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Math 2 Standard Components
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Component	Component Descriptions		
2NS 1.1.1*	Count, read and write whole numbers to 1,000		3
2NS 1.1.2*	Identify the place value for each digit up to 1,000	1,2,3,4,5	
2NS 1.2.1	Use Words to represent numbers.	6	
2NS 1.2.2	Use models to represent numbers.		1
2NS 1.2.3	Use expanded forms to represent numbers	7,8	
2NS 1.3.0*	Order and compare whole numbers to 1,000 by using the symbols <, =, >	9,10,11,12,13,14	4
2NS 2.1.0*	Understand and use the inverse relationship between addition and subtraction (e.g. Opposite number sentence for $8 + 6 = 14$ is $14 - 6 = 8$) to solve problems and check solutions.	15,16,17,18	2.5
2NS 2.2.1*	Find the sum of two whole numbers up to 3 digits long.	20,22,23	
2NS 2.2.2*	Find the difference of two whole numbers up to 3 digits long.	19,21	4
2NS 2.3.1	Use mental arithmetic to find the sum of two two-digit numbers.		
2NS 2.3.2	Use mental arithmetic to find the difference of two two-digit numbers.		N/A
2NS 3.1.1*	Use repeated addition to do multiplication	26	
2NS 3.1.2*	Use arrays to do multiplication	24	3
2NS 3.1.3*	Count by multiples to do multiplication.	25	
2NS 3.2.1*	Use repeated subtraction to do division with remainders.		
2NS 3.2.2*	Use equal sharing to do division with remainders.	28,29	3
2NS 3.2.3*	Form equal groups to do division with remainders.	27,30	
2NS 3.3.0*	Know the multiplication tables of 2s, 5s, 10s, (to times 10) and commit them to memory.	31,32,33,34	3
2NS 4.1.1*	Recognize and name unit fractions from $\frac{1}{12}$ to $\frac{1}{2}$.	35,37,38	
2NS 4.1.2*	Compare unit fractions from $\frac{1}{12}$ to $\frac{1}{2}$.	36	3

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2NS 4.2.1*	Recognize fractions as part of a whole.	39,41	3
2NS 4.2.2*	Recognize fractions as part of a group.	40	
2NS 4.3.0	Know that when all fractional parts are included, such as four-fourths, the result is equal to the whole and to one.	42,43,44,45	3
2NS 5.1.0*	Solve problems involving combinations of coins and bills.	46,47,48,49,50	3
2NS 5.2.0*	Know and use the decimal notation and the dollar and cent symbols for money.	51,52,53,54	3
2NS 6.1.0	Know when an estimate is reasonable in measurement (e.g., closest inch).	55	1/2
2AF 1.1.1*	Use the commutative rules to simplify mental calculations and to check results.	56,57,59,60	4
2AF 1.1.2*	Use the associative rule to simplify mental calculations and to check results.	58	
2AF 1.2.1*	Relate problem situations to number problems involving addition.	61	1
2AF 1.2.2*	Relate problem situations to number problems involving subtraction.	62	
2AF 1.3.1	Solve addition problems by using data from simple charts, picture graphs, and number sentences.	63,64	1
2AF 1.3.2	Solve subtraction problems by using data from simple charts, picture graphs, and number sentences.		
2MG 1.1.0	Measure the length of objects by iterating (repeating) a nonstandard or standard unit. (Related to 2NS 4.3.1 and 3NS 3.3)	65,66	1
2MG 1.2.0	Use different units to measure the same object and predict whether the measure will be greater or smaller when a different unit is used.	67	1
2MG 1.3.0*	Measure the length of an object to the nearest inch and/or centimeter.	68,69,70,71,72,73	3
2MG 1.4.1	Tell time to the nearest quarter hour.		2
2MG 1.4.2	Know relationships of time (e.g., minutes in an hour, days in a month, weeks in a year).	74,75	
2MG 1.5.0	Determine the duration of time in hours. (e.g., 11:00 am to 4:00 PM)	76,77	1
2MG 2.1.1*	Describe and classify plane geometric shapes (e.g., circle, triangle, square, and rectangle) according to the number of edges and vertices.	79	3
2MG 2.1.2*	Describe and classify solid geometric shapes (e.g., sphere, pyramid, cube, rectangular prism) according to the number and shape of faces, edges, and vertices.	78,80	
2MG 2.2.0*	Put shapes together and take them apart from other shapes (e.g., two congruent right triangles can be arranged to form a rectangle).	81,82,83,84,85	3

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2PS 1.1.0	Record numerical data in systematic ways, keeping track of what has been counted.	86,87,88,89	2
2PS 1.2.0	Represent the same data set in more than one way (e.g., bar graphs, and charts with tallies.)	90,91,92	2
2PS 1.3.0	Identify features of data sets (range and mode).	93,94	2
2PS 1.4.0	Ask and answer simple questions related to data representations.	95,96	1
2PS 2.1.0	Recognize, describe, and extend patterns and determine a next term in linear patterns (e.g., 4, 8, 12, ...; the number of ears on one horse, two horses, three horses, four horses.)		N/A
2PS 2.2.0	Solve problems involving simple number patterns.		N/A
2MR 1.1.0	Determine the approach, materials, and strategies to be used.		E
2MR 1.2.0	Use tools, such as manipulatives or sketches, to model problems.		E
2MR 2.1.0	Defend the reasoning used and justify the procedures selected.		E
2MR 2.2.0	Make precise calculations and check the validity of the results in the context of the problem.		E
2 MR 3.0.0	Students note connections between one problem and another.		E