

PROBLEM SOLVING FOR 21ST CENTURY

COMMON CORE

Eureka Math² Alignments
Second Grade



- 1. Login to Exemplars Library: library.exemplars.com with your school e-mail and password
- 2. Select the 2nd Grade Unit you are working on:
 - Module 1: Place Value Concepts Through Metric Measurement and Data
 - Module 2: Addition & Subtraction within 200
 - Module 3: <u>Shapes and Time with Fraction Concepts</u>
 - Module 4: Addition and Subtraction within 1,000
 - Module 5: Money, Data, and Customary Measurement
 - Module 6: Multiplication and Division Foundation
- 3. Once you are in the correct Unit, click on the task name, which is directly linked to the Exemplars Library where you can download a printer-friendly PDF and lesson planning sheet for the corresponding task.
- ** Note: You must be logged into the Exemplars Library to access the tasks in this document.



Module 1: Place Value Concepts Through Metric Measurements and Data

Topics	Common Core State Standard	Exemplars Tasks
Represent Data to Solve Problems	2.MD.D.10	
Metric Measurement and Concepts About the Ruler	2.MD.A.1 2.MD.A.2 2.NBT.A.1	
Estimate, Measure and Compare Lengths	2.MD.A.1 2.MD.A.3 2.MD.A.4	
Solve Compare Problems by Using the Ruler as a Number Line	2.MD.B.5 2.MD.B.6	<u>Growing Sunflowers</u> (2.MD.A.4)



Module 1: Place Value Concepts Through Metric Measurements and Data (CONT.)

Topics	Common Core State Standard	Exemplars Tasks
Understand Place Value Units	2.NBT.A.1 2.NBT.A.1.b 2.NBT.A.2 2.NBT.A.3 2.OA.A.1	
Three-Digit Numbers in Different Forms	2.NBT.A.1 2.NBT.A.1.b 2.NBT.A.2 2.NBT.A.3	Earning a Box of Markers (2.NBT.A.2)
Model Base-Ten Numbers within 1,000 with Money	2.NBT.A.1 2.NBT.A.1.a 2.NBT.A.1.b <u>2.NBT.A.2</u>	
Compose and Decompose with Place Value Disks	2.NBT.A.1 2.NBT.A.1.a 2.NBT.A.1.b <u>2.NBT.A.3</u>	Jonah's Pages
Compare Two Three-Digit Numbers in Different Forms	2.NBT.A.2 2.NBT.A.3 2.NBT.A.4	(2.NBT.A.4)



Module 2: Addition & Subtraction within 200

Topics	Common Core State Standard	Exemplars Tasks
Simplifying Strategies for Addition	2.NBT.B.6 2.NBT.B.7 2.OA.A.1	
Strategies for Composing a Ten and a Hundred to Add	<u>2.NBT.B.7</u>	Apples for Students (2.NBT.B.6)
Simplifying Strategies for Subtraction	<u>2.OA.A.1</u>	<u>Anthony's Pennies</u> (2.OA.A.1)
Strategies for Decomposing a Ten and a Hundred to Subtract	<u>2.NBT.B.7</u>	



Module 3: Shapes and Time with Fraction Concepts

Topics	Common Core State Standard	Exemplars Tasks
Attributes of Geometric Shapes	2.G.A.1	Pasta and Gumdrops
Composite Shapes and Fraction Concepts	2.G.A.1 2.G.A.3	(2.GA.A.1)
Halves, Thirds, and Fourths of Circles and Rectangles	2.G.A.3	
Application of Fractions to Tell Time	2.MD.C.7 2.NBT.A.2	Building a Bird House (2.GA.A.3)



Module 4: Addition and Subtraction within 1,000

Topics	Common Core State Standard	Exemplars Tasks
Mental Place Value Strategies	2.NBT.B.8 <u>2.OA.A.1</u> 2.NBT.B.5	
Strategies for Composing Tens and Hundreds within 1,000	2.NBT.B.5 2.NBT.B.6 2.NBT.B.7 2.NBT.B.9 2.OA.B.2	How Many Students?
Simplifying Strategies for Subtracting Within 1,000	2.NBT.B.5 2.NBT.B.6 2.NBT.B.9	(2.NBT.B.7) <u>Beanbag Toss</u>
Strategies for Decomposing Tens and Hundreds with 1,000	2.OA.B.2 2.NBT.B.5 2.NBT.B.7 2.NBT.B.9	(2.NBT.B.7)
Apply Efficient Addition & Subtraction Strategies	2.OA.A.1 2.NBT.B.5 2.NBT.B.7 2.NBT.B.9	



Module 5: Money, Data, and Customary Measurement

Topics	Common Core State Standard	Exemplars Tasks
Problem Solving with Coins and Bills	2.MD.C.8	What's in Their Hands? (2.MD.C.8)
Use Customary Units to Measure and Estimate Length	2.MD.A.1 2.MD.A.2 2.MD.A.3 2.MD.A.4 2.MD.B.6	
Use Measurement and Data to Solve Problems	2.MD.B.5 2.MD.D.9	<u>A Windy Day</u> (2.MD.B.5)



Module 6: Multiplication and Division Foundations

Topics	Common Core State Standard	Exemplars Tasks
Formation of Equal Groups	2.OA.A.1 2.OA.C.4	
Arrays and Equal Groups	2.OA.C.3 2.OA.C.4	Books About Dinosaurs (2.OA.C.4)
Rectangular Arrays as a Foundation for Multiplication & Division	2.OA.C.3 2.OA.C.4 2.G.A.2	<u>Go Fish</u> (2.OA.C.3)
The Meaning of Even and Odd Numbers	2.OA.A.1 2.OA.C.3 2.OA.C.4	