G. Geometry

A. Reason With Shapes And Their Attributes.

2.G.A.1

Recognize and draw shapes having specified attributes, such as a given number of angles or a given number of equal faces.* Identify triangles, quadrilaterals, pentagons, hexagons, and cubes.

Stretch	Module	Session Title	Standards
Stretch 2	Module 1	Recognizing Attributes in 2D Shapes	2.G.A.1
Stretch 2	Module 3	Classifying 2D Shapes with Tangrams	2.G.A.1
Stretch 2	Module 4	Identifying and Classifying Polygons	2.G.A.1, 2.OA.C.3
Stretch 4	Module 1	Geometric Dictation	2.G.A.1
Stretch 4	Module 3	Recognizing Attributes in 3D Shapes	2.G.A.1

2.G.A.2

Partition a rectangle into rows and columns of same-size squares and count to find the total number of them.

Stretch	Module	Session Title	Standards
Stretch 2	Module 2	Partitioning Rectangles	2.G.A.2, 2.OA.C.4
Stretch 4	Module 4	Partitioning Rectangles: Tetrominoes	2.G.A.2, 2.OA.C.4
Stretch 6	Module 3	Counting Objects in Arrays	2.G.A.2, 2.OA.C.4
Stretch 6	Module 3	Partitioning Rectangles and Counting Cells	2.G.A.2, 2.OA.C.4

2.G.A.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.

Stretch	Module	Session Title	Standards
Stretch 5	Module 1	Patterns in Shapes	2.G.A.3
Stretch 5	Module 2	Partitioning Shapes	2.G.A.3
Stretch 5	Module 3	Partitioning Everyday Shapes	2.G.A.3, 2.MD.C.7

MD. Measurement and Data

A. Measure And Estimate Lengths In Standard Units.

2.MD.A.1

Measure the length of an object by selecting and using appropriate tools such as rulers, yardsticks, meter sticks, and measuring tapes.

Stretch	Module	Session Title	Standards
Stretch 1	Module 1	Ordering and Estimating Length	2.MD.A.1, 2.MD.B.5
Stretch 2	Module 5	Representing Length with Line Plots	2.MD.A.1, 2.MD.D.9
Stretch 3	Module 2	Length Combinations in Inches	2.MD.A.1, 2.MD.A.2, 2.MD.A.4
Stretch 4	Module 2	Programming on the Number Line	2.MD.A.1, 2.MD.B.6
Stretch 5	Module 5	Addition and Subtraction WP: Length	2.MD.A.1, 2.MD.A.3, 2.MD.A.4, 2.MD.B.5, 2.MD.B.6
Stretch 6	Module 1	Comparing Heights with Constraints	2.MD.A.1
Stretch 6	Module 2	Converting Length: Meters and Centimeters	2.MD.A.1, 2.MD.A.2, 2.MD.A.3
Stretch 6	Module 3	Measuring Length as Distance	2.MD.A.1, 2.MD.A.3
Stretch 6	Module 4	Addition and Subtraction WP: Measurement	2.MD.A.1, 2.MD.B.5, 2.MD.B.6, 2.NBT.B.5
Stretch 6	Module 4	Measuring Length: Word Problems	2.MD.A.1, 2.MD.A.4, 2.MD.B.5

2.MD.A.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.

Stretch	Module	Session Title	Standards
Stretch 3	Module 1	Measuring Classroom Length	2.MD.A.2, 2.MD.A.4
Stretch 3	Module 2	Length Combinations in Inches	2.MD.A.1, 2.MD.A.2, 2.MD.A.4
Stretch 6	Module 2	Converting Length: Meters and Centimeters	2.MD.A.1, 2.MD.A.2, 2.MD.A.3

2.MD.A.3

Estimate lengths using units of inches, feet, centimeters, and meters.

Stretch	Module	Session Title	Standards
Stretch 3	Module 3	Exploring Length Units	2.MD.A.3
Stretch 5	Module 5	Addition and Subtraction WP: Length	2.MD.A.1, 2.MD.A.3, 2.MD.A.4, 2.MD.B.5, 2.MD.B.6
Stretch 6	Module 2	Converting Length: Meters and Centimeters	2.MD.A.1, 2.MD.A.2, 2.MD.A.3
Stretch 6	Module 3	Measuring Length as Distance	2.MD.A.1, 2.MD.A.3

2.MD.A.4

Measure to determine how much longer one object is than another, expressing the length difference in terms of a standard length unit.

