Unit 2 (IReady) Numbers Within 100 (Addition, Subtraction, Time and Money)

Content Area: **Mathematics**
Course(s): **Mathematics 2**
Time Period: **October**
Length: **33 Days**
Status: **Published**

Unit Overview

In unit 2, students will learn to:

- Add two digit numbers.
- Add tens and ones.
- Regroup ones as a ten and decompose a ten.
- Subtract two digit numbers.
- Solve one and two step word problems by adding or subtracting two digit numbers.
- Solve word problems involving money.
- Tell and write time to the nearest 5 minutes.

Priority Standards

MATH.2.OA.A	Represent and solve problems involving addition and subtraction
MATH.2.NBT.B	Use place value understanding and properties of operations to add and subtract
MATH.2.M.C.7	Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m.
MATH.2.M.C.8	Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using $ and ¢ symbols appropriately.

Learning Targets

- I can explain why addition and subtraction strategies work, using place value and the properties of operations.
- I can fluently add and subtract within 100 using strategies based on place-value, properties of operations, and/or the relationship between addition and subtraction.
- I can solve word problems involving dollar bills, quarters, dimes, nickels, and pennies using $ and cents symbols appropriately.
- I can tell and write time from analog and digital clocks to the nearest five minutes using a.m. and p.m.

- I can use addition and subtraction within 100 to solve one- and two- step word problems involving situations of adding to, taking from, putting together, taking apart, and comparing within unknowns in all positions.

Essential Questions

- How can I use what I know about relationships between addition and subtraction to help me solve problems?
- How will understanding how to count money help me with real-world situations?
- What strategies can I use to help me add and subtract?
- Why is it important to know how to tell time?

Materials and Resources

- Additional Math Journal
- Base-10 blocks
- Data Math Games
- Digital Clock Template
- Geoboards
- Non-standard units of measurement
- Ready Math Program
- Student Judy Clocks
- Telling Time Math Games

Unit Assessments (Required)

- IReady Lesson Quizzes
- Mid-Unit Assessment
- My Learning Path weekly progress
- Unit Assessments

Learning Plan (Skills and Activities)

IReady Unit 2 Numbers Within 100

(Addition, Subtraction, Time and Money)

Time Frame	Lesson	Standard(s)	Target

IReady Unit 2 (About 33 Days)	Lesson 6 (6 Days) Add Two-Digit Numbers	Standard: 2.NBT.B ~ Use place value understanding and properties of operations to add and subtract	Target: I can fluently add and subtract within 100 using strategies based on place-value, properties of operations, and/or the relationship between addition and subtraction.
	Lesson 7 (6 Days) Subtract Two-Digit Numbers	Standard: 2.NBT.B ~ Use place value understanding and properties of operations to add and subtract	Target: I can fluently add and subtract within 100 using strategies based on place-value, properties of operations, and/or the relationship between addition and subtraction.
	Lesson 8 (6 Days) Use Addition and Subtraction Strategies with Two-Digit Numbers	Standard: 2.NBT.B ~ Use place value understanding and properties of operations to add and subtract	Target: I can explain why addition and subtraction strategies work, using place value and the properties of operations.
	Lesson 9 (6 Days) Solve Word Problems with Two-Digit Numbers	Standard: 2.OA.A. Represent and solve problems involving addition and subtraction 2.NBT.B ~ Use place value understanding and properties of operations to add and subtract	Target: I can use addition and subtraction within 100 to solve one- and two- step word problems involving situations of adding to, taking from, putting together, taking apart, and comparing within unknowns in all positions.
	Lesson 10 (6 Days) Solving Word Problems Involving	Standard: 2.M.C.8 ~ Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using $ and ¢ symbols appropriately.	Target: I can solve word problems involving dollar bills, quarters, dimes, nickels, and pennies using $ and cents symbols

Money	Example: If you have 2 dimes and 3 pennies, how many cents do you have?	appropriately.
Lesson 11 (6 Days) Tell and Write Time	Standard: 2.M.C.7 ~ Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m.	Target: I can tell and write time from analog and digital clocks to the nearest five minutes using a.m. and p.m.

Interdisciplinary Connections

Connections to Reading: Apply comprehension startegies to solve word problems. Incorporate literature relating to the math skill in lesson, such as, books on time.

Connections to Writing: Students write descriptions of composite shapes they have made.

Connections to Science: Incoporate time in experiments/investigations.

Strategies for Multilingual Learners

- Communicating High Expectations for Each Student to Close the Achievement Gap
- Establishing & Maintaining Effective Relationships in a Student Centered Classroom
- Helping Students Engage in Cognitively Complex Tasks
- Helping Students Examine their Reasoning
- Helping Students Practice Strategies, Skills, & Processes
- Helping Students Process New Content
- Helping Students Revise Knowledge
- Identifying Critical Content from the Standards
- Organizing Students to Interact with Contact
- Previewing New Content
- Providing Feedback & Celebrating Success
- Reviewing Content
- Using Engagement Strategies
- Using Formative Assessment to Track Progress
- Using Questions to Help Students Elaborate on Content

21st Century Skills or Career Ready Practices

- CRP1. Act as a responsible and contributing citizen and employee.

- CRP10. Plan education and career paths aligned to personal goals.
- CRP11. Use technology to enhance productivity.
- CRP2. Apply appropriate academic and technical skills.
- CRP4. Communicate clearly and effectively and with reason.
- CRP6. Demonstrate creativity and innovation.
- CRP8. Utilize critical thinking to make sense of problems and persevere in solving them.

WRK.9.1.2.CAP.1	Make a list of different types of jobs and describe the skills associated with each job.
TECH.9.4.2.CT.3	Use a variety of types of thinking to solve problems (e.g., inductive, deductive).
TECH.9.4.2.TL.3	Enter information into a spreadsheet and sort the information.
TECH.9.4.2.IML.1	Identify a simple search term to find information in a search engine or digital resource.
TECH.9.4.2.IML.2	Represent data in a visual format to tell a story about the data (e.g., 2.MD.D.10).
TECH.9.4.2.IML.4	Compare and contrast the way information is shared in a variety of contexts (e.g., social, academic, athletic) (e.g., 2.2.2.MSC.5, RL.2.9).

Strategies for Students in Need of Intervention

- Provide a list of keywords in word problems. For example: "In all, altogether means addition"
- Small Group Instruction based on strategy
- Small group instruction for Fact Fluency
- Small group instruction for word problems
- Extended pacing of lessons
- Hands on manipulatives
- Provide grid paper
- Reduce the amount of problems
- Use of a number line
- Use of approaching level materials/assignments
- Use of hundreds chart
- Use of visual aids for vocabulary building

Strategies for Enrichment

- Small Group Instruction to extend concept for Enrichment

Technology Integration

Website Name	www.brainden.com
Math playground	www.adaptedmind.com
Brain Den	www.youtube.com
Fun brain	www.mathgametime.com

- . 8.1.2.A.1 Identify the basic features of a digital device and explain its purpose.
- 8.1.2.A.4 Demonstrate developmentally appropriate navigation skills in virtual environments (i.e. games, museums).