

Standards Mastery Checklist

Write a date in each box when the standard is introduced, practiced and mastered.

Code	What it means	Weeks	Introduced	Practiced	Mastered
Math · 26 standards					
2.OA.A.1	Solves one- and two-step story problems within 100	7, 13–16			
2.OA.B.2	Knows sums of two one-digit numbers from memory	15			
2.OA.C.3	Tells odd from even; writes $8 = 4 + 4$	17			
2.OA.C.4	Uses repeated addition to count an array	18			
2.NBT.A.1	Knows what each digit in a 3-digit number is worth	1–3			
2.NBT.A.2	Counts by 5s, 10s and 100s from any number	4			
2.NBT.A.3	Reads and writes numbers to 1000 three ways	5			
2.NBT.A.4	Compares 3-digit numbers with $>$, $<$ and $=$	6			
2.NBT.B.5	Adds and subtracts within 100 using strategies	7–8			
2.NBT.B.6	Adds up to four 2-digit numbers	8			
2.NBT.B.7	Adds and subtracts within 1000 and explains how	9, 12			
2.NBT.B.8	Finds 10 or 100 more or less in their head	10			
2.NBT.B.9	Explains why a strategy works using place value	11			
2.MD.A.1	Picks the right tool and measures length correctly	19			
2.MD.A.2	Measures in inches and centimeters; compares	20			
2.MD.A.3	Estimates length before measuring	20			
2.MD.A.4	Measures to find how much longer one object is	20–21			
2.MD.B.5	Solves word problems about length	21			
2.MD.B.6	Shows sums and differences on a number line	22			
2.MD.C.7	Tells time to 5 minutes; knows a.m. and p.m.	23			
2.MD.C.8	Counts coins and solves money word problems	24			
2.MD.D.9	Measures objects and shows the data on a line plot	25			
2.MD.D.10	Makes and reads bar graphs and picture graphs	26			
2.G.A.1	Identifies and draws shapes by sides and angles	27			

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Math (continued)					
2.G.A.2	Splits a rectangle into rows and columns of squares	28			
2.G.A.3	Splits shapes into halves, thirds and fourths	29			
English Language Arts · 40 standards					
RL.2.1	Asks and answers who, what, where, when, why, how	1, 5			
RL.2.2	Retells a story and tells its lesson or moral	4			
RL.2.3	Explains how characters respond to big events	2			
RL.2.4	Hears how rhyme, repeated lines and beat add meaning	13			
RL.2.5	Describes a story's beginning, middle and end	3			
RL.2.6	Notices characters' points of view; uses voices	6			
RL.2.7	Uses pictures and words to understand a story	5			
RL.2.9	Compares two versions of the same story	14			
RL.2.10	Reads and understands grade-level stories and poems	19–24, 31–36			
RI.2.1	Asks and answers questions about nonfiction	7			
RI.2.2	Tells the main topic and what each section is about	8			
RI.2.3	Explains how steps, events or ideas connect	12			
RI.2.4	Works out new words in a nonfiction book	15			
RI.2.5	Uses headings, captions, glossaries and indexes	9			
RI.2.6	Tells why the author wrote a text	10			
RI.2.7	Explains how pictures and diagrams help	11			
RI.2.8	Finds the reasons an author gives	16, 34			
RI.2.9	Compares two books on the same topic	17			
RI.2.10	Reads and understands grade-level nonfiction	19–24, 32			
RF.2.3	Uses phonics to sound out new words	1–12			
RF.2.4	Reads smoothly, with expression and understanding	All year			

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English Language Arts (continued)					
W.2.1	Writes opinion pieces with reasons and an ending	4, 13, 15–16, 23			
W.2.2	Writes informative pieces with facts and a closing	7–8, 12			
W.2.3	Writes stories in order with details and an ending	1–3, 9, 25, 27			
W.2.5	Revises and edits writing with help	19, 34			
W.2.6	Types and shares a short piece with help	20, 35			
W.2.7	Researches a topic and writes a short report	10–11, 28			
W.2.8	Recalls or looks up information to answer a question	11, 28			
SL.2.1	Joins conversations: listens, takes turns, asks	13–18, 25–26, 35			
SL.2.2	Retells key ideas from something heard	13, 25–26			
SL.2.3	Asks questions to understand a speaker	16, 25–26			
SL.2.4	Tells a story or experience clearly, in order	16–17, 35			
SL.2.5	Records a reading; adds pictures to a story	17, 35			
SL.2.6	Speaks in complete sentences when it matters	18, 29			
L.2.1	Uses correct grammar and word forms	4, 6, 21–22			
L.2.2	Uses capitals, commas, apostrophes and spelling	All year			
L.2.3	Knows formal and casual ways to speak and write	18			
L.2.4	Works out word meanings from clues and word parts	5, 10, 15			
L.2.5	Connects words; notices shades of meaning	26, 30			
L.2.6	Uses new words when talking and writing	24			
Science · Next Generation Science Standards* · 14 standards					
2-PS1-1	Describes and sorts materials by their properties	1–2			
2-PS1-2	Tests which material works best for a job	3–4			
2-PS1-3	Takes objects apart and builds something new	5			