Stretch	Module	Session Title	Standards
Stretch 1	Module 2	Length Combinations: Ordering by Length	2.MD.A.4
Stretch 1	Module 3	Discovering Coordinates	2.MD.A.4, 2.MD.B.5
Stretch 3	Module 1	Measuring Classroom Length	2.MD.A.2, 2.MD.A.4
Stretch 3	Module 2	Length Combinations in Inches	2.MD.A.1, 2.MD.A.2, 2.MD.A.4
Stretch 5	Module 5	Addition and Subtraction WP: Length	2.MD.A.1, 2.MD.A.3, 2.MD.A.4, 2.MD.B.5, 2.MD.B.6
Stretch 6	Module 4	Measuring Length: Word Problems	2.MD.A.1, 2.MD.A.4, 2.MD.B.5

B. Relate Addition And Subtraction To Length.

2.MD.B.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.

Stretch	Module	Session Title	Standards
Stretch 1	Module 1	Ordering and Estimating Length	2.MD.A.1, 2.MD.B.5
Stretch 1	Module 3	Discovering Coordinates	2.MD.A.4, 2.MD.B.5
Stretch 5	Module 5	Addition and Subtraction WP: Length	2.MD.A.1, 2.MD.A.3, 2.MD.A.4, 2.MD.B.5, 2.MD.B.6
Stretch 6	Module 4	Addition and Subtraction WP: Measurement	2.MD.A.1, 2.MD.B.5, 2.MD.B.6, 2.NBT.B.5
Stretch 6	Module 4	Measuring Length: Word Problems	2.MD.A.1, 2.MD.A.4, 2.MD.B.5

2.MD.B.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.

Stretch	Module	Session Title	Standards
Stretch 4	Module 2	Programming on the Number Line	2.MD.A.1, 2.MD.B.6
Stretch 5	Module 5	Addition and Subtraction WP: Length	2.MD.A.1, 2.MD.A.3, 2.MD.A.4, 2.MD.B.5, 2.MD.B.6
Stretch 6	Module 4	Addition and Subtraction WP: Measurement	2.MD.A.1, 2.MD.B.5, 2.MD.B.6, 2.NBT.B.5

C. Work With Time And Money

2.MD.C.7

Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m.

Stretch	Module	Session Title	Standards
Stretch 1	Module 4	Telling and Writing Time I	2.MD.C.7
Stretch 3	Module 4	Telling and Writing Time II	2.MD.C.7
Stretch 5	Module 3	Partitioning Everyday Shapes	2.G.A.3, 2.MD.C.7

2.MD.C.8

Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using $ and ¢ symbols appropriately. Example: If you have 2 dimes and 3 pennies, how many cents do you have?

Stretch	Module	Session Title	Standards
Stretch 1	Module 5	Counting Money: Bills	2.MD.C.8
Stretch 2	Module 2	Counting Money: Coins	2.MD.C.8
Stretch 5	Module 1	Counting Money: Place Value and Bills	2.MD.C.8, 2.NBT.A.1
Stretch 5	Module 5	Addition and Subtraction WP: Money	2.MD.C.8, 2.NBT.A.1, 2.NBT.B.5
Stretch 6	Module 3	Addition and Subtraction WP: Decomposition	2.MD.C.8, 2.NBT.B.7, 2.OA.A.1

D. Represent And Interpret Data.

2.MD.D.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.

Stretch	Module	Session Title	Standards
Stretch 1	Module 5	Creating Picture Graphs	2.MD.D.10
Stretch 3	Module 5	Interpreting Bar Graphs	2.MD.D.10
Stretch 4	Module 5	Representing Data with Bar Graphs	2.MD.D.10
Stretch 5	Module 5	Data in Measurement Contexts	2.MD.D.10
Stretch 6	Module 5	Reading Data from News	2.MD.D.10

2.MD.D.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.

