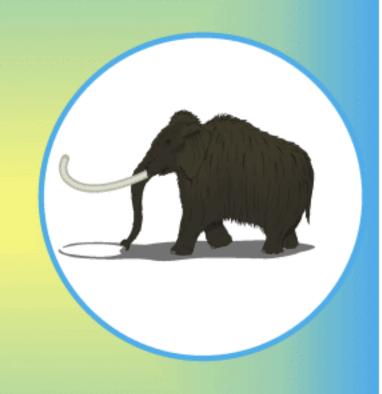
MATH MANNOTH Grade 2-A

Complete Worktext

- Halves, fourths, and other parts
- Clock
- Addition and subtraction facts
- Carrying
- Borrowing
- Coins

www.mathmammoth.com



By Maria Miller Sample worksheet frwww.MathMammoth.com

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Please visit www.MathMammoth.com for more information about Maria Miller's math books. Create free math worksheets at www.HomeschoolMath.net/worksheets/

Sample worksheet from

Contents

	Foreword	5
	Chapter 1: Getting Started	
	Introduction	6
	Some Review	8
	Adding and Subtracting Within 0-100	10
	Ordinal Numbers	13
	Fact Families	15
	Doubling	17
	One-Half	19
	Fourths	21
	Chapter 2: Clock	
	Introduction	23
	Review - Whole and Half Hours	25
	The Minutes	26
	The Minutes, Part 2	29
	Past and Till in Five-Minute Intervals	31
	How Many Hours Pass?	34
	The Calendar: Weekdays and Months	36
	The Calendar: Dates	39
	Review	42
	Chapter 3: Addition and Subtraction Facts Within 0-18	
	Introduction	43
	Review: Completing the Next Whole Ten	46
	Review: Going Over Ten	48
	Adding with 9	50
	Adding with 8	52
	Adding with 7	54
	Adding with 6	56
	Review - Facts with 6, 7, and 8	57
	Subtract to Ten	59
Sample worksheet from	Subtraction and the Difference	61

Number Rainbows - 11 and 12	63
Fact Families with 11	65
Fact Families with 12	66
Number Rainbows - 13 and 14	68
Fact Families - 13 and 14	69
Fact Families - 15	72
Fact Families - 16	74
Fact Families - 17 and 18	76
Review	79
Chapter 4: Adding and Subtracting with Two-Digit Numbers	
Introduction	81
Adding with Whole Tens	84
Subtracting Whole Tens	87
Regrouping with Tens	89
Going Over to the Next Ten	92
Add with Two-Digit Numbers Ending in 9	95
Add in Columns Practice	97
Add with Two-Digit Numbers Ending in 8 or 7	99
Addition Practice	101
Many Addends	103
Subtracting in Columns	106
Regrouping (Borrowing), Part 1	107
Regrouping (Borrowing), Part 2	110
Regrouping (Borrowing), Part 3	113
Graphs and Problems	115
Mental Subtraction Methods	118
Euclid's Game	121
Review 1	124
Review 2	125
Chapter 5: Counting Money	
Introduction	126
Counting Coins Review	128
Change	131
Dollars	134
Counting Change	137

Foreword

The Math Mammoth Grade 2-A and Grade 2-B worktexts comprise a complete math curriculum for the second grade mathematics studies.

The main topics during second grade, as in first grade, are the study of addition and subtraction and place value up to 1000.

In the second grade, children learn to add and subtract two and three-digit numbers mentally and in columns (under each other). They learn to carry to tens and to hundreds (also called regrouping), and how to borrow either from the tens or from the hundreds. The topics of borrowing two times and borrowing over zero tens are in this curriculum left for the third grade.

Mental math is very important, as it builds number sense and solidifies the understanding of place value. Children learn by heart the common addition and subtraction facts, and understand how to use them when adding two-digit numbers. They practice many kinds of mental math with three-digit numbers as well (in the 2B book).

Other topics studied are reading the clock to the five-minute intervals; measuring length, weight, and volume; shapes and a few simple geometry concepts; and money topics. These topics are important as well, since they are everyday applications of mathematics.

When you use these books as your only or main mathematics curriculum, they can be like a "framework", but you still have liberty in planning your child's studies. While addition, subtraction, and place value topics are best studied in the order they are presented, you can choose to study clock, coins, and geometry topics in a different order. This does not totally apply to the chapter on measuring, as it uses 3-digit numbers.

