GRADE 2 Number Specific Outcomes	Key Understandings underpinning the Curriculum Outcomes from FSIM: Number Resource Books	Sample Diagnostic Tasks and Activities	Sample Learning Tasks Selected from FSIM: Number Resource Books	Math Station Ideas:
2.1. Say the number sequence from 0 to 100 by: - 2s, 5s, and 10s, forward and backward, using starting points that are multiples of 2, 5 and 10 respectively - 10s using starting points from 1 to 9 - 2s starting from 1. 2.4. Represent and describe numbers to 100, concretely, pictorially and symbolically. 2.5. Compare and order numbers up to 100. 2.6. Estimate quantities to 100 using referents.	Whole and Decimal Numbers KU4: • The whole numbers are in a particular order, and there are patterns in the way we say them that help us to remember the order. Whole and Decimal Numbers KU1: • We can count a collection to find out how many are in it. Background Notes: (Course Book) Understand Whole and Decimal Numbers, pages 27 – 29	1 – 9 Repeating Sequence (Course Book, p. 171) Up to & Over 100 (Course Book, p. 171) Saying The Number Sequence By Ones And Tens (Course Book, p. 174) Counting Principles (Course Book, p.167) Skip Counting (Course Book, p. 170) Ice Cream Task (Course Book, p. 169)	Number Sense: Pages 54 - 55 • Number Scrolls • Biggest Number • Partner Number Scrolls • Number Line • Counting Sequences Number Sense: Pages 26 - 29 • How Many? • Keeping Fit • Grouping • Different Totals • Enough for All • Placing an Order • Constant Addition Did You Know? (Number Sense, p.29)	Caterpillar Ordering: Ordering and Sequencing Numbers (tablet friendly) "Counting in Groups" p. 129 – 130 "Groups of 10" p. 130 – 131 "Estimating Groups of Tens and Ones" p. 132 – 133 "Skip-Count Patterns" p. 138 "More and Less on the Hundreds Chart" p. 139 "Models with the Hundreds Chart" p. 139

GRADE 2 Number Specific Outcomes	Key Understandings underpinning the Curriculum Outcomes from FSIM: Number Resource Books	Sample Diagnostic Tasks and Activities	Sample Learning Tasks Selected from FSIM: Number Resource Books	Math Station Ideas:
2. 2. Demonstrate if a number (up to 100) is even or odd.	Patterns and Algebra KU6: • Some numbers have interesting or useful properties. Investigating the patterns in these special numbers can help us to understand them better.	Subitizing (Course Book, p. 175)	Operation Sense: Pages 272 - 273 • Doubling • Odds and Evens • Hands	"Fair Shares for Two" P. 292 "Slap it! : An Odds and Evens Card Game" "Diver" game

GRADE 2 Number Specific Outcomes	Key Understandings underpinning the Curriculum Outcomes from FSIM: Number Resource Books	Sample Diagnostic Tasks and Activities	Sample Learning Tasks Selected from FSIM: Number Resource Books	Math Station Ideas:
2.3. Describe order or relative position using ordinal numbers (up to tenth).	Whole and Decimal Numbers KU3: • We can use numbers in ways that do not refer to quantity.		Number Sense: Pages 46 - 47 • Ordinal Numbers • Order in the Classroom • Sports Stars • Number Hunt	Count Us In (on line game) Move the children, in correct order, into roller coaster cars. Children and numbers occur randomly. My Block Tower

GRADE 2 Number Specific Outcomes	Key Understandings underpinning the Curriculum Outcomes from FSIM: Number Resource Books	Sample Diagnostic Tasks and Activities	Sample Learning Tasks Selected from FSIM: Number Resource Books	Math Station Ideas:
2.8. Demonstrate and explain the effect of adding zero to or subtracting zero from any number. 2.9. Demonstrate an understanding of addition (limited to 1 and 2-digit numerals) with answers to 100 and the corresponding subtraction by: - Using personal strategies for adding and subtracting with and without the support of manipulatives - Creating and solving problems that involve addition and subtraction - Explaining that the order in which numbers are added does not affect the sum - Explaining that the order in which numbers are subtracted may affect the difference.	Operations KU1: • Adding and subtracting numbers are useful when we: - change a quantity by adding more or taking some away - think of a quantity as combined of parts - equalize or compare two quantities. Operations KU2: • Partitioning numbers into part-part whole helps us relate addition and subtraction and understand their properties. Operations KU6: • The same operation can be said and written in different ways. Operations Background Notes: Operation Sense, pages 22 – 29,	Change Task (Course Book p. 205) How Many Want Jellybeans? (Course Book p. 220) Find the Solutions (Set A) (Course Book p. 223-224)	Operation Sense: Pages 34 – 35 • Number Line • Word Problems Operation Sense: Pages 42 - 43 • Think Board • Number Sentences • Secret Numbers Operation Sense: Page 83 • Packing Away • Alternative Expressions	"What's Alike? Zero Facts" p. 100 "Double Images" p. 101 "Make 10 on the Ten-Frame" p. 103 "Say the Ten Fact" p. 106 "Missing-Part Subtraction" p. 74 Add Up Tiles game (p. 5 – 6) Subtraction Tiles game (p. 7 – 8) Take Four and Add game (p. 16) Lucky Thirteen game (p. 25) Take it Away Card Game

GRADE 2 Number Specific Outcomes	Key Understandings underpinning the Curriculum Outcomes from FSIM: Number Resource Books	Sample Diagnostic Tasks and Activities	Sample Learning Tasks Selected from FSIM: Number Resource Books	Math Station Ideas:
2.10. Apply mental mathematics strategies, such as: - Using doubles - Making 10 - One more, one less - Two more, two less - Building on a known double - Addition for subtraction to determine basic addition facts to 18 and related subtraction facts	Computations KU1: • The same number fact will be true no matter how you count the objects or what the objects are. Computations KU2: • We can think of a number as a sum or difference in different ways. We can rearrange the parts of an addition without changing the quantity. Operations Background Notes: Operation Sense, pages 108 -109, 113 - 115	How Did You Do It? (Course Book p. 177)	Operation Sense: Pages 120 - 121 • Number Cube Games • Double Collections • Number Combinations • Basic Facts to 10 Operation Sense: Pages 128 - 129 • Number Combinations • One-to-Ten Partitions • Combinations to 20	"Double Images" p. 101 "Make 10 on the Ten-Frame" p. 103 "Say the Ten Fact" p. 106 "Missing-Part Subtraction" p. 74 Add Up Tiles game (p. 5 – 6) Subtraction Tiles game (p. 7 – 8) Take Four and Add game (p. 16) Lucky Thirteen game (p. 25) Take it Away Card Game