Stretch	Module	Session Title	Standards
Stretch 2	Module 5	Representing Length with Line Plots	2.MD.A.1, 2.MD.D.9
Stretch 5	Module 4	Representing Data with Line Plots	2.MD.D.9

NBT. Number and Operations - Base Ten

A. Understand Place Value.

2.NBT.A.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:2.NBT.A.1.a 100 can be thought of as a bundle of ten tens — called a "hundred."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).

Stretch	Module	Session Title	Standards
Stretch 1	Module 1	Cardinal Counting	2.NBT.A.1a, 2.NBT.A.2
Stretch 1	Module 3	Productive Practice: Addition on the 100 Chart	2.NBT.A.1a, 2.NBT.B.5, 2.OA.B.2

Stretch 1	Module 4	Representing Numbers on the Abacus to 100	2.NBT.A.1a, 2.NBT.A.4
Stretch 2	Module 3	Representing Numbers with Base-10 Blocks I	2.NBT.A.1a
Stretch 2	Module 5	Counting and Decomposing to 100	2.NBT.A.1a, 2.NBT.A.2, 2.NBT.B.5, 2.NBT.B.9
Stretch 3	Module 5	Using the Calculator	2.NBT.A.1
Stretch 5	Module 1	Writing Numbers to 1,000	2.NBT.A.1a, 2.NBT.A.2, 2.NBT.A.3, 2.NBT.A.4
Stretch 5	Module 1	Counting Money: Place Value and Bills	2.MD.C.8, 2.NBT.A.1
Stretch 5	Module 2	Skip Counting to 1,000	2.NBT.A.1, 2.NBT.A.2, 2.NBT.A.3, 2.NBT.B.8
Stretch 5	Module 2	Ordering Numbers to 1,000	2.NBT.A.1, 2.NBT.A.3, 2.NBT.A.4
Stretch 5	Module 2	Representing Numbers on the Abacus to 1,000	2.NBT.A.1, 2.NBT.A.3
Stretch 5	Module 4	Exploring Even and Odd Numbers II	2.NBT.A.1, 2.NBT.B.7, 2.OA.C.3
Stretch 5	Module 5	Addition and Subtraction WP: Money	2.MD.C.8, 2.NBT.A.1, 2.NBT.B.5
Stretch 6	Module 1	Representing Numbers with Base-10 Blocks II	2.NBT.A.1, 2.NBT.A.3
Stretch 6	Module 1	Representing Numbers: Hundreds	2.NBT.A.1, 2.NBT.A.1a
Stretch 6	Module 1	Addition and Subtraction through Decomposition	2.NBT.A.1, 2.NBT.B.7
Stretch 6	Module 2	Connecting Addition and Subtraction III	2.NBT.A.1, 2.NBT.B.5, 2.NBT.B.7

2.NBT.A.1a

100 can be thought of as a bundle of ten tens — called a "hundred."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).

Stretch	Module	Session Title	Standards
Stretch 1	Module 1	Cardinal Counting	2.NBT.A.1a, 2.NBT.A.2
Stretch 1	Module 3	Productive Practice: Addition on the 100 Chart	2.NBT.A.1a, 2.NBT.B.5, 2.OA.B.2
Stretch 1	Module 4	Representing Numbers on the Abacus to 100	2.NBT.A.1a, 2.NBT.A.4
Stretch 2	Module 3	Representing Numbers with Base-10 Blocks I	2.NBT.A.1a
Stretch 2	Module 5	Counting and Decomposing to 100	2.NBT.A.1a, 2.NBT.A.2, 2.NBT.B.5, 2.NBT.B.9
Stretch 5	Module 1	Writing Numbers to 1,000	2.NBT.A.1a, 2.NBT.A.2, 2.NBT.A.3, 2.NBT.A.4
Stretch 6	Module 1	Representing Numbers: Hundreds	2.NBT.A.1, 2.NBT.A.1a

2.NBT.A.2

Count within 1000; skip-count by 5s, 10s, and 100s.

