

2nd Grade EDM Support for Focus Strand: Estimation and Computation

Purpose of the GLE strand Reference Guide:

The purpose of the Everyday Math (EDM) /Grade Level Expectation (GLE) strand reference guide is to offer teachers easy access to remediation materials in the Everyday Math Program for not only the specific strand, but also for specific GLEs.

Below you will find:

- Power Lessons that emphatically teach to specific GLEs in either Part 1 or Part 2 of the lesson
- Projects that target a GLE within the strand are listed by the GLE that is addressed
- Games listed by GLE addressed
- Open Response item listed by GLE addressed
- Minute or 5-Minute Math activities that target the strand
- Assessment Disk assessment/practice problems that could be used to assess the strand
- Reinforcement Suggestions from *Maintaining Concepts and Skills* in the Differentiation Handbook

Power Lessons:

| | |
|-----------|---|
| E&C - 1&2 | 6.4 |
| E&C - 3 | 1.9, |
| E&C - 4 | 1.12 Part 2, 2.1, 2.3, 2.4, 2.5 Part 2, 2.6, 2.9, 2.13, 6.1 |
| E&C- 5 | 1.12, 4.2, 4.6, 4.8, 4.9, 6.1, 6.5, 7.2, 7.3, 11.3, 11.6 |
| E&C - 6 | 2.8 Part 2, 6.6, 6.7, 6.8, 6.9, 7.3, 11.6 Part 2 |
| E&C - 7 | 5.1 Part 1, 6.6, 6.10 |

Games:

| First Grade Games | GLE | Lesson |
|---|---------|--------|
| <i>Addition Top-It</i> (and 2 nd) | E&C – 2 | 1.4 |
| <i>Beat the Calculator</i> (and 2 nd) | E&C – 4 | 2.2 |
| <i>Domino Top-It</i> (and 2 nd) | E&C – 4 | 2.2 |
| <i>Penny Grab</i> | E&C – 4 | 2.8 |
| <i>Penny Plate</i> (and 2 nd) | E&C – 4 | 1.6 |

Second Grade Games

| | | |
|----------------------------|-----------|----------------|
| <i>Addition Card Draw</i> | E& C – 4 | 12.5 |
| <i>Addition Spin</i> | E&C – 5 | 5.1 |
| <i>Array Bingo</i> | E&C – 6 | 6.9 |
| <i>Basketball Addition</i> | E&C – 4&5 | 7.3 |
| <i>Dollar Rummy</i> | E&C – 5 | 5.4 |
| <i>Doubles or Nothing</i> | E&C – 5 | 2.3 |
| <i>Fact Extension Game</i> | E&C – 4 | 4.8 |
| <i>High Roller</i> | E&C – 4 | 3.7 |
| <i>Hit the Target</i> | E&C – 5 | 7.2 |
| <i>Sharing Equally</i> | E&C – 7 | 5.1 |
| <i>Subtraction Top-It</i> | E&C – 4 | Play as needed |
| <i>Three Addends</i> | E&C – 4&5 | 6.1 |

Open Response Items (Assessment Handbook):

| | |
|---------------------------------|---------|
| Unit 4: Finding the Largest Sum | E&C – 5 |
| Unit 6: Counting Cookies | E&C – 4 |
| Unit 7: Dollars or Pennies | E&C – 6 |
| Unit 8: Sharing Brownies | E&C – 7 |
| Unit 9: Broken Rulers | E&C – 6 |
| Unit 11: Sharing Candy | E&C – 7 |
| Unit 12: Getting to School | E&C – 5 |

Assessment Assistant:

Everyday Math Grade 3 Goals:

- Goal 1: Addition and Subtraction
- Goal 2: Addition and Subtraction
- Goal 3: Computational Estimation
- Goal 4: Models for the Operations

Minute Math +

Routines pages: 8-14; Operations pages: 39-52

Reinforcement Suggestions **from *Maintaining Concepts and Skills*** **in Differentiation Handbook**

E&C - 2

- Have children round numbers. See the Readiness activity in Lesson 10.5 (Unit 10).
- Have children use ten-frame cards and dimes to round amounts to the closest dollar. See the Readiness activity in Lesson 11.1 (Unit 11).
- Have children routinely make an estimate before solving computation problems. (Unit 11)

E&C - 4

- Have children play *Addition Top-It*, and *Two Fisted Penny Addition*. (Unit 1)
- Have children play *Domino Top-it*, and *The Difference Game*. (Unit 2)
- Have children play *Name That Number* and record number sentences for their solutions. (Unit 4)
- Have children play *Subtraction Top-it*. (Unit 10)
- Use the “What’s My Rule?” master on page 146 of the Differentiation Handbook to create practice problems where the rule is some number more or less. (Unit 12)

E&C - 5

- Have children play *Spinning for Money* (Unit 10)
- Have children solve thermometer problems. See the Readiness activity in Lesson 4.4 (Unit 4).
- Have Children play *Addition Spin*. (Unit 6)
- Have children use base-10 blocks to explore addition problems. See the Readiness activity in Lesson 7.3 (Unit 7).
- Use the “What’s My Rule?” master on p. 146 of the Differentiation Handbook to create practice problems with addition and subtraction rules involving double-digits. (Unit 7)
- Have children play the *Number –Grid Difference Game*. (Unit 11)
- Have children use the number grid to find the difference between numbers See the Readiness activity in Lesson 11.2. Use the number Grid master on p. 148 of the Differentiation Handbook. (Unit 11)

E&C – 6

- Have children play *Simon Says*. See the readiness activity in Lesson 6.8 (Unit 6).
- Have children play *Array Bingo*. (Unit 6)
- Have children make flags with arrays of stars. See the Readiness activity in Lesson 4.1. (Unit 4)
- Have children build pattern-block arrays and write matching number models. See the Readiness activity in Lesson 6.9 (Unit 6).
- Have children build arrays to find missing factors. See the Readiness activity in Lesson 12.5 (Unit 12).

E&C - 7

- Have children solve equal-group and equal-sharing problems. See the Readiness activities in Lesson 6.7 and 6.10 (Units 7 & 10)
- Have children build arrays to find missing factors. See the Readiness activity in Lesson 12.5 (Unit 12).