



THE FLORIDA BENCHMARKS FOR EXCELLENT STUDENT THINKING (B.E.S.T.) STANDARDS

Parent Guide for Second Grade Mathematics

The B.E.S.T. Standards for Mathematics are mathematics standards for Florida students that are a high-quality foundation to which our assessments and instructional materials will be aligned. The B.E.S.T. Standards were created by Florida educational leaders and Mathematics teachers reflecting the feedback of parents, stakeholders and classroom teachers. The benchmarks for the standards are mastery goals that students are expected to attain by the end of the school year.

Florida B.E.S.T. Strands: Second Grade

Number Sense and Operations
Fractions
Algebraic Reasoning
Measurement
Geometric Reasoning
Data Analysis and Probability

Instructional time will focus on:

- ✓ **Understanding place value in three-digit numbers**
- ✓ **Building fluency and algebraic reasoning with addition and subtraction**
- ✓ **Extending understanding of measurement, time, and perimeter**
- ✓ **Developing spatial reasoning with 2D figures**

Second Grade Standards at a Glance

- Place value of three-digit numbers
- Solve one and two step word problems
- Addition and subtraction facts with sums to 20 with automaticity
- Addition of 2-digit numbers with sums to 100 with procedural reliability
- Identify lines of symmetry
- Estimate and measure length
- Perimeter
- Compare numbers up to 1,000
- Partitioning shapes into halves, thirds, and fourths
- Time to the nearest 5 minutes
- Real world money application problems

Mathematical Thinking and Reasoning (MTR) Standards

Florida students are expected to engage with math through the MTR Standards daily to promote deeper learning and understanding.

1. Actively participate
2. Represent problems in multiple ways
3. Complete tasks with fluency
4. Engage in discussions
5. Use patterns to connect concepts
6. Assess reasonableness of solutions
7. Apply math to the real word



Mathematical Activities to Support Learning at Home

- ✓ **Playdough Fractions:** Create a shape like a circle or a square from a piece of playdough. Then practice dividing it into halves, thirds, and fourths!
- ✓ **Place Value Dice:** Roll 3 dice, create a 3-digit number and write it down. Repeat these steps. Compare the two numbers to decide which is greater.
- ✓ **My Survey:** Create a survey question and collect data from friends and family in a tally chart. Then use Your data to create your own bar graph. Example of survey question could include: What is your favorite food?
- ✓ **Cards:** Grab a deck of cards and try a variation on the card game “War.” When the higher card takes the lower card, subtract the lower number from the higher number, and the player who won that play wins those points.
- ✓ **Our Family Schedule:** Create an original schedule for your everyday activities. Draw clocks to show the times for each event.
- ✓ **Board Games:** Games can develop more complex ways of reasoning. Great options are Checkers, Clue, Dominos, and Mancala.
- ✓ **Word Problems:** Create and solve addition and subtraction word problems about everyday life. For example, “I had 8 chicken nuggets on my plate. I ate some and now I have 4 left. How many chicken nuggets did I eat?”

Second Grade Mathematics Picture Books

A Fair Share Bear by Stuart Murphy (Addition)

Safari Park by Stuart Murphy (Algebra)

Let's Fly a Kite by Stuart Murphy (Symmetry)

The Greedy Triangle by Marylin Burns (Shapes)

Earth Day Hooray! by Stuart Murphy (Place Value)

One Hundred Hungry Ants by Elinor Pinczes (Algebra)

Tally O'Malley by Stuart Murphy (Data)

Academic Mathematics Vocabulary

Automaticity: the ability to act according to an automatic response or pattern which is easily retrieved from long term memory

Exploration: instruction focuses on helping the student develop understanding through the use of manipulatives, visual models, discussions, estimation, and drawings

Procedural Fluency: instruction focuses on helping the student become fluent, efficient and accurate with a procedure

Procedural Reliability: instruction focuses on helping the student choose a method they can use reliably

