

Cluster Statement		Standard	Keep or Propose Change	Type of Change: Removed, Broken Up, Re-written	Quality Standards Rule	Reason for Proposed Change
Represent and solve problems involving addition and subtraction.	2.OA.1	2.OA.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.	Keep			
Add and subtract within 20.	2.OA.2	2.OA.2a Fluently add and subtract within 20 using mental strategies. (See standard 1.OA.6 for a list of mental strategies.) 2b By end of Grade 2, know from memory all sums of two one-digit numbers.	Propose Change	Re-written	3	Use clear language to clarify what students should be able to do.
Work with equal groups of objects to gain foundations for multiplication.	2.OA.3	2.OA.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.	Keep			
Work with equal groups of objects to gain foundations for multiplication.	2.OA.4	2.OA.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.	Keep			
Understand place value.	2.NBT.1	2.NBT.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: 1a. 100 can be thought of as a bundle of ten tens — called a “hundred.” 1b. 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).	Keep			
Understand place value.	2.NBT.2	2.NBT.2 Count within 1000; skip-count by 5s, 10s, and 100s, starting from any number in its skip counting sequence.	Proposed Change	Re-written	#2 and #3	To clarify the wording of the standard.
Understand place value.	2.NBT.3	2.NBT.3 Read and write numbers to 1000 using base-ten numerals (standard form), number names (word form), and expanded form.	Proposed Change	Re-written	#2	Clarifying language to match K-1 standards.
Understand place value.	2.NBT.4	2.NBT.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.	Keep			
Use place value understanding and properties of operations to add and subtract.	2.NBT.5	2.NBT.5 Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.	Keep			
Use place value understanding and properties of operations to add and subtract.	2.NBT.6	2.NBT.6 Add up to four two-digit numbers using strategies based on place value and properties of operations.	Keep			

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Use place value understanding and properties of operations to add and subtract.	2.NBT.7	2.NBT.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.	Keep			
Use place value understanding and properties of operations to add and subtract.	2.NBT.8	2.NBT.8 Mentally add 10 or 100 to a given number 100–900, and mentally subtract 10 or 100 from a given number 100–900.	Keep			
Use place value understanding and properties of operations to add and subtract.	2.NBT.9	2.NBT.9 Explain why addition and subtraction strategies work, using place value and the properties of operations. (Explanations may be supported by words , drawings or objects.)	Proposed Change	Re-written	#1	Students can explain why their strategies work not just with drawings or objects, but words too.
Measure and estimate lengths in standard units.	2.MD.1	2.MD.1 Measure the length of an object by selecting and using appropriate tools such as rulers, yardsticks, meter sticks, and measuring tapes.	Keep			
Measure and estimate lengths in standard units.	2.MD.2	2.MD.2 Measure the length of an object twice, using length units of different lengths for the two measurements; describe how the two measurements relate to the size of the unit chosen.	Keep			
Measure and estimate lengths in standard units.	2.MD.3	2.MD.3 Estimate lengths using units of inches, feet, centimeters, and meters.	Keep			
Measure and estimate lengths in standard units.	2.MD.4	2.MD.4 Measure to determine how much longer one object is than another, expressing the length difference in terms of a standard length unit.	Keep			
Relate addition and subtraction to length.	2.MD.5	2.MD.5 Use addition and subtraction within 100 to solve word problems involving lengths that are given in the same units, e.g., by using drawings (such as drawings of rulers) and equations with a symbol for the unknown number to represent the problem.	Keep			
Relate addition and subtraction to length.	2.MD.6	2.MD.6 Represent whole numbers as lengths from 0 on a number line diagram with equally spaced points corresponding to the numbers 0, 1, 2, ..., and represent whole-number sums and differences within 100 on a number line diagram.	Keep			
Work with time and money.	2.MD.7	2.MD.7 Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m.	Keep			

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Work with time and money.	2.MD.8	2.MD.8 Identify and count coins and bills and apply that understanding to solve word problems. 8a Recognize and know the value of coins up to one dollar. 8b Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using \$ and ¢ symbols appropriately.	Change	Re-written	1,2	To scaffold learning
Represent and interpret data.	2.MD.9	2.MD.9 Generate measurement data by measuring lengths of several objects to the nearest whole unit, or by making repeated measurements of the same object. Show the measurements by making a line plot, where the horizontal scale is marked off in whole-number units.	Keep			
Represent and interpret data.	2.MD.10	2.MD.10 Draw a picture graph and a bar graph (with single-unit scale) to represent a data set with up to four categories. Solve simple put together, take-apart, and compare problems using information presented in a bar graph.	Keep			
Reason with shapes and their attributes.	2.G.1	2.G.1 Recognize, identify , and draw shapes having specified attributes, such as a given number of angles or a given number of equal faces; to include identify triangles, quadrilaterals, pentagons, hexagons, and cubes. (Sizes are compared directly or visually, not compared by measuring.)	propose change	broken up and re-written	3	to clarify language
Reason with shapes and their attributes.	2.G.2	2.G.2 Partition a rectangle into rows and columns of same-size squares and count to find the total number of them.	Keep			
Reason with shapes and their attributes.	2.G.3	2.G.3 Partition circles and rectangles into two, three, or four equal shares, describe the shares using the words halves, thirds, half of, a third of, etc., and describe the whole as two halves, three thirds, four fourths. Recognize that equal shares of identical wholes need not have the same shape.	Keep			