

Math Learning in the Classroom

Math learning occurs in many ways in the classroom. Teachers observe students during daily work, have conversations with students about math ideas and look at the results of their math work.

If you have questions about math in the classroom, or if your child needs additional support, please contact your child's teacher.



Online Resources for Grade 2 Math Students

These sites were active at the time of publication. Please review them to determine if they are appropriate for your child's needs and interests.

- **Askî's Pond** – an iPad math game produced in Saskatchewan, featuring the characters from Askî's world, reinforcing Saskatchewan math curriculum and available in the iTunes App Store (free of charge)
- **NRICH math** – interactive tasks and games for all grade levels: <https://nrich.maths.org>
- **Cool Math 4 Kids** – puzzles, games and much more: www.coolmath4kids.com



To view the entire Saskatchewan curriculum, go to www.curriculum.gov.sk.ca.

Be Positive and Supportive

Celebrate success and build confidence. Everyone uses math!

- Show and talk about how math is part of daily life.
- Be relaxed when talking about math, whether that is during homework time or in conversation.
- Encourage your child to keep trying, even if the problem seems hard at first.
- Focus on *how* your child is working on math problems and comment on good understanding.

The goal of this document is to support parents and caregivers as they promote positive math thinking. It also provides an overview of what Saskatchewan students will be taught in school in Grade 2.

Make Math Real at Home

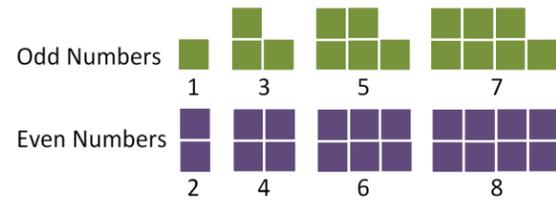
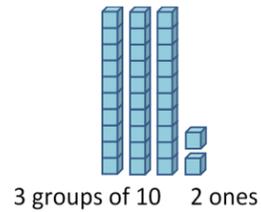
- Estimate things such as a length of time, number of objects, weights and measures.
- Play games of all kinds, including board games, card games and dice games. Some examples include Snakes and Ladders, Uno, Yahtzee, Frustration, Set and Qwirkle. Talk about strategies you can use.
- Talk about math concepts when baking or cooking.
- Sort and organize things around the house such as toys, food and laundry. Talk about your sorting rules.
- Look for patterns in music, art, numbers and nature. Create your own patterns.



Overview of Grade 2 Math

NUMBER

- Show numbers to 100. Recognize odd and even numbers.



- Read numbers up to 100.
 - A house number of 54 would be read as "fifty-four."
- Write numbers to twenty in words.
- Order numbers from least to greatest or greatest to least (numbers under 100).
- Understand the meaning of each digit of a 2-digit number.
 - The number 4 in 46 means four tens.
- Count by 2s, 5s and 10s to 100.
- Understand addition and subtraction of 1 and 2-digit numbers with answers to 100.
 - Create and solve problems using addition and subtraction.
 - Example: You have one dog. Your friend has three dogs. If all of these dogs came to school one day, how many dogs would be visiting our school?
 - Understand that when adding and subtracting, the order of numbers is important.
 - Sample question: Is $2 + 3$ the same as $3 + 2$? Is $7 - 8$ the same as $8 - 7$?
- Explain how mental math (see examples) can be used for sums and related differences up to 18.
 - For $16 - 7$, think $16 - 6 = 10$, then take away one more to get the answer of 9.
 - For $5 + 7$, think $5 + 5 = 10$, and add 2 to get the answer of 12.
 - For $7 + 6$, think $7 + 7 = 14$, then take away 1 to get the answer of 13.

PATTERNS AND RELATIONS

- Understand repeating patterns.



- Extend a pattern and create a repeating pattern.



- Understand increasing patterns, including number patterns and patterns using pictures, objects, sounds and actions.



- Understand the words "equal to" and "not equal to," and use the symbols "=" and "≠."



SHAPE AND SPACE

- Measure and estimate lengths using simple objects.
 - "My book is about two hands wide."
- Compare lengths and determine what might be appropriate to use for measuring.
 - "I could use my pencil to measure the length of my desk, but using a paper clip would not be a good choice because it is too small."
- Identify, describe, compare and draw 2-D objects, including triangles, squares, rectangles and circles.



- Identify, describe, compare and build 3-D objects, including cubes, cylinders, pyramids, cones and spheres.



- Understand the relationship between 2-D and 3-D objects.
 - "Each face of this cube is a square."
 - "The cylinder has a circle shape at each end."

STATISTICS AND PROBABILITY

- Create graphs using actual objects or graphs using pictures or symbols. Answer questions based on the graphs.

Pets

Cats	😊	😊	😊	😊		
Dogs	😊	😊	😊	😊	😊	😊
Fish	😊	😊	😊			
Birds	😊	😊				
Other	😊	😊	😊			

- What is the most popular pet in our class?
- How many more students have cats than birds?