Changing the topic might even be advisable if your child is "stuck" on some concept. Sometimes the brain mulls it over in the background, and the concept they were stuck on becomes clear after a break.

This curriculum aims to concentrate on a few major topics at a time and study them in depth. This is totally opposite to the continually spiraling step-by-step curricula, in which each lesson typically is about a different topic from the previous or next lesson, and includes a lot of review problems from past topics.

This does not mean that your child wouldn't need an occasional review. However, when each major topic is presented in its own chapter, this gives you more freedom to plan the course of study *and* choose the review times yourself. In fact, I totally encourage you to plan your mathematics school year as a set of certain topics, instead of a certain book or certain pages from a book.

For review, I have included an html page called <code>Make_extra_worksheets_grade2.htm</code> that you can use to make additional worksheets for computation or for number charts. You can also always simply reprint some pages that were already studied .

I wish you success in your math teaching!

Maria Miller, the author

Sample worksheet from www.mathmammoth.com

Chapter 1: Getting Started Introduction

The first chapter of the *Math Mammoth Grade 2-A Complete Worktext* has addition and subtraction review from the first grade, plus a few new topics that should be easy. The chapter starts out with review. Ordinal numbers are probably familiar from common language. The lesson *Fact Families* practices addition/subtraction connection, and introduces missing subtrahend problems such as $_$ -5 = 4 where the total is missing. This is an early prelude to algebraic thinking.

The last two lessons introduce some easy parts, such as one-half, one-fourth, two-fourths and three-fourths. These lessons also practice finding half of a number or a fourth of a number. This is done for a good reason: First of all, the idea of finding part of a number is of paramount importance throughout elementary mathematics. Second, it prevents the fixation that half is "half of a pie" or that one-fourth is "one-fourth of a pie", when halves and fourths apply to all kinds of "totals". Third, the child will soon encounter the idea of a quarter of an hour when studying the clock, which is just one-fourth of an hour.

The Lessons in Chapter 1

	page	span	(hours)
Some Review	8	2 pages	
Adding and Subtracting Within 0-100	10	3 pages	
Ordinal Numbers	13	2 pages	
Fact Families	15	2 pages	
Doubling	17	2 pages	
One-Half	19	2 pages	
Fourths and Other Parts	21	2 pages	

Helpful Resources on the Internet

Use these free online resources to supplement the "bookwork" as you see fit.

Number Cracker

Help Mr. Cracker obtain the secret code before the insidious Prof. Soup catches him by guessing what number comes next in a series of numbers.

http://www.funbrain.com/cracker/index.html

Squigly

Squigly is hiding in one of the apples. Click on the ordinal number that tells the order of Squigly's apple. http://www.primarygames.com/squigly/start.htm

MathBlox

Click on two falling blocks that add up to the given number and they disappear. With various levels and number ranges.

Sampletworksheetnfromat.com/com/L3?Area=Mathblox www.mathmammoth.com

Number Jump

Move the ball along the number line to smash the flies. http://www.carstensstudios.com/mathdoodles/numberjump.htm

Connect Sums

Click on the neighboring die-faces/numbers/coins so that the points add up to the given target sum. http://www.carstensstudios.com/mathdoodles/connectsums.html

Sum Stacker

Drag dies from stack to stack until the sums of each stack equal the sums given. http://www.carstensstudios.com/mathdoodles/sumsstacker.html

Fact Families

When you have two addition and two subtraction facts that use the same numbers, it is called a "fact family".

Sometimes in a subtraction problem, the total is asked:

$$\boxed{} - 8 = 20$$

You know 20 and 8 are the "parts", and the total is missing. To find the total, just add the "parts":

$$20 + 8 = 28$$

$$4 + 5 = 9$$

$$5 + 4 = 9$$

$$9 - 4 = 5$$

Notice the TOTAL. The subtraction sentences start with the total.

$$4 + 5 = 9$$

$$5 + 4 = 9$$

$$9 - 5 = 4$$

$$9 - 4 = 5$$

Notice the PARTS. The two parts make up the total.

1. Write two addition and two subtraction sentences - a fact family!







$$_{\rm c.}$$
 T T $_{\bullet \bullet}$ T T

2. Fill in the missing numbers. The four problems form a fact family.

a.

$$\boxed{} + 2 = 8$$

$$8-2=$$

b.

c.

