


SCOPE & SEQUENCE
GR. 2 - MATH

Student Task

GRADE 2: Math, Plan #2

STRAND: Number (Number Concepts)

TASK: Number Pictures

PRODUCTIVITY TOOL: KidPix

TIMELINE: 1 Class

LEVEL OF DIFFICULTY: ☺ Easy

Using *KidPix*, students will choose a rubber stamp from a palette of their own choice, then depict several groups of 10 with a few remaining to demonstrate their understanding of a number from 1 to 100. The first group of 10 can be stamped with remaining groups of 10 copied and pasted into the picture. Students will then compare and contrast their work with a study buddy.


ICT Outcomes

The learner will:


- C7** 1.3 draw conclusions from organized information
- F1** 1.1 identify techniques and tools for communicating, storing, retrieving and selecting information
 - 1.2 apply terminology appropriate to the technologies being used at this division level
 - 1.3 demonstrate an understanding that the user manages and controls the outcomes of technology
- F3** 1.1 demonstrate courtesy and follow classroom procedures when making appropriate use of computer technologies
 - 1.2 work collaboratively to share limited resources
 - 1.3 demonstrate appropriate care of technology equipment
- F5** 1.1 demonstrate proper posture when using a computer
 - 1.2 demonstrate safe behaviors when using technology
- F6** 1.1 perform basic computer operations, which may vary by environment, including powering up, inserting disks, moving the cursor, clicking on an icon, using pull-down menus, executing programs, saving files, retrieving files, printing, ejecting disks and powering down
- P3** 1.1 access images, such as clip art, to support communication
- P4** 1.2 balance text and graphics for visual effect





Curriculum Outcomes

GRADE 2: Math, Plan #2**STRAND: Number (Number Concepts)****TASK: Number Pictures*****General Outcome***

-  Recognize and apply whole numbers up to 1000, and explore fractions (halves, thirds and quarters).

Specific Outcomes #3, 4, 5, and 10

3. Recognize, build, compare and order sets that contain 0 to 100 elements.
4. Represent and describe numbers to 100 in a variety of ways.
5. Demonstrate, concretely and pictorially, place value concepts to give meaning to numbers up to 100.
10. Explore the representation of numerals (0 to 100), using a calculator or a computer to display numerals.

