

November 9-12, 2020
November 16, 2020



Home Connections

GRADE 2 – UNIT 2 – MODULE 1 Review +
MODULE 2





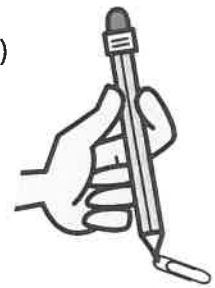
These Beans Have Got To Go! page 1 of 4

Note to Families

Winning is not just a matter of luck in this game where players take turns spinning and adding. Certain sums are going to come up more often than others. It is easier to spin a total of 7 than a total of 2, for instance, simply because there are more combinations for 7 on the spinners. You can get a 7 by spinning $1 + 6$ or $2 + 5$ or $3 + 4$. The only way to get a 2 is by spinning $1 + 1$. Your child will probably want to place a bean on every number “just to be safe,” but will learn through experience that the middle numbers usually come up more often. The second part of the assignment will help them find out why.

Materials

- These Beans Have Got To Go! pages 1–4
- 24 game pieces, 12 each in 2 different colors (e.g., 12 lima and 12 pinto beans, 12 red and 12 white buttons, 12 pennies and 12 dimes, 12 red and 12 yellow Legos)
- paperclip and pencil for spinner
- crayons or colored pencils



Instructions

- 1 Each player should place his or her beans on the game board (page 2).

Note You can place more than 1 bean on a particular number.

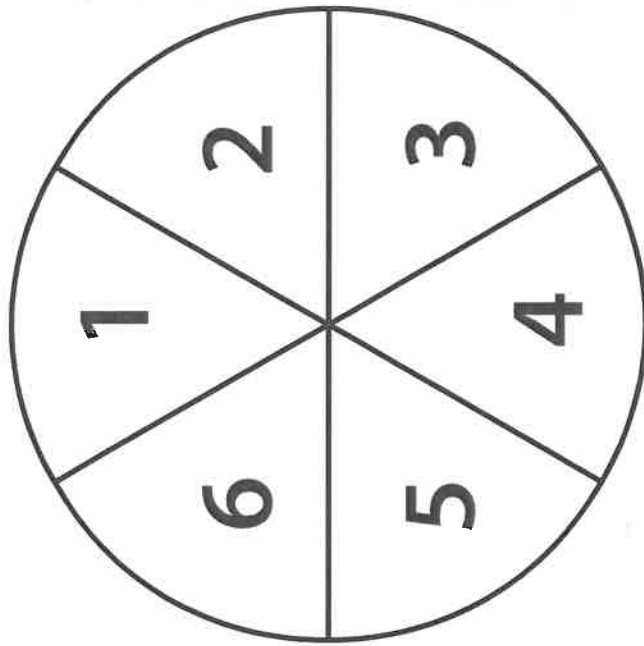
2	3	4	5	6	7	8	9	10	11	12
	●	●●	●	●●	●●	●●●	●			
○	○	○	○	○	○	○	○	○	○	○

- 2 Players take turns spinning two numbers, adding them, and removing a game piece.
 - The first player spins both spinners and adds the two numbers.
 - If the player has any beans on that total, she can remove one bean from that section of the board. Her turn is over.
 - If there are no beans on that total, the player’s turn is over.
- 3 Continue playing until one player moves all the beans from his or her board. This player is the winner.
- 4 Play the game several times and talk about ideas that would help someone win. (Hint: You might want to do pages 3 and 4 of this assignment first.)

