Grade 2

The following are highlights of student learning in Grade 2. They are provided to give teachers and parents a quick overview of the mathematical knowledge and skills that students are expected to acquire in each strand in this grade. The expectations on the pages that follow outline the required knowledge and skills in detail and provide information about the ways in which students are expected to demonstrate their learning, how deeply they will explore concepts and at what level of complexity they will perform procedures, and the mathematical processes they will learn and apply throughout the grade.

Number Sense and Numeration: representing and ordering numbers to 100; representing money amounts to 100¢; decomposing and composing two-digit numbers; investigating fractions of a whole; counting by 1's, 2's, 5's, 10's, and 25's; adding and subtracting two-digit numbers in a variety of ways; relating equal-sized groups to multiplication and relating sharing equally to division

Measurement: measuring length using centimetres and metres; telling time to the nearest quarter-hour; measuring perimeter, area, mass, and capacity using non-standard units; describing and establishing temperature change; choosing personal referents for the centimetre and the metre; comparing the mass and capacity of objects using non-standard units; relating days to weeks and months to years

Geometry and Spatial Sense: distinguishing between attributes that are geometric properties and attributes that are not geometric properties; classifying two-dimensional shapes by geometric properties (number of sides and vertices); classifying three-dimensional figures by geometric properties (number and shape of faces); locating a line of symmetry; composing and decomposing shapes; describing relative locations and paths of motion

Patterning and Algebra: identifying and describing repeating patterns and growing and shrinking patterns; developing the concept of equality using the addition and subtraction of numbers to 18 and the equal sign; using the commutative property and the property of zero in addition to facilitate computation

Data Management and Probability: organizing objects into categories using two attributes; collecting and organizing categorical and discrete data; reading and displaying data using line plots and simple bar graphs; describing probability, in simple games and experiments, as the likelihood that an event will occur