Stretch	Module	Session Title	Standards
Stretch 1	Module 1	Acoustic Counting to 100	2.NBT.A.2, 2.NBT.A.3
Stretch 1	Module 1	Cardinal Counting	2.NBT.A.1a, 2.NBT.A.2
Stretch 1	Module 3	Add and Subtract: Jumping without Bridging	2.NBT.A.2, 2.NBT.B.5
Stretch 1	Module 5	Add and Subtract: Alternative Strategies	2.NBT.A.2, 2.NBT.B.5
Stretch 2	Module 5	Counting and Decomposing to 100	2.NBT.A.1a, 2.NBT.A.2, 2.NBT.B.5, 2.NBT.B.9
Stretch 2	Module 5	Jumping Equal Lengths on the Number Line	2.NBT.A.2, 2.NBT.B.5, 2.NBT.B.8
Stretch 3	Module 5	Skip Counting to 100	2.NBT.A.2
Stretch 4	Module 2	Counting Objects in Groups	2.NBT.A.2, 2.NBT.B.5
Stretch 5	Module 1	Acoustic Counting to 1,000	2.NBT.A.2, 2.NBT.A.3, 2.NBT.B.8
Stretch 5	Module 1	Writing Numbers to 1,000	2.NBT.A.1a, 2.NBT.A.2, 2.NBT.A.3, 2.NBT.A.4
Stretch 5	Module 2	Skip Counting to 1,000	2.NBT.A.1, 2.NBT.A.2, 2.NBT.A.3, 2.NBT.B.8
Stretch 5	Module 3	Add: Jumping on the Number Line	2.NBT.A.2, 2.NBT.B.7, 2.NBT.B.8
Stretch 5	Module 3	Subtract: Jumping on the Number Line	2.NBT.A.2, 2.NBT.B.7

2.NBT.A.3

Read and write numbers to 1000 using base-ten numerals, number names, and expanded form.

Stretch	Module	Session Title	Standards
Stretch 1	Module 1	Acoustic Counting to 100	2.NBT.A.2, 2.NBT.A.3
Stretch 1	Module 1	Writing Numbers to 100	2.NBT.A.3, 2.OA.B.2
Stretch 2	Module 1	Add and Subtract: Grouping Jumps of 10	2.NBT.A.3, 2.NBT.B.5, 2.OA.A.1
Stretch 5	Module 1	Acoustic Counting to 1,000	2.NBT.A.2, 2.NBT.A.3, 2.NBT.B.8
Stretch 5	Module 1	Writing Numbers to 1,000	2.NBT.A.1a, 2.NBT.A.2, 2.NBT.A.3, 2.NBT.A.4
Stretch 5	Module 2	Skip Counting to 1,000	2.NBT.A.1, 2.NBT.A.2, 2.NBT.A.3, 2.NBT.B.8
Stretch 5	Module 2	Ordering Numbers to 1,000	2.NBT.A.1, 2.NBT.A.3, 2.NBT.A.4
Stretch 5	Module 2	Representing Numbers on the Abacus to 1,000	2.NBT.A.1, 2.NBT.A.3
Stretch 6	Module 1	Representing Numbers with Base-10 Blocks II	2.NBT.A.1, 2.NBT.A.3

2.NBT.A.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.

Stretch	Module	Session Title	Standards
Stretch 1	Module 2	Productive Practice: Subtraction within 20	2.NBT.A.4, 2.OA.B.2
Stretch 1	Module 4	Representing Numbers on the Abacus to 100	2.NBT.A.1a, 2.NBT.A.4
Stretch 2	Module 3	Guessing Even and Odd Numbers	2.NBT.A.4, 2.OA.C.3
Stretch 3	Module 1	Estimation in Addition	2.NBT.A.4, 2.NBT.B.5
Stretch 3	Module 1	Estimation in Subtraction	2.NBT.A.4, 2.NBT.B.5
Stretch 4	Module 5	Estimation in Addition and Subtraction	2.NBT.A.4, 2.NBT.B.5
Stretch 5	Module 1	Writing Numbers to 1,000	2.NBT.A.1a, 2.NBT.A.2, 2.NBT.A.3, 2.NBT.A.4
Stretch 5	Module 2	Ordering Numbers to 1,000	2.NBT.A.1, 2.NBT.A.3, 2.NBT.A.4

B. Use Place Value Understanding And Properties Of Operations To Add And Subtract.

2.NBT.B.5

Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.