3. Write a matching addition sentence for the subtraction sentence. There are two possibilities.

a. + =

8 - 2 = 6

b. ____ + ___ = ____

20 - 7 = 13

c. _____ + ___ = ____

60 - 20 = 40

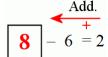
When the first number is missing in a subtraction, it is the TOTAL that is missing.

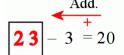
You can find the TOTAL by adding the two numbers (those are the "parts").

- 6 = 2

The total is missing. 6 and 2 are the "parts". So we add them. 2 + 6 = 8. The missing number is 8!

It's like "adding backwards":





4. The total is missing from the subtraction sentence. Solve.

a. -5 = 4

b. -7 = 2

c. - 7 = 10

5. Find the missing numbers.

a. -2 = 4

 $\boxed{} - 50 = 50$

-8 = 20

b. $\boxed{}$ - 7 = 80

 $60 + 4 = \boxed{}$

16 + = 20

c. $9 - \boxed{} = 5$

 $77 + \boxed{} = 78$

 $\boxed{} - 9 = 60$

Puzzle Corner

Find the missing numbers. This time adding backwards will NOT work!

a. 50 – | = 10

b. 100 – | = 91

c. $10 - \boxed{} - 2 = 1$

33 - = 31

76 – = 72

 $9 - \boxed{} - 5 = 2$

Chapter 2: Clock Introduction

The second chapter of the *Math Mammoth Grade 2-A Complete Worktext* deals with reading the clock to the five-minute intervals, and finding simple time intervals.

It is helpful to have a practice clock, such as an alarm clock, where the child can turn the clock hands.

First we practice telling time in the *hours:minutes* form (such as 10:20), and then using the colloquial phrases "ten after", "quarter till", and so on.

Also studied are simple time intervals, or how much time passes. When practicing these, tell the child to imagine moving the minute (or hour) hand on a clock. He/she can initially use a practice clock for this.

The section also has one lesson about the calendar. Of course the calendar and the months are best learned just in the context of everyday life, as the months pass. Hang a wall calendar on the wall and instruct your child to look at it every day, and to cross out days as they pass.

The Lessons in Chapter 2

	page	span
Review - Whole and Half Hours	25	1 page
The Minutes	26	3 pages
The Minutes, Part 2	29	2 pages
Past and Till in Five-Minute Intervals	31	3 pages
How Many Hours Pass?	34	2 pages
The Calendar: Weekdays and Months	36	3 pages
The Calendar: Dates	39	3 pages
Review	42	1 page

Helpful Resources on the Internet

Use these free online resources to supplement the "bookwork" as you see fit.

Analog and Digital Clocks

These clocks show you the current time, side by side. Useful for illustration. http://nlvm.usu.edu/en/nav/frames_asid_316_g_2_t_4.html

What Time Will it Be?

Move the hands on the clock to show what time it will be after a certain amount of minutes. http://nlvm.usu.edu/en/nav/frames_asid_318_g_2_t_4.html

Match Clocks

Make the digital clock to show the time given with the analog clock. http://nlvm.usu.edu/en/nav/frames_asid_317_g_2_t_4.html

Sample worksheet from www.mathmammoth.com

Time Flies

Practice telling time with two types of watches. In the second part, practice what you have learned by selecting the digital time that matches the time displayed.

http://www.alfy.com/Games/playgame.aspx?gameID=354&gameName=Time+Flies

Flashcard Clock

Read the analog and type in the time in digital form. Very clear clock and good fast response! http://www.teachingtreasures.com.au/maths/FlashcardClock/flashcard_clock.htm

Telling Time Practice

Interactive online practice: you drag the hands of the clock to show the correct time. http://www.worsleyschool.net/socialarts/telling/time.html

Teaching Time

Analogue/digital clock games and worksheets. Also an interactive "class clock" to demonstrate time. http://www.teachingtime.co.uk/

Time-for-time

Resource site to learn about time: worksheets, games, quizzes, time zones. http://www.time-for-time.com/default.htm

A Matter of Time

Lesson plans for telling time, interactive activities, and some materials to print. http://www.fi.edu/time/Journey/JustInTime/contents.html

Elapsed Time Line

This interactive tool shows 2 clocks that have draggable fingers to set a "from" and "to" time, and a number line. You can demonstrate how to use a number line to calculate elapsed time. www.teacherled.com/2008/10/05/elapsed-time-line/

Clockwise

Plug in a time, and the clock runs till it, or clock runs to a time and you type it in. http://www.shodor.org/interactivate/activities/clock2/index.html

Clock (evaluation version words across the screen)

Use the buttons to advance the clock in 5, 10, 15, 30 minute increments or drag the hands. Shows digital time also. For illustrations only, does not have any quiz or questions. http://www.interactive-resources.co.uk/mathspack1/clock/clock.html

The Right Time

A couple of interactive exercises about reading the clock. http://www.pitara.com/activities/math/time/time.asp?QNum=3

What Time Is It?