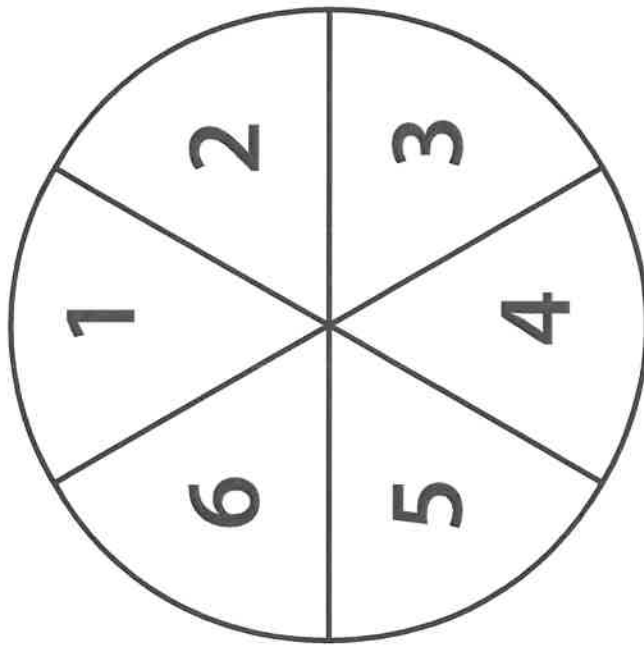
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These Beans Have Got To Go! page 2 of 4



+



2	3	4	5	6	7	8	9	10	11	12



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These Beans Have Got To Go! page 3 of 4

Are you wondering why the middle numbers keep winning on the the game you just played? Fill in the sums on the addition table shown below and follow the instructions for coloring them in—you might begin to see why it's a better idea to put your beans on the 6 and the 7 instead of the 2 and the 12.

1 Fill in the sums on the addition table below.

2 Color in the table using the rules below.

- 6s red
- 7s orange
- 8s yellow

+	1	2	3	4	5	6
1	2	3				
2						
3			6			
4						
5		7				
6						

(continued on next page)

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These Beans Have Got To Go! page 4 of 4

3 Which sums came up the most often on the addition table?

4 Which came up the least often on the addition table?

5 Why do you think it worked this way?

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Tens, Dollars & Quarters page 1 of 2

1 Circle the two numbers in each box that add up to 10.

ex	a	b	c																
<table style="width: 100%; text-align: center;"> <tr> <td style="border: 1px solid black; border-radius: 50%; padding: 5px;">9</td> <td>3</td> </tr> <tr> <td>5</td> <td style="border: 1px solid black; border-radius: 50%; padding: 5px;">1</td> </tr> </table>	9	3	5	1	<table style="width: 100%; text-align: center;"> <tr> <td>5</td> <td>4</td> </tr> <tr> <td>6</td> <td>2</td> </tr> </table>	5	4	6	2	<table style="width: 100%; text-align: center;"> <tr> <td>7</td> <td>2</td> </tr> <tr> <td>3</td> <td>0</td> </tr> </table>	7	2	3	0	<table style="width: 100%; text-align: center;"> <tr> <td>2</td> <td>8</td> </tr> <tr> <td>5</td> <td>3</td> </tr> </table>	2	8	5	3
9	3																		
5	1																		
5	4																		
6	2																		
7	2																		
3	0																		
2	8																		
5	3																		

2 Write two addition equations and two subtraction equations to match each ten-frame.

<p>ex</p> <div style="text-align: center;"> </div> <p> $6 + 4 = 10$ $10 - 4 = 6$ $4 + 6 = 10$ $10 - 6 = 4$ </p>	<p>a</p> <div style="text-align: center;"> </div>
<p>b</p> <div style="text-align: center;"> </div>	<p>c</p> <div style="text-align: center;"> </div>

3 Find each difference.

10	10	10	10	10	10	10
$\underline{-7}$	$\underline{-5}$	$\underline{-6}$	$\underline{-3}$	$\underline{-4}$	$\underline{-9}$	$\underline{-2}$

4 Fill in the missing numbers.

$3 + \underline{\quad} = 10$ $\underline{\quad} + 5 = 10$ $4 + 6 = \underline{\quad}$ $9 + \underline{\quad} = 10$

$10 = 7 + \underline{\quad}$ $10 = 8 + \underline{\quad}$ $6 + \underline{\quad} = 10$ $1 + 4 + 5 = \underline{\quad}$

(continued on next page)

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Tens, Dollars & Quarters page 2 of 2

- 5** Jana has 7 dollars. How many more dollars does she need to have 14 dollars in all?
Show your work.

