Arkansas Mathematics Standards

Grade 2

Adopted 2023

Grade 2

Number & Place Value

Counting

A. Extend the counting sequence. 2.NPV.A

1. Count within 1,000 forwards and backwards by ones, tens, and hundreds from any given number. 2.NPV.1

Place Value

B. Understand the base ten place value system. 2.NPV.B

2. Identify the value of hundreds, tens, and ones place in a three-digit number. 2.NPV.2
3. Read, write, and represent whole numbers up to 1,000 using concrete models or drawings, number names, and a variety of expanded forms. 2.NPV.3
4. Mentally add 10 or 100 to a given number in the range of 100-900 and mentally subtract 10 or 100 from a given number in the range of 100-900. 2.NPV.4

Comparison

C. Use place value understanding to compare numbers. 2.NPV.C

5. Compare two three-digit numbers using symbols (<, =, >) based on the value of hundreds, tens, and ones in the given numbers. 2.NPV.5

Fraction Foundations

D. Build a conceptual understanding of fractions. 2.NPV.D

6. Partition circles and rectangles into two, three, or four equal shares, describing the shares using the words halves, thirds, and fourths (or quarters). 2.NPV.6
7. Recognize that equal shares of identical wholes need not have the same shape. 2.NPV.7

Computation & Algebraic Reasoning

Operations & Properties

A. Perform operations using place value understanding and properties of operations. 2.CAR.A

1. Use mental strategies to fluently add and subtract within 20 with mastery by the end of second grade. 2.CAR.1
2. Use computational fluency to add and subtract within 100 using strategies based on place value, properties of operations, or the relationship between addition and subtraction. 2.CAR.2
3. Add up to four two-digit numbers with sums not exceeding 100 using strategies based on place value and properties of operations. 2.CAR.3
4. Use a number line to solve addition and subtraction problems within 100. 2.CAR.4
5. Use addition to find the total number of objects arranged in rectangular arrays with up to 5 rows and up to 5 columns; write an equation to express the total as a sum of equal addends. 2.CAR.5
6. Use concrete models, drawings, or equations to solve addition and subtraction problems within 1000. 2.CAR.6

Problem Solving

B. Solve real-world problems. 2.CAR.B

7. Solve one and two-step real-world problems involving addition and subtraction within 100 in situations of adding to, taking from, putting together, taking apart, and comparing unknowns in all positions. 2.CAR.7

Algebraic Concepts

C. Develop and apply understanding of foundational algebraic concepts. 2.CAR.C

8. Determine whether a group of objects up to 20 has an odd or even number of members; write an equation to express an even number as a sum of two equal addends. 2.CAR.8

Geometry & Measurement

Shapes

A. Analyze attributes of shapes to develop generalizations about their properties. 2.GM.A

1. Identify, describe, and draw two-dimensional shapes.
Shapes include: triangles, regular pentagons, regular hexagons, and quadrilaterals (square, rectangle, trapezoid, parallelogram, rhombus) 2.GM.1
2. Identify and describe three-dimensional shapes based on the shape, number of faces, number of edges, and number of vertices.
Shapes include: rectangular prisms, cubes, and square-based pyramids 2.GM.2

Length & Width

B. Investigate measurement using rulers. 2.GM.B

3. Select appropriate measurement tools to estimate and measure the length of an object to the nearest whole inch or whole centimeters. 2.GM.3
4. Demonstrate how the length of an object does not change, regardless of the units used to measure it, by measuring the length of an object twice; use two different length units, describing how the two measurements relate to the size of the chosen unit. 2.GM.4
5. Measure to determine how much longer or shorter one object is than another, expressing the length difference in terms of a standard length whole unit. 2.GM.5
6. Solve real-world problems involving lengths of the same units, using addition and subtraction within 100. 2.GM.6

Perimeter, Area, & Volume

C. Explore the perimeter and area of shapes. 2.GM.C

7. Solve real-world and mathematical problems to find the perimeter of polygons. 2.GM.7
8. Partition a rectangle into rows and columns of same-size squares, counting the total number of squares to find the area. 2.GM.8

Time & Money

D. Explore time and money values and concepts. 2.GM.D

9. Using an analog clock, tell and write time to the nearest five minutes using colon notation and indicate a.m. or p.m. 2.GM.9
10. Describe relationships of time.
Times include: seconds in a minute; minutes in an hour; hours in a day; days in a week; and days, weeks, and months in a year 2.GM.10
11. Solve real-world problems involving addition and subtraction of time intervals in half hours or hours. 2.GM.11
12. Count collections of mixed coins and solve real-world problems involving quarters, dimes, nickels, and pennies within 99¢ and whole dollar

amounts. 2.GM.12

Data Analysis

Charts, Graphs, & Tables

A. Organize and analyze data. 2.DA.A

1. Use bar graphs, picture graphs, and line plots to organize and represent data, interpreting data with up to four categories. 2.DA.1
2. Ask and answer simple put together, take apart, and compare problems, using information presented in the bar graphs, picture graphs, and line plots. 2.DA.2