|  | End Product of Learning, "What" You Teach |  |  | Means to the $\frac{\text { INSTRUCTION }}{\text { End Product, "How" You Teach }}$ | $\frac{\text { ASSESSMENT }}{\text { Validation to Revise }}$ Curriculum \& Instruction |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  | COMMON CORE STANDARD | CONTENT: What we want students to "KNOW". | SKILL:What we want <br> students to "DO". | Varied Teaching/Learning Strategies Resources/Comments | Varied Classroom Assessment Strategies |
| $1{ }^{\text {st }} \mathrm{Qtr}$. | CC.2.OA1 <br> CC. 2 OA2 <br> CC. 2 OA3 <br> CC.2.NBT. 5 <br> CC.2.NBT. 6 <br> CC.2.NBT. 9 | Relationships between addition and subtraction equations, math mountains, and word problems <br> Addition and subtraction with totals less than or equal to 10 <br> The addends of "teen" numbers <br> Strategies of addition and subtraction of numbers up to 18 including a make a ten strategy <br> Unknown addends of numbers through teen numbers. | Represent the relationship between addition and subtraction using math mountains and word problems <br> Practice addition and subtraction with totals less than or equal to 10 <br> Use math mountains to represent "teen numbers" <br> Use the make a ten strategy to add addends with teen totals and solve unknown addend and subtraction word problems. <br> Solve addition, subtraction, and unknown addend equations with teen totals. | Houghton Mifflin Math Expressions - Unit 1 <br> Everyday Counts Calendar Math <br> Lessons for Addition and Subtraction Grades 2-3 - Math Solutions Publication <br> Color it on the 100 Chart by Marcy Cook <br> Math Game Days <br> Smartboard Activities <br> Daily Math Practice - Grade 2 (Evan Moor Corp.) <br> Math Journal <br> Dice Roll Game (Mental Math) <br> National Library of Virtual Manipulatives http://nlvm.usu.edu/en/nav/vlibrary.html <br> Brain Pop Jr. - www.brainpopir.com | Unit tests <br> Quick Quizzes <br> Math Journal <br> Performance-based <br> Assessments |

CURRICULUM MAP