Look at the analog clock and pick the digital clock that shows the same time. http://www.primarygames.com/time/start.htm

That Quiz: Time

Online quizzes for all time-related topics: reading the clock, time passed, adding/subtracting with time, conversion of time units, and time zones practice. The quizzes have many levels, can be timed or not, and include lots of options for customization. Easy to use and set up.

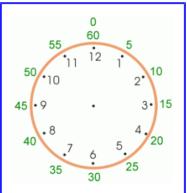
www.thatquiz.org/tq-g/math/time

The Minutes

When the hour hand moves from one number to the next (from 1 to 2, or from 6 to 7, etc.), it takes one hour to do that.

In that same one hour of time, the *minute hand* travels **from 0 to 60 minutes**. So one hour is 60 minutes. A half-hour is 30 minutes.

When you read the minute hand, you use the green numbers (marked outside the clock face of the clock on the right). They go by fives, and are not normally marked on clocks. You need to know them. Just skipcount by fives!



1 hour = 60 minutes. 1/2 hour = 30 minutes.



The hour hand is past 8. The minute hand is at 15. The time is 8:15.

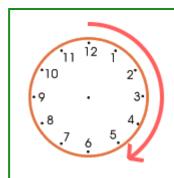


The hour hand is past 2. The minute hand is at 25. The time is 2:25.



The hour hand is past 11. The minute hand is at 10. The time is 11:10.

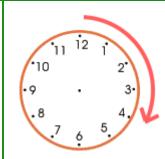
1. The arrow shows how much the minute hand travels. How many minutes of time passes?



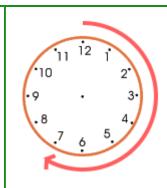
a. _____ minutes



b. _____ minutes

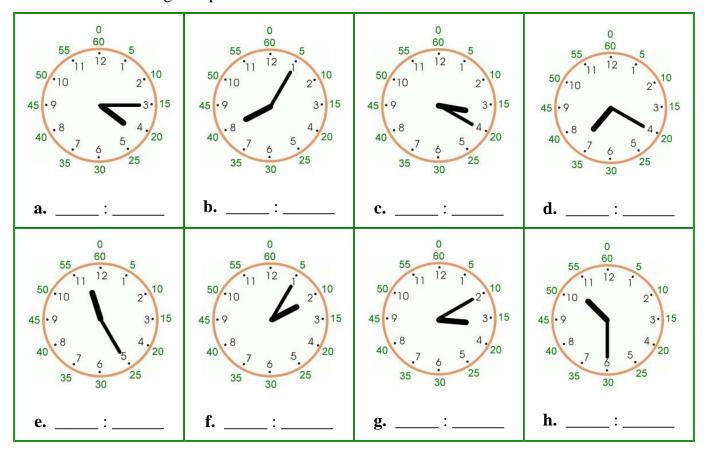


c. _____ minutes

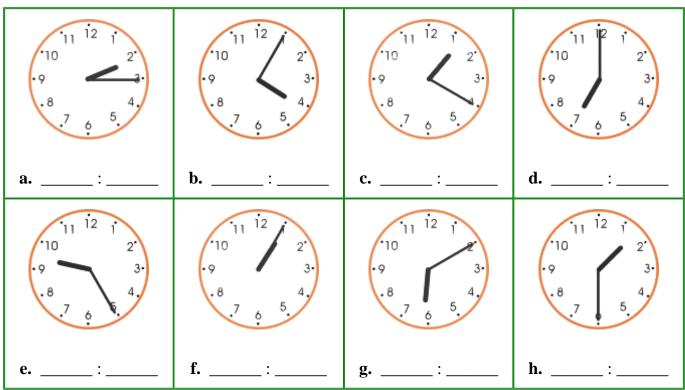


d. minutes

2. Write the time using the special clock that shows the numbers for hours and for minutes.



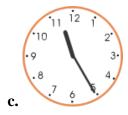
3. Write the time using the normal clock. Remember, the numbers for the minute hand are not shown, and they go by fives!