Jana needs _____ dollars.



- 6 CHALLENGE** Timmy has 7 dollars. How many more quarters does he need to have 12 dollars in all? Show your work.

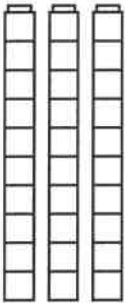
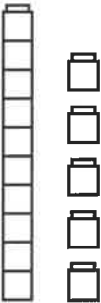
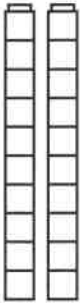
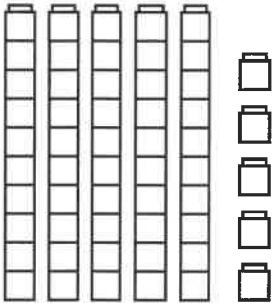
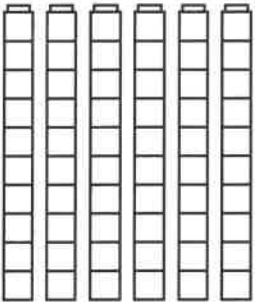
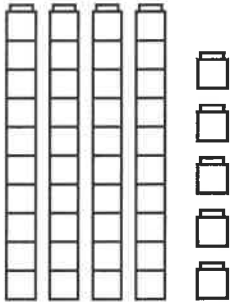
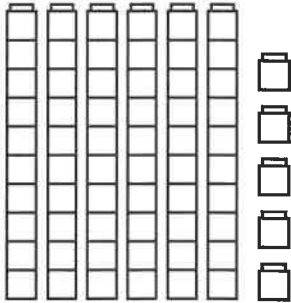
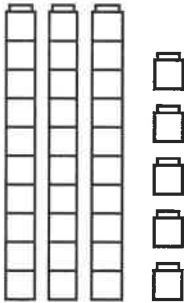
Timmy needs _____ more quarters.



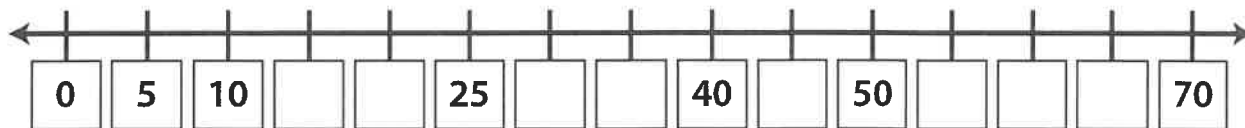


Cubes & Tens page 1 of 2

1 Write a number to show how many tens and ones are in each box below.

ex 	a 	b 	c 
Tens	Ones	Tens	Ones
3	0		
d 	e 	f 	g 
Tens	Ones	Tens	Ones

2 Fill in the missing numbers on the number line below.



3 Find each sum.

20	10	30	40	50	15	25
<u>+ 10</u>	<u>+ 5</u>	<u>+ 8</u>	<u>+ 6</u>	<u>+ 10</u>	<u>+ 5</u>	<u>+ 5</u>

(continued on next page)

Cubes & Tens page 2 of 2

4 Write an equation to match each cube train.

ex



$$5 + 5 = 10$$

a



b



c



5 Color in the cube train to match the equation.

ex $6 + 4 = 10$



a $8 + 2 = 10$



b $3 + 7 = 10$



c $1 + 2 + 3 + 4 = 10$



6 Find each difference.

$10 - 0 = \underline{\quad}$ $10 - 3 = \underline{\quad}$ $10 - 9 = \underline{\quad}$ $10 - 2 = \underline{\quad}$

$10 - 4 = \underline{\quad}$ $10 - 1 = \underline{\quad}$ $10 - 5 = \underline{\quad}$ $10 - 8 = \underline{\quad}$

