### **Operations & Algebraic Thinking**

2.OA

### Represent and solve problems involving addition and subtraction.

1. 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, with unknowns in all positions, e.g., by using drawings and equations with a symbol for the unknown number to represent the problem.<sup>1</sup>

#### Add and subtract within 20.

2. Fluently add and subtract within 20 using mental strategies. By end of Grade 2, know from memory all sums of two one-digit numbers.

### Work with equal groups of objects to gain foundations for multiplication.

- 3. Determine whether a group of objects (up to 20) has an odd or even number of members, e.g., by pairing objects or counting them by 2s; write an equation to express an even number as a sum of two equal addends.
- 4. 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.

# **Number & Operations in Base Ten**

2.NBT

#### Understand place value.

- 1. Understand that the three digits of a three-digit number represent amounts of hundreds, tens, and ones; e.g., 706 equals 7 hundreds, 0 tens, and 6 ones. Understand the following as special cases:
  - a. 100 can be thought of as a bundle of ten tens called a "hundred."
  - b. The numbers 100, 200, 300, 400, 500, 600, 700, 800, 900 refer to one, two, three, four, five, six, seven, eight, or nine hundreds (and 0 tens and 0 ones).
- 2. Count within 1000; skip-count by 5s, 10s, and 100s.
- 3. Read and write numbers to 1000 using base-ten numerals, number names, and expanded form.
- 4. Compare two three-digit numbers based on meanings of the hundreds, tens, and ones digits, using >, =, and < symbols to record the results of comparisons.

### Use place value understanding and properties of operations to add and subtract.

- 5. Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.
- 6. Add up to four two-digit numbers using strategies based on place value and properties of operations.
- 7. Add and subtract within 1000, using concrete models or drawings and strategies based on place value, properties of operations, and/or the relationship between addition and subtraction; relate the strategy to a written method. Understand that in adding or subtracting three-digit numbers, one adds or subtracts hundreds and hundreds, tens and tens, ones and ones; and sometimes it is necessary to compose or decompose tens or hundreds.
- 8. Mentally add 10 or 100 to a given number 100–900, and mentally subtract 10 or 100 from a given number 100–900.
- 9. Explain why addition and subtraction strategies work, using place value and the properties of operations.

<sup>&</sup>lt;sup>1</sup> See Glossary, Table 1.

<sup>&</sup>lt;sup>2</sup>See standard 1.OA.6 for a list of mental strategies.

Explanations may be supported by drawings or objects.

# NY-2.OA

# Operations and Algebraic Thinking

Add and subtract within 20.

- 2a. Fluently add and subtract within 20 using mental strategies. Strategies could include:
  - counting on;

- making ten;
- decomposing a number leading to a ten;
- using the relationship between addition and subtraction; and

Coherence: NY-1.OA.6 NY-2.OA.2

$$8 + 2 + 4 =$$

e.g., 
$$13 - 4 =$$

$$13 - 3 - 1 =$$

$$10 - 1 = 9$$

e.g., knowing that 8 + 4 = 12, one knows 12 -