2nd Grade

KEENVILLE

Unit 1

Unit 1: Using Tables, Graphs, and Charts

OVERVIEW

In this unit, students will use statistical investigative questions to learn more about their class. Students will have the opportunity to collect, analyze and display data through picture and bar graphs. Throughout this unit, students will extend their understanding of the value of numbers to 1,000 by representing, ordering, and comparing. Students will demonstrate an understanding of counting sequences. Students will solve problems involving addition and subtraction within 1,000 (100) using strategies based on place value, including decomposing a ten, the properties of operations, the relationship between addition and subtraction, and part-whole strategies. Students will begin to develop fluency using mental math and strategies. Keenville provides multiple ways to formatively assess student understanding using the following games. These games encourage students to show what they know and can do in a fun, interactive game-based environment.

2.NR.1.1		2.NR.1.3	2.NR.2.3	2.NR.2.3	2.NR.2.4	2.MDR.5.4
Cloud Hopper	N/A	Peachling Gym	Captain Peachbeard	Keenville Sheriff	River Tubing	Ski Lodge
	2.NR.1.2					
Peachling Café	2.NR.2.1		High-Rise Builders			Treat Factory
	2.NR.2.2					
	2.PAR.4.1					
	2.MDR.5.5					

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STANDARD & GAME ALIGNMENT DESCRIPTION

2.NR.1.1-Cloud Hopper

In Cloud Hopper, students use their numeracy skills to collect all the numbers floating above Keenville. This game focuses on building numeracy skills by encouraging students to identify numbers represented in multiple ways. Students will identify numerals within 1000 represented in written number names, as base ten blocks, base ten numbers, expanded form, and on number lines.

2.NR.1.1-Peachling Cafe'

In Peachling Café, students are challenged to determine how many Peachlings need to be fed and then serve up that amount of food for the Peachlings. This game promotes numeracy skills using place value techniques. Students will represent numbers in base ten to show a three-digit number represent amounts of hundreds, tens, and ones up to1,000.

2.NR.1.3-Peachling Gym

In Peachling Gym, students help Coach Keen figure out the rules of the Peachlings' new game! This game focuses on building numeracy skills by encouraging students to compare numerals using symbols. Students will compare two three-digit numbers using concrete models up to 1000 using symbols <, >, or =.

2.NR.2.3-Captain Peachbeard

In Captain Peachbeard, students are challenged to solve addition and subtraction equations to help Captain Peachbeard figure out all the secret numbers to open the treasure chests. This game focuses on building numeracy skills by encouraging students to use various interactive strategies to solve addition and subtraction problems.

2.NR.2.3-High-Rise Builders

In High-Rise Builders, students are challenged to use formal and informal strategies to add and subtract and help Builder Keen and his crew load the beams and build a skyscraper. This game focuses on building numeracy skills by encouraging students to apply mental math strategies to solve equations. Students will add and subtract up to four 2-digit numbers, and explain the strategy used to solve the problem.

2.NR.2.3-Keenville Sheriff

In Keenville Sheriff, students use math strategies to help Sheriff Keen solve the Keens' problems. This game focuses on building numeracy skills by encouraging students to use various interactive strategies to solve word problems. Students will solve addition and subtraction two-step word problems within 100 using various interactive tools.

2.NR.2.4-River Tubing

In River Tubing, students help Lifeguard Keen put the correct number of Keens into groups based on the missing number in an equation. This game promotes numeracy skills in addition and subtraction within 100. Students will add and subtract within 100 solving for a number when result, change, or start are unknown with grouping.

2.MDR.5.4-Ski Lodge

In Ski Lodge, students are challenged to organize the winter gear and food orders using a frequency table and ask questions to make sure the order is correct. This game focuses on building numeracy skills by encouraging students to interpret data displayed in a bar or pictograph. Students will observe, gather, and organize data then answer questions aligned to the data.

2.MDR.5.4-Treat Factory

In Treat Factory, students help Chef Keen create charts and graphs based on the Keens' treat orders and then interpret the data assembled in the charts and graphs. This game focuses on creating and interpreting tally charts, picture graphs, and bar graphs. Students will observe, gather, and organize data, then answer questions aligned to the data.