$9 - 4 = \underline{\quad}$ $10 - 6 = \underline{\quad}$ $10 - 7 = \underline{\quad}$ $10 - 10 = \underline{\quad}$

7 Fill in the missing numbers.

$5 + \underline{\quad} = 10$ $\underline{\quad} + 7 = 10$ $10 = 6 + \underline{\quad}$ $10 = 1 + \underline{\quad}$

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Add, Subtract & Compare page 1 of 2

- 1 Fill in the missing numbers on the addition tables. Some of the numbers have already been filled in for you.

a

+	2	3	4	5	6	7
1	3					
2			6			
3						10
4						
5		8			11	
6						

b

+	3	4	5	6	7	8
3	6					
4			9			
5						13
6						
7		11			14	
8						

- 2 Fill in the missing numbers on the subtraction tables. Some of the numbers have already been filled in for you.

a

0	1	2	3	4	5	-
		2				0
				3		1
						2
			0			3
						4
						5

b

6	7	8	9	10	11	-
						0
		7				1
				8		2
						3
				6		4
						5

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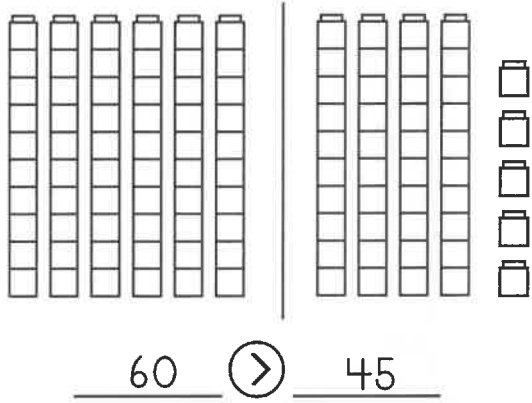
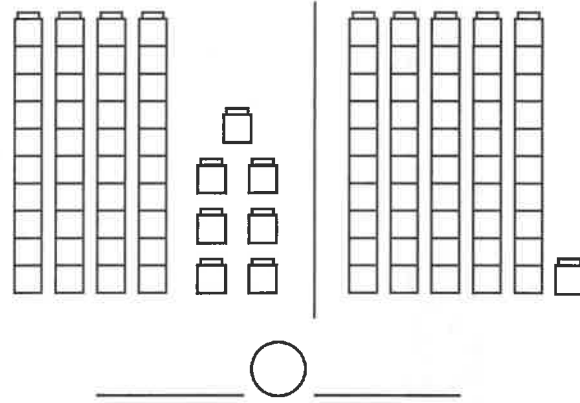
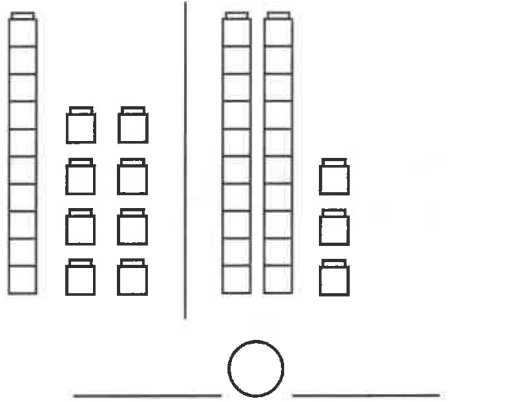
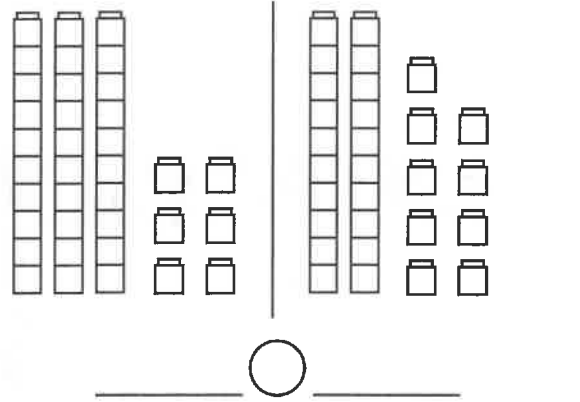
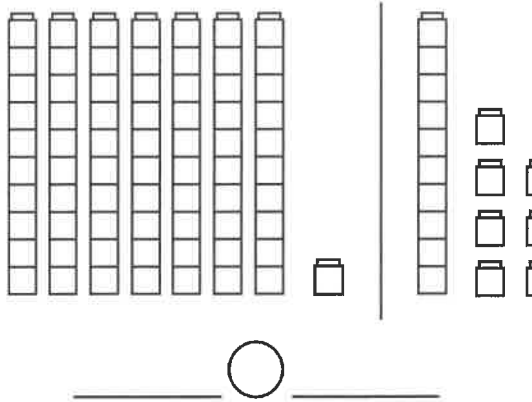
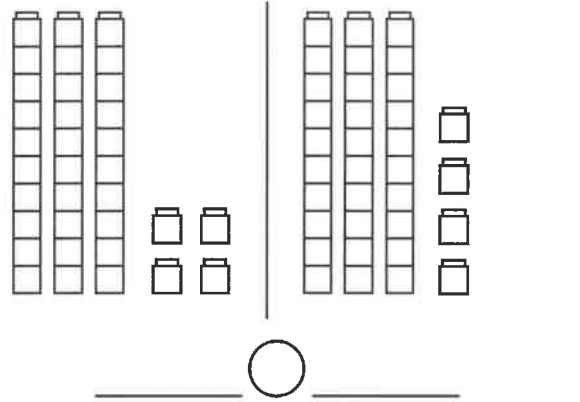
Add, Subtract & Compare page 2 of 2