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Code	What it means	Weeks	Introduced	Practiced	Mastered
Science · Next Generation Science Standards* (continued)					
2-PS1-4	Shows heating or cooling changes; some undo	6			
2-LS2-1	Tests whether plants need sunlight and water	7–8, 12, 27			
2-LS2-2	Models how animals spread seeds or pollinate	10–12, 27, 29			
2-LS4-1	Compares living things in different habitats	8–9, 12, 25–32			
K-2-ETS1-1	Asks questions to define a problem to solve	13–14, 18, 28, 33			
K-2-ETS1-2	Sketches or builds a model of a solution	11, 15–16, 18			
K-2-ETS1-3	Tests two designs and compares the results	16–18, 34–35			
2-ESS1-1	Knows Earth changes can be fast or slow	20, 23–24			
2-ESS2-1	Compares ways to slow wind and water erosion	20, 23–24			
2-ESS2-2	Models landforms and bodies of water	19, 21, 24			
2-ESS2-3	Tells where water is found, liquid or solid	22, 24			
Social Studies · 32 standards					
D2.Civ.1.K-2	Knows what leaders do at home, school and in town	13–14, 18			
D2.Civ.2.K-2	Knows everyone in a community has important jobs	3, 6, 35			
D2.Civ.3.K-2	Explains why we have rules and laws	1–2, 6			
D2.Civ.5.K-2	Says what a government is and what it does	13–14, 18			
D2.Civ.6.K-2	Explains how people share jobs in a community	3, 6, 34			
D2.Civ.7.K-2	Practices being a good citizen	4–6			
D2.Civ.8.K-2	Sees how groups cooperate to get things done	5, 15, 18			
D2.Civ.9.K-2	Listens, takes turns, follows discussion rules	16			
D2.Civ.10.K-2	Learns about people who improved their community	18			
D2.Civ.11.K-2	Describes fair ways for a group to decide	16, 33			
D2.Civ.12.K-2	Names rules in public places and what they are for	2			

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Social Studies (continued)					
D2.Civ.14.K-2	Tells how a person or group made things better	17, 33–34			
D2.Geo.1.K-2	Draws simple maps with a key	7–8, 12, 35			
D2.Geo.2.K-2	Uses maps and globes to learn about places	8–9, 12			
D2.Geo.3.K-2	Names landforms and bodies of water on maps	9, 12			
D2.Geo.4.K-2	Compares our community with another one	10, 12			
D2.Geo.5.K-2	Knows people change the places they live	11–12, 21			
D2.Geo.6.K-2	Describes what makes a place special	32			
D2.Eco.1.K-2	Knows we make choices because of scarcity	25, 29, 31, 35			
D2.Eco.2.K-2	Weighs the good and bad of a choice	29, 31			
D2.Eco.3.K-2	Knows goods and services take skill to make	26–27, 31			
D2.Eco.4.K-2	Tells local goods from things made far away	26			
D2.Eco.6.K-2	Knows people earn money by working	27			
D2.Eco.9.K-2	Knows a bank keeps money safe	28			
D2.Eco.10.K-2	Explains why people save money	28, 31			
D2.Eco.14.K-2	Explains why countries trade	30			
D2.Eco.15.K-2	Names goods that come from and go to other lands	30			
D2.His.1.K-2	Puts events in order, first to last	19, 23–24, 35			
D2.His.2.K-2	Compares life long ago with life today	17, 19, 21–22, 24, 32			
D2.His.3.K-2	Asks questions about important people in history	20–21, 24			
D2.His.9.K-2	Knows we learn about the past from many sources	23–24			
D2.His.14.K-2	Thinks about why events in history happened	22, 24			

END OF YEAR MASTERED

Math _____ of 26 **ELA** _____ of 40 **Science** _____ of 14 **Social Studies** _____ of 32 **Total** _____ of 112