

Grade 2 JUMP Math Correlation to the Manitoba Curriculum

NOTES:

Underlined JUMP Math lessons are review from a previous grade.

Italicized JUMP Math lessons contain prerequisite material required to meet the learning standard.

An asterisk (*) indicates that a JUMP Math lesson covers a curriculum requirement primarily in the Teacher's Guide.

JUMP Math strands are represented by:

NS Number Sense

ME Measurement

G Geometry

PA Patterns and Algebra

PDM Probability and Data Management

Number				
General Learning Outcome				
Develop number sense.				
Specific Learning Outcomes		JUMP Math Lessons		
2.N.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 [C, CN, ME, R]	Part	Unit	Lessons
		2	12	NS2-43, 44
		2	17	NS2-68 NS2-69 to 74
2.N.2	Demonstrate if a number (up to 100) is even or odd. [C, CN, PS, R]	Part	Unit	Lessons
		2	12	NS2-48, 49
2.N.3	Describe order or relative position using ordinal numbers. [C, CN, R]	Part	Unit	Lessons
		1	2	NS2-16, 17

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Number			
2.N.4	Represent and describe numbers to 100, concretely, pictorially, and symbolically. [C, CN, V]	Part	Unit Lessons
		1	2 <u>NS2-11</u> NS2-12, 13
		1	7 NS2-18 to 20
		1	10 NS2-39*, 41*
		2	13 NS2-51, 56
		2	17 NS2-72, 73
2.N.5	Compare and order numbers up to 100. [C, CN, R, V]	Part	Unit Lessons
		1	1 <u>NS2-1 to 5</u>
		1	7 NS2-21
2.N.6	Estimate quantities to 100 using referents. [C, ME, PS, R]	Part	Unit Lessons
		2	12 NS2-45, 46
2.N.7	Illustrate, concretely and pictorially, the meaning of place value for numbers to 100. [C, CN, R, V]	Part	Unit Lessons
		1	7 NS2-18 to 21
2.N.8	Demonstrate and explain the effect of adding zero to or subtracting zero from any number. [C, R]	Part	Unit Lessons
		1	1 NS2-8
2.N.9	Demonstrate an understanding of addition (limited to 1- and 2-digit numerals) with answers to 100 and the corresponding subtraction by <ul style="list-style-type: none"> • 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 [C, CN, ME, PS, R, V]	Part	Unit Lessons
		1	1 <u>NS2-6, 7</u>
		1	2 <u>NS2-9, 10, 14</u> NS2-15
		1	7 NS2-22 to 25
		1	9 NS2-28, 30, 32 to 38
		1	10 NS2-40, 42
		2	13 NS2-52, 55, 57, 58
		2	14 NS2-61, 63 to 65
		2	17 NS2-74

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Number				
2.N.10	Apply mental mathematics strategies, including <ul style="list-style-type: none">• using doubles• making 10• using one more, one less• using two more, two less• building on a known double• using addition for subtraction to develop recall of basic addition facts to 18 and related subtraction facts. [C, CN, ME, R, V]	Part	Unit	Lessons
		1	7	<u>NS2-26</u> NS2-27
		1	9	NS2-31
		1	10	NS2-39 to 41
		2	13	<u>NS2-50</u> NS2-52 to 54, 59, 60
		2	14	NS2-61, 62

Recall of facts to 10, doubles to $9 + 9$, and related subtraction facts is expected by the end of Grade 2.

Patterns and Relations (Patterns)				
General Learning Outcome				
Use patterns to describe the world and solve problems.				
Specific Learning Outcomes		JUMP Math Lessons		
2.PR.1	Predict an element in a repeating pattern using a variety of strategies. [C, CN, PS, R, V]	Part	Unit	Lessons
		1	3	PA2-1 to 5
2.PR.2	Demonstrate an understanding of increasing patterns by <ul style="list-style-type: none">describingreproducingextendingcomparing patterns using manipulatives, diagrams, and actions (numbers to 100). [C, CN, PS, R, V]	Part	Unit	Lessons
		2	15	PA2-7, 9, 11 to 13
Patterns and Relations (Variables and Equations)				
General Learning Outcome				
Represent algebraic expressions in multiple ways.				
Specific Learning Outcomes		JUMP Math Lessons		
2.PR.3	Demonstrate and explain the meaning of equality and inequality by using manipulatives and diagrams (0 to 100). [C, CN, R, V]	Part	Unit	Lessons
		1	9	N2-29
2.PR.4	Record equalities and inequalities symbolically using the equal symbol or the not-equal symbol. [C, CN, R, V]	Part	Unit	Lessons
		1	9	N2-28

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Shape and Space (Measurement)

General Learning Outcome

Use direct or indirect measurement to solve problems.

Specific Learning Outcomes		JUMP Math Lessons		
2.SS.1	Relate the number of days to a week and the number of months to a year in a problem-solving context. [C, CN, PS, R]	Part	Unit	Lessons
		2	21	ME2-32, 33
2.SS.2	Relate the size of a unit of measure to the number of units (limited to non-standard units) used to measure length and mass (weight). [C, CN, ME, R, V]	Part	Unit	Lessons
		1	4	ME2-4*
		1	11	ME2-8 to 11, 20
2.SS.3	Compare and order objects by length, height, distance around, and mass (weight) using non-standard units, and make statements of comparison. [C, CN, ME, R, V]	Part	Unit	Lessons
		1	4	ME2-1, 2 ME2-3 to 7
		1	11	ME2-17 to 19
2.SS.4	Measure length to the nearest non-standard unit by • using multiple copies of a unit • using a single copy of a unit (iteration process) [C, ME, R, V]	Part	Unit	Lessons
		1	4	ME2-3 to 5
		1	11	ME2-9 to 11
2.SS.5	Demonstrate that changing the orientation of an object does not alter the measurements of its attributes. [C, R, V]	Part	Unit	Lessons
		1	4	ME2-5*

Shape and Space (3-D Objects and 2-D Shapes)

General Learning Outcome

Describe the characteristics of 3-D objects and 2-D shapes, and analyze the relationships among them.

Specific Learning Outcomes		JUMP Math Lessons		
2.SS.6	Sort 2-D shapes and 3-D objects using two attributes, and explain the sorting rule. [C, CN, R, V]	Part	Unit	Lessons
		1	6	PDM2-1 to 3
		2	16	G2-14*, 15*, 16
2.SS.7	Describe, compare, and construct 3-D objects, including • cubes • spheres • cones • cylinders • prisms • pyramids [C, CN, R, V]	Part	Unit	Lessons
		1	6	PDM2-4
		2	16	G2-14 to 17, 20 to 22

Shape and Space (3-D Objects and 2-D Shapes)				
2.SS.8	Describe, compare, and construct 2-D shapes, including • triangles • squares • rectangles • circles [C, CN, R, V]	Part	Unit	Lessons
		1	5	G2-1 to 6
2.SS.9	Identify 2-D shapes as parts of 3-D objects in the environment. [C, CN, R, V]	Part	Unit	Lessons
		2	16	G2-17*, 20, 21

Statistics and Probability (Data Analysis)				
General Learning Outcome				
Collect, display, and analyze data to solve problems.				
Specific Learning Outcomes		JUMP Math Lessons		
2.SP.1	Gather and record data about self and others to answer questions. [C, CN, PS, V]	Part	Unit	Lessons
		1	6	PDM2-5 to 7
		2	20	PDM2-10 to 12
2.SP.2	Construct and interpret concrete graphs and pictographs to solve problems. [C, CN, PS, R, V]	Part	Unit	Lessons
		1	6	PDM2-5 to 7
		2	20	PDM2-11, 12