3 Here are six pairs of Unifix cube collections. For each pair, write a mathematical statement to show exactly how many cubes are in each collection, as well as which is greater and which is less.

< less than

= equal to

> greater than

<p>ex</p>  <p style="text-align: center;">60 > 45</p>	<p>a</p>  <p style="text-align: center;">_____ ○ _____</p>
<p>b</p>  <p style="text-align: center;">_____ ○ _____</p>	<p>c</p>  <p style="text-align: center;">_____ ○ _____</p>
<p>d</p>  <p style="text-align: center;">_____ ○ _____</p>	<p>e</p>  <p style="text-align: center;">_____ ○ _____</p>

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Place Value Showdown page 1 of 6

Note to Families

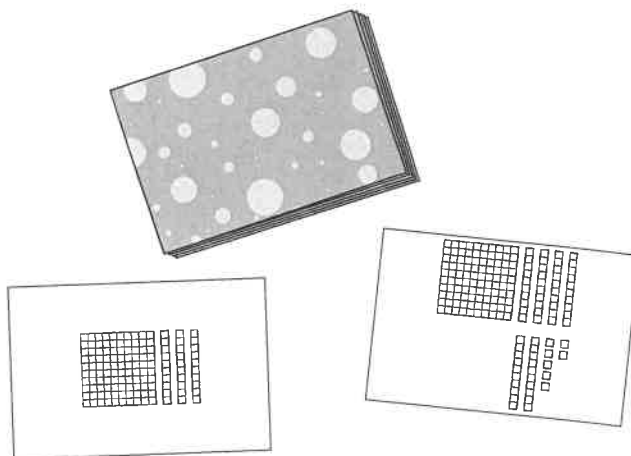
This game uses drawings to stand for numbers. The little square unit stands for 1, the strip of ten stands for 10, and the mat of one hundred stands for 100. If you have a collection of 2 mats, 3 strips, and 4 units, you're looking at 234. Place Value Showdown will help your child become more comfortable reading, understanding, and comparing 2- and 3-digit numbers. After you have played the game once or twice, have your child use the game cards to complete the written assignment on the last page. Return the written portion to school, but keep the game at home to play again.