Stretch	Module	Session Title	Standards
Stretch 1	Module 3	Jumping on the Number Line	2.NBT.B.5, 2.OA.A.1
Stretch 1	Module 3	Add and Subtract: Jumping without Bridging	2.NBT.A.2, 2.NBT.B.5
Stretch 1	Module 3	Productive Practice: Addition on the 100 Chart	2.NBT.A.1a, 2.NBT.B.5, 2.OA.B.2
Stretch 1	Module 4	Connecting Addition and Subtraction I	2.NBT.B.5, 2.OA.B.2
Stretch 1	Module 5	Add and Subtract: Jumping, Bridging to 10	2.NBT.B.5, 2.OA.A.1
Stretch 1	Module 5	Add and Subtract: Alternative Strategies	2.NBT.A.2, 2.NBT.B.5
Stretch 2	Module 1	Subtract: Calculating Distances	2.NBT.B.5, 2.OA.B.2
Stretch 2	Module 1	Add and Subtract: Grouping Jumps of 10	2.NBT.A.3, 2.NBT.B.5, 2.OA.A.1
Stretch 2	Module 2	Addition and Subtraction WP: Jumping I	2.NBT.B.5, 2.NBT.B.6, 2.OA.A.1, 2.OA.B.2
Stretch 2	Module 3	Addition by Decomposition: No Regrouping	2.NBT.B.5, 2.OA.A.1
Stretch 2	Module 4	Subtraction by Decomposition: No Regrouping	2.NBT.B.5, 2.OA.A.1
Stretch 2	Module 4	Addition and Subtraction WP: Multi-step	2.NBT.B.5, 2.OA.A.1
Stretch 2	Module 4	Productive Practice: Cascade Addition	2.NBT.B.5
Stretch 2	Module 5	Counting and Decomposing to 100	2.NBT.A.1a, 2.NBT.A.2, 2.NBT.B.5, 2.NBT.B.9
Stretch 2	Module 5	Jumping Equal Lengths on the Number Line	2.NBT.A.2, 2.NBT.B.5, 2.NBT.B.8
Stretch 3	Module 1	Estimation in Addition	2.NBT.A.4, 2.NBT.B.5
Stretch 3	Module 1	Estimation in Subtraction	2.NBT.A.4, 2.NBT.B.5

