

AIS Maths Curriculum Overview

Grade 2

By the end of Grade 2 students will:

Data Handling

- discuss, compare and create *sets* from data that has *subsets* using *Venn* and other diagrams.
- design a *survey*, process and interpret the data.
- collect and display data in a *bar graph* and interpret results.
- use probability to determine mathematically fair and unfair games and to explain possible outcomes.

Measurement

- *estimate*, measure, label and compare using formal methods and *standard units of measurement*: length, time and temperature.
- measure using non standard and standard units.
- select appropriate tools and units of measurement.
- *model addition* and *subtraction* using money.
- read and write the time to the hour, half hour and quarter hour.
- be introduced to reading and writing the time to intervals of 5 minutes on 12-hour clocks.

Shape and Space

- sort and describe: *triangles*, hexagons, *trapeziums*.
- identify, describe and *model congruency* in *2-D shapes*.
- combine and transform *2-D shapes* to make another shape.
- create symmetrical *patterns*, including *tessellation*.

Pattern and Function

- analyse *patterns* in number systems to 100.
- recognize, describe and extend more complex *patterns* in numbers.
- Understand and use the relationship between addition and subtraction $4 + 3 = 7$, $7 - 3 = 4$.
- understand and use number *patterns* to solve problems (missing numbers).

Number

- read, write and *model* numbers, using the *base 10 system*, to 100 (understanding of place value).
- count, compare and order numbers to 100.
- *estimate* quantities to 100.
- count in 2s, 5s, 10s.
- automatically recall basic *addition* and *subtraction* facts up to 24 (e.g. $12+12=24$, $23-11=12$).
- *model addition* and *subtraction equations* to 100 (with and without *regrouping*).
- use and describe multiple strategies to solve *addition* and *subtraction* problems.
- compare *fractions* using *manipulatives* and using fractional notation.
- reasonably *estimate* answers: rounding and *approximation*.
- select and explain an appropriate method for solving a problem.