Materials

- Place Value Showdown, pages 1–6
- Place Value Showdown cards, cut out from pages 2–5

Instructions

- 1 Cut out the cards on the 3 attached sheets. Mix them thoroughly and place them in a stack, face-down.
- 2 Take turns drawing a card and reporting how many units you see. The person with the card that's worth more gets to take both.



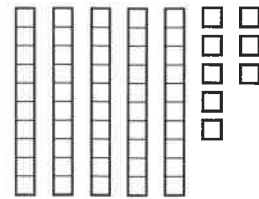
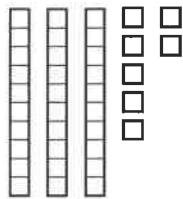
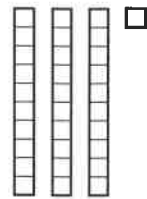
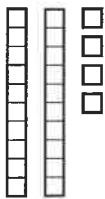
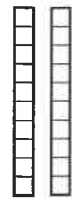
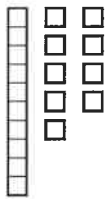
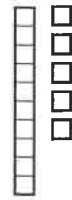
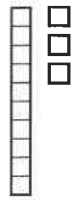
Child I got 167. What did you get, Dad?

Adult I only got 130. You get this pair!

- 3 Continue until there are no cards left. The player with the most cards wins.
- 4 Shuffle the cards and play again.

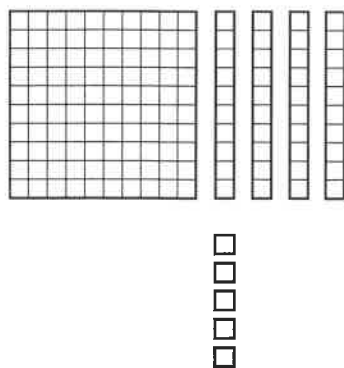
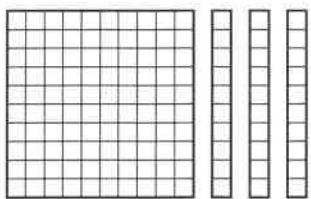
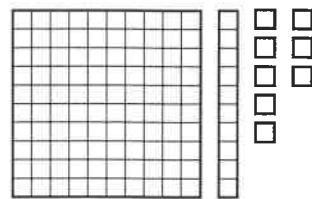
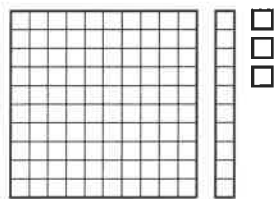
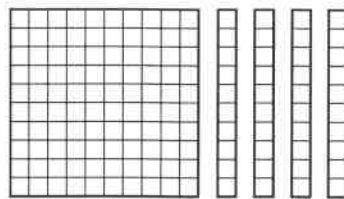
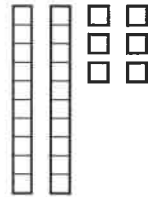
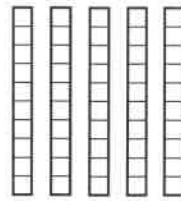
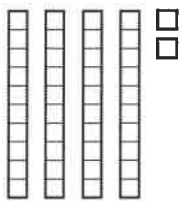
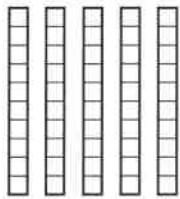
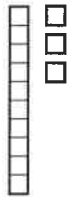
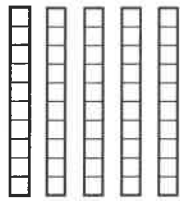