Stretch 3	Module 2	Addition by Decomposition: Regrouping Ones	2.NBT.B.5, 2.OA.A.1
Stretch 3	Module 2	Productive Practice: Addition on Charts	2.NBT.B.5, 2.OA.B.2, 2.OA.C.3
Stretch 3	Module 3	Subtraction by Decomposition: Regrouping I	2.NBT.B.5, 2.OA.A.1
Stretch 3	Module 3	Comparing Addition Strategies	2.NBT.B.5, 2.NBT.B.9, 2.OA.A.1
Stretch 3	Module 3	Productive Practice: Subtraction on the 100 Chart	2.NBT.B.5
Stretch 3	Module 4	Comparing Subtraction Strategies	2.NBT.B.5, 2.NBT.B.9, 2.OA.A.1
Stretch 3	Module 4	Connecting Addition: Same Result	2.NBT.B.5
Stretch 3	Module 4	Connecting Subtraction: Same Result	2.NBT.B.5
Stretch 4	Module 1	Comparing Addition and Subtraction Strategies	2.NBT.B.5, 2.NBT.B.9
Stretch 4	Module 1	Subtraction by Decomposition: Regrouping II	2.NBT.B.5
Stretch 4	Module 2	Productive Practice: Cascade Subtraction	2.NBT.B.5
Stretch 4	Module 2	Counting Objects in Groups	2.NBT.A.2, 2.NBT.B.5
Stretch 4	Module 3	Connecting Addition and Subtraction II	2.NBT.B.5
Stretch 4	Module 3	Productive Practice: Addition with Number Cards	2.NBT.B.5
Stretch 4	Module 3	Addition by Decomposition: Standard Algorithm	2.NBT.B.5
Stretch 4	Module 4	Subtraction by Decomposition: Standard Algorithm	2.NBT.B.5, 2.OA.A.1, 2.OA.B.2
Stretch 4	Module 4	Addition and Subtraction WP: Our own	2.NBT.B.5, 2.OA.A.1
Stretch 4	Module 5	Estimation in Addition and Subtraction	2.NBT.A.4, 2.NBT.B.5
Stretch 4	Module 5	Simplifying Subtraction Calculations	2.NBT.B.5, 2.OA.A.1
Stretch 4	Module 5	Productive Practice: Subtraction Number Cards	2.NBT.B.5
Stretch 5	Module 4	Sharing in Fourths	2.NBT.B.5
Stretch 5	Module 5	Addition and Subtraction WP: Money	2.MD.C.8, 2.NBT.A.1, 2.NBT.B.5
Stretch 5	Module 5	Addition and Subtraction WP: Jumping II	2.NBT.B.5, 2.NBT.B.7, 2.OA.A.1
Stretch 6	Module 2	Connecting Addition and Subtraction III	2.NBT.A.1, 2.NBT.B.5, 2.NBT.B.7
Stretch 6	Module 4	Addition and Subtraction WP: Measurement	2.MD.A.1, 2.MD.B.5, 2.MD.B.6, 2.NBT.B.5
Stretch 6	Module 5	Productive Practice: Number Patterns	2.NBT.B.5, 2.OA.B.2
Stretch 6	Module 5	Productive Practice: Fibonacci Worms	2.NBT.B.5

2.NBT.B.6

Add up to four two-digit numbers using strategies based on place value and properties of operations.

Stretch	Module	Session Title	Standards
Stretch 1	Module 4	Productive Practice: Number Decomposition I	2.NBT.B.6
Stretch 2	Module 2	Addition and Subtraction WP: Jumping I	2.NBT.B.5, 2.NBT.B.6, 2.OA.A.1, 2.OA.B.2
Stretch 2	Module 5	Productive Practice: Number Decomposition II	2.NBT.B.6, 2.OA.B.2
Stretch 4	Module 2	Adding Three Numbers through Decomposition	2.NBT.B.6, 2.OA.B.2
Stretch 6	Module 4	Productive Practice: Number Decomposition III	2.NBT.B.6, 2.OA.B.2
Stretch 6	Module 4	Productive Practice: Adding Four Numbers	2.NBT.B.6, 2.OA.C.3

2.NBT.B.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.

Stretch	Module	Session Title	Standards
Stretch 5	Module 3	Representing Numbers on the Number Line	2.NBT.B.7, 2.NBT.B.8
Stretch 5	Module 3	Add: Jumping on the Number Line	2.NBT.A.2, 2.NBT.B.7, 2.NBT.B.8
Stretch 5	Module 3	Subtract: Jumping on the Number Line	2.NBT.A.2, 2.NBT.B.7
Stretch 5	Module 4	Exploring Even and Odd Numbers II	2.NBT.A.1, 2.NBT.B.7, 2.OA.C.3
Stretch 5	Module 5	Addition and Subtraction WP: Jumping II	2.NBT.B.5, 2.NBT.B.7, 2.OA.A.1

Stretch 6	Module 1	Addition and Subtraction through Decomposition	2.NBT.A.1, 2.NBT.B.7
Stretch 6	Module 2	Add by Decomposition: Regrouping to 1,000	2.NBT.B.7
Stretch 6	Module 2	Subtract by Decomposition: Regrouping to 1,000	2.NBT.B.7
Stretch 6	Module 2	Connecting Addition and Subtraction III	2.NBT.A.1, 2.NBT.B.5, 2.NBT.B.7
Stretch 6	Module 3	Addition and Subtraction WP: Decomposition	2.MD.C.8, 2.NBT.B.7, 2.OA.A.1

2.NBT.B.8

Mentally add 10 or 100 to a given number 100–900, and mentally subtract 10 or 100 from a given number 100–900.

