two more, two less
   - building on a known double
   - using addition for subtraction to develop recall of basic addition facts to 18 and related subtraction facts.
   [C, CN, ME, R, V]

Recall of facts to 10, doubles to 9 + 9, and related subtraction facts is expected by the end of Grade 2.

2.N.11. Illustrate, concretely and pictorially, the meaning of equality and inequality using manipulatives, diagrams, sounds, and actions.
   [C, CN, PS, R, V]

PATTERNS AND RELATIONS

General Outcome
Use patterns to describe the world and solve problems.

2.PR.1. Predict an element in a repeating pattern using a variety of strategies.
   [C, CN, PS, R, V]

2.PR.2. Demonstrate an understanding of increasing patterns by:
   - describing
   - reproducing
   - extending
   - creating patterns using manipulatives, diagrams, sounds, and actions (numbers to 100).
   [C, CN, PS, R, V]

2.PR.3. Demonstrate and explain the meaning of equality and inequality by using manipulatives and diagrams (0 to 100).
   [C, CN, R, V]

2.PR.4. Record equalities and inequalities symbolically using the equal symbol or the not-equal symbol.
   [C, CN, R, V]

SHAPE AND SPACE

General Outcome
Represent algebraic expressions in multiple ways.

2.SS.1. Relate the number of days to a week and the number of months to a year in a problem-solving context.
   [C, CN, PS, R]

2.SS.2. Relate the size of a unit of measure to the number of units (limited to non-standard units) used to measure length and mass (weight).
   [C, CN, ME, R, V]

2.SS.3. Compare and order objects by length, height, distance around, and mass (weight) using non-standard units, and make statements of comparison.
   [C, CN, ME, R, V]

2.SS.4. Measure length to the nearest non-standard unit by:
   - using multiple copies of a unit
   - using a single copy of a unit (iteration process)
   [C, ME, R, V]

2.SS.5. Demonstrate that changing the orientation of an object does not alter the measurements of its attributes.
   [C, R, V]

2.SS.6. Sort 2-D shapes and 3-D objects, including:
   - cubes
   - spheres
   - cones
   - cylinders
   - prisms
   - pyramids
   [C, CN, R, V]

2.SS.7. Describe, compare, and construct 3-D objects, including:
   - cubes
   - spheres
   - cones
   - cylinders
   - prisms
   - pyramids
   [C, CN, R, V]

2.SS.8. Describe, compare, and construct 2-D shapes including:
   - triangles
   - squares
   - rectangles
   - circles
   [C, CN, R, V]

2.SS.9. Identify 2-D shapes as parts of 3-D objects in the environment.
   [C, CN, R, V]

STATISTICS AND PROBABILITY

General Outcome
Collect, display, and analyze data to solve problems.

2.SP.1. Gather and record data about self and others to answer questions.
   [C, CN, PS, V]

2.SP.2. Construct and interpret concrete graphs and pictographs to solve problems.
   [C, CN, PS, R, V]

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