Place Value Showdown page 2 of 6



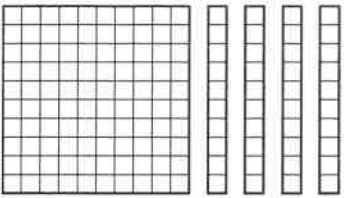

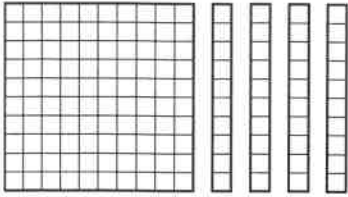

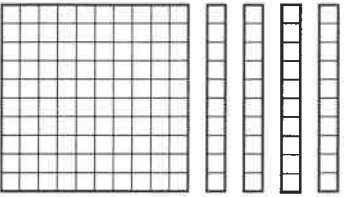

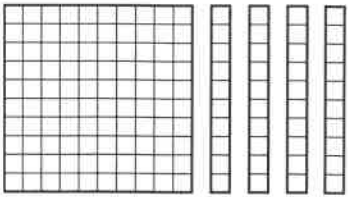
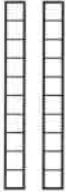
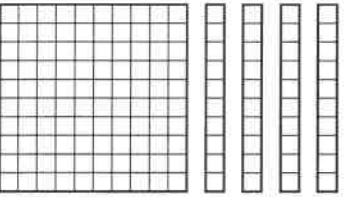
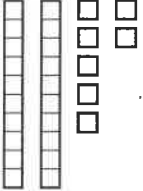
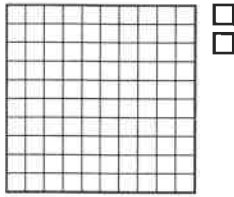
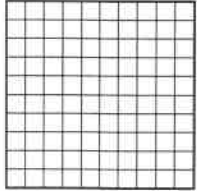
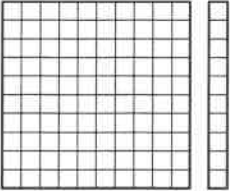

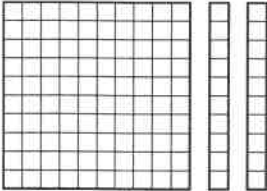

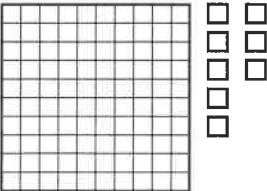
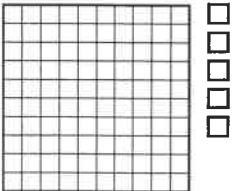


Place Value Showdown page 3 of 6





Place Value Showdown page 4 of 6



Place Value Showdown page 5 of 6

The page contains a 2x5 grid of boxes. Each box is a 10x10 grid. The contents of the boxes are as follows:

- Box 1 (top-left): 1 hundred block, 2 tens rods.
- Box 2 (top-middle): 1 hundred block, 2 tens rods, 5 ones units.
- Box 3 (top-right): 1 hundred block, 1 ten rod, 2 tens rods, 4 ones units.
- Box 4 (middle-left): 1 hundred block, 1 one unit.
- Box 5 (middle-middle): Empty.
- Box 6 (middle-right): Empty.
- Box 7 (bottom-left): Empty.
- Box 8 (bottom-middle): Empty.
- Box 9 (bottom-right): Empty.
- Box 10 (bottom-most): Empty.



NAME _____

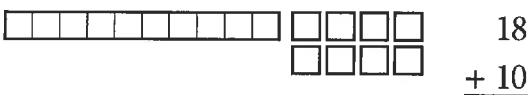
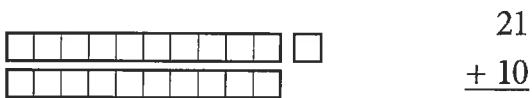
DATE _____

Place Value Showdown page 6 of 6

1 Take all the game cards you just used to play Place Value Showdown and put them in order from the lowest to the highest. Then record the numbers in order on the lines below. The first three have been done for you.

13	15	19						

2 Add.



3 What happens every time you add 10 to a number?