Stretch	Module	Session Title	Standards
Stretch 2	Module 5	Jumping Equal Lengths on the Number Line	2.NBT.A.2, 2.NBT.B.5, 2.NBT.B.8
Stretch 5	Module 1	Acoustic Counting to 1,000	2.NBT.A.2, 2.NBT.A.3, 2.NBT.B.8
Stretch 5	Module 2	Skip Counting to 1,000	2.NBT.A.1, 2.NBT.A.2, 2.NBT.A.3, 2.NBT.B.8
Stretch 5	Module 3	Representing Numbers on the Number Line	2.NBT.B.7, 2.NBT.B.8
Stretch 5	Module 3	Add: Jumping on the Number Line	2.NBT.A.2, 2.NBT.B.7, 2.NBT.B.8

2.NBT.B.9

Explain why addition and subtraction strategies work, using place value and the properties of operations.

Stretch	Module	Session Title	Standards
Stretch 2	Module 5	Counting and Decomposing to 100	2.NBT.A.1a, 2.NBT.A.2, 2.NBT.B.5, 2.NBT.B.9
Stretch 3	Module 3	Comparing Addition Strategies	2.NBT.B.5, 2.NBT.B.9, 2.OA.A.1
Stretch 3	Module 4	Comparing Subtraction Strategies	2.NBT.B.5, 2.NBT.B.9, 2.OA.A.1
Stretch 4	Module 1	Comparing Addition and Subtraction Strategies	2.NBT.B.5, 2.NBT.B.9

OA. Operations and Algebraic Thinking

A. Represent And Solve Problems Involving Addition And Subtraction.

2.OA.A.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.

Stretch	Module	Session Title	Standards
Stretch 1	Module 3	Jumping on the Number Line	2.NBT.B.5, 2.OA.A.1
Stretch 1	Module 5	Add and Subtract: Jumping, Bridging to 10	2.NBT.B.5, 2.OA.A.1
Stretch 2	Module 1	Add and Subtract: Grouping Jumps of 10	2.NBT.A.3, 2.NBT.B.5, 2.OA.A.1
Stretch 2	Module 2	Addition and Subtraction WP: Jumping I	2.NBT.B.5, 2.NBT.B.6, 2.OA.A.1, 2.OA.B.2
Stretch 2	Module 3	Addition by Decomposition: No Regrouping	2.NBT.B.5, 2.OA.A.1
Stretch 2	Module 4	Subtraction by Decomposition: No Regrouping	2.NBT.B.5, 2.OA.A.1
Stretch 2	Module 4	Addition and Subtraction WP: Multi-step	2.NBT.B.5, 2.OA.A.1
Stretch 3	Module 2	Addition by Decomposition: Regrouping Ones	2.NBT.B.5, 2.OA.A.1
Stretch 3	Module 3	Subtraction by Decomposition: Regrouping I	2.NBT.B.5, 2.OA.A.1
Stretch 3	Module 3	Comparing Addition Strategies	2.NBT.B.5, 2.NBT.B.9, 2.OA.A.1
Stretch 3	Module 4	Comparing Subtraction Strategies	2.NBT.B.5, 2.NBT.B.9, 2.OA.A.1
Stretch 4	Module 1	Addition and Subtraction WP: Free Strategy	2.OA.A.1
Stretch 4	Module 4	Subtraction by Decomposition: Standard Algorithm	2.NBT.B.5, 2.OA.A.1, 2.OA.B.2

Stretch 4	Module 4	Addition and Subtraction WP: Our own	2.NBT.B.5, 2.OA.A.1
Stretch 4	Module 5	Simplifying Subtraction Calculations	2.NBT.B.5, 2.OA.A.1
Stretch 5	Module 5	Addition and Subtraction WP: Jumping II	2.NBT.B.5, 2.NBT.B.7, 2.OA.A.1
Stretch 6	Module 3	Addition and Subtraction WP: Decomposition	2.MD.C.8, 2.NBT.B.7, 2.OA.A.1

B. Add And Subtract Within 20.

2.OA.B.2

Fluently add and subtract within 20 using mental strategies.* By end of Grade 2, know from memory all sums of two one-digit numbers

