2024-2025 Second Grade

2025 SC State K-12 Math Standards			
Quarter 1 Indicators **Q1 Learning Targets**	**Quarter 2 Indicators** **Q2 Learning Targets**	**Quarter 3 Indicators**	**Quarter 4 Indicators**
• **2.NR.2.1** (count forward and backward by 1s from any number within 999) (Number Talks - will assess Q2) • **2.MGSR.2.2** (classify shapes as polygons or non-polygons) • **2.MGSR.2.3** (classify 2D shapes as triangles or quadrilaterals) • **2.MGSR.2.1** (identify and describe given 2D/3D shapes in everyday situations) • **2.MGSR.1.1** (select and use appropriate tools to estimate and measure length - customary) • **2.NR.1.2** (represent and explain that whole number 1-999 are organized into hundreds, tens, and ones) • **2.NR.1.1** (read, write, and represent numbers up to 999) • **2.NR.1.4** (identify 10 more, 10 less, 100 more, and 100 less than given three-digit number through 999)	• **2.NR.2.1** (count forward and backward by 1s, 10s and 100s from any number within 999) • **2.PAFR.1.2** (determine and explain if an equation within 20 is true) • **2.PAFR.1.1** (use strategy to add and subtract two-digit numbers accurately within 100) • **2.NR.1.3** (compose/decompose whole numbers 1-999 in more than one way) • **2.PAFR.2.1** (describe, extend, and create growing shape pattern up to 3 terms in sequence) • **2.MGSR.1.2** (tell and record time to nearest 5-minutes/a.m. & p.m.) • **2.DPSR.1.1** (create survey, collect data up to 4 categories, create tally charts/picture graphs/dot plots/bar graphs, answer questions and draw conclusions)	• **2.MGSR.1.3** (determine value of mixed sets of coins or bills in mathematical and real-world situations) • **2.PAFR.1.7** (determine unknown in addition and subtraction within 20 - any position) • **2.NR.3.2** (identify which multiple of 10 a given two-digit number is closest to) • **2.NR.3.1** (compare representations of whole numbers up to 999 using words and symbols) • **2.PAFR.1.4** (find the number that makes 100 when added to given number 0-99) • **2.PAFR.1.8** (sort 20 or less objects to determine even/odd) • **2.PAFR.1.9** (find total number of objects in equal groups or array; write addition equation - up to 25)	• **2.PAFR.1.5** (add and subtract flexibly and accurately within 20) • **2.PAFR.1.6** (addition with Associative Property/grouping strategies to find sum of three addends within 20) • **2.PAFR.1.3** (solve one-step real-world situations through 99 with unknowns in any position) • **2.PAFR.2.2** (create, describe, and extend appropriate one-step rule for +/- number patterns within 100) • **2.NR.4.1** (partition in multiple ways squares, rectangles, circles into 2 or 4 equal parts; describe halves, fourths, half of, fourth of) • **2.NR.4.2** (explain that when partitioning shapes parts become smaller as number of parts increase)