Stretch	Module	Session Title	Standards
Stretch 1	Module 1	Writing Numbers to 100	2.NBT.A.3, 2.OA.B.2
Stretch 1	Module 2	Productive Practice: Addition within 20	2.OA.B.2
Stretch 1	Module 2	Productive Practice: Subtraction within 20	2.NBT.A.4, 2.OA.B.2
Stretch 1	Module 2	Productive Practice: Addition Table	2.OA.B.2
Stretch 1	Module 3	Productive Practice: Addition on the 100 Chart	2.NBT.A.1a, 2.NBT.B.5, 2.OA.B.2
Stretch 1	Module 4	Connecting Addition and Subtraction I	2.NBT.B.5, 2.OA.B.2
Stretch 2	Module 1	Subtract: Calculating Distances	2.NBT.B.5, 2.OA.B.2
Stretch 2	Module 2	Exploring Doubles and Halves I	2.OA.B.2, 2.OA.C.3
Stretch 2	Module 2	Addition and Subtraction WP: Jumping I	2.NBT.B.5, 2.NBT.B.6, 2.OA.A.1, 2.OA.B.2
Stretch 2	Module 5	Productive Practice: Number Decomposition II	2.NBT.B.6, 2.OA.B.2
Stretch 3	Module 1	Exploring Even and Odd Numbers I	2.OA.B.2, 2.OA.C.3
Stretch 3	Module 2	Exploring Doubles and Halves II	2.OA.B.2, 2.OA.C.3
Stretch 3	Module 2	Productive Practice: Addition on Charts	2.NBT.B.5, 2.OA.B.2, 2.OA.C.3
Stretch 3	Module 5	Exploring Doubles	2.OA.B.2
Stretch 4	Module 2	Adding Three Numbers through Decomposition	2.NBT.B.6, 2.OA.B.2
Stretch 4	Module 4	Subtraction by Decomposition: Standard Algorithm	2.NBT.B.5, 2.OA.A.1, 2.OA.B.2
Stretch 6	Module 4	Productive Practice: Number Decomposition III	2.NBT.B.6, 2.OA.B.2
Stretch 6	Module 5	Productive Practice: Number Patterns	2.NBT.B.5, 2.OA.B.2
Stretch 6	Module 5	Productive Practice: The Game of 15	2.OA.B.2

C. Work With Equal Groups Of Objects To Gain Foundations For Multiplication

2.OA.C.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.

Stretch	Module	Session Title	Standards
Stretch 2	Module 1	Introducing Even and Odd Numbers	2.OA.C.3
Stretch 2	Module 2	Exploring Doubles and Halves I	2.OA.B.2, 2.OA.C.3
Stretch 2	Module 3	Guessing Even and Odd Numbers	2.NBT.A.4, 2.OA.C.3
Stretch 2	Module 4	Identifying and Classifying Polygons	2.G.A.1, 2.OA.C.3
Stretch 3	Module 1	Exploring Even and Odd Numbers I	2.OA.B.2, 2.OA.C.3
Stretch 3	Module 2	Exploring Doubles and Halves II	2.OA.B.2, 2.OA.C.3
Stretch 3	Module 2	Productive Practice: Addition on Charts	2.NBT.B.5, 2.OA.B.2, 2.OA.C.3
Stretch 4	Module 4	Exploring Halves	2.OA.C.3
Stretch 5	Module 4	Exploring Even and Odd Numbers II	2.NBT.A.1, 2.NBT.B.7, 2.OA.C.3
Stretch 6	Module 4	Productive Practice: Adding Four Numbers	2.NBT.B.6, 2.OA.C.3

2.OA.C.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.

Stretch	Module	Session Title	Standards
Stretch 2	Module 2	Partitioning Rectangles	2.G.A.2, 2.OA.C.4
Stretch 4	Module 4	Partitioning Rectangles: Tetrominoes	2.G.A.2, 2.OA.C.4
Stretch 6	Module 3	Counting Objects in Arrays	2.G.A.2, 2.OA.C.4
Stretch 6	Module 3	Partitioning Rectangles and Counting Cells	2.G.A.2, 2.OA.C.4