4. Find the clock that shows 11:25 and the clock that shows 11:05.

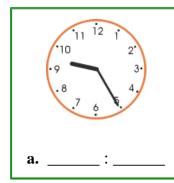








5. Write the time.









c. ____: ___



d. _____: ____

6. Write the time that the clock shows, and the time 5 minutes later. Imagine the minute hand moving one "step" further. You can use your practice clock.

	a. 11 12 1 10 2 3 3. 8 5.	b. (11)12 1 2 3. 3. 3. 4. 4.	c. (11 12 1) (10 2) (10 2) (10 4) (10 4)	d. 11 12 1 2 3. 3. 4. d.
	::	::	::	:
5 min. later →	:	:	:	:
	e	f. 11 12 1 10 2 9 3 .8 4.	g. 11 12 1 2 3 3 3 4 5 5 4 5 5 4 5 5 4 5 5 5 4 5 5 5 6 5 5 6 5 6	h7 6 4.
	·-	·	·	·
5 min. later →	:	:	:	:

Chapter 3: Addition and Subtraction Facts Within 0-18 Introduction

The third chapter of the *Math Mammoth Grade 2-A Complete Worktext* provides lots of practice for learning and memorizing the basic addition facts of single-digit numbers where the answer is between 10 and 18, and learning to use them with subtraction.

Completing the ten - concept

This concept is important to learn. The child learns what number is needed to complete the next whole ten. For example, what number do you add to 23 to get 30, or $23 + \underline{\hspace{1cm}} = 30$. The next step is to study what happens when the sum goes over the next ten.

In the lesson "Going Over Ten", the child learns to add 8 + 5 by first adding 8 + 2 (which completes the ten) and then the "leftover" 3. These prepare the child for addition facts where the sum is more than 10.

Memorizing the facts

The National Council of Teachers of Mathematics (NCTM) recommends in their Grade 2 Curriculum Focal Points that children "...develop quick recall of basic addition facts and related subtraction facts".

Mathematics builds upon previously learned concepts and facts. Learning addition and subtraction facts is essential for later study. For example, the child will soon study double-digit addition and subtraction, and needs to be able to add and subtract small numbers efficiently.

The next lessons in the book provide lots of practice for learning and memorizing the addition facts. There are 20 such facts:

```
9 + 2 till 9 + 9: 8 facts
8 + 3 till 8 + 8: 6 facts
7 + 4 till 7 + 7: 4 facts
6 + 5 till 6 + 6: 2 facts
```

After those lessons, we reverse the process and practice subtracting. First, the child subtracts TO ten with problems such as $16 - \underline{\hspace{0.2cm}} = 10$. Then come subtraction problems which "cross" the ten the other direction, such as 16 - 7. Again the student first practices these by subtracting in two parts: First subtracting to ten, then the rest. For example, 16 - 7 becomes 16 - 6 - 1.

The various lessons about **the fact families** give lots of practice and further reinforce memorizing the facts. These lessons also include many word problems. You can choose to skip some of these lessons or problems, or use them later for review. They do not contain any new concepts.

Alongside this book, you can also use math games or flashcards to reinforce the addition and subtraction facts. You can find a list of some free online games at www.homeschoolmath.net/addition_subtraction.php http://www.homeschoolmath.net/online/math_facts.php

The Lessons in Chapter 3

	page	span
Review: Completing the Next Whole Ten	46	2 pages
Review: Going Over Ten	48	2 pages
Adding with 9	50	2 pages
Adding with 8	52	2 pages
Adding with 7	54	2 pages
Adding with 6	56	1 page
Review - Facts with 6, 7, and 8	57	2 pages
Subtract to Ten	59	2 pages
Subtraction and the Difference	61	2 pages
Number Rainbows- 11 and 2	63	2 pages
Fact Families with 11	65	1 page
Fact Families with 12	66	2 pages
Number Rainbows - 13 and 14	68	1 page
Fact Families - 13 and 14	69	3 pages
Fact Families - 15	72	2 pages
Fact Families - 16	74	2 pages
Fact Families - 17 and 18	76	3 pages
Review	79	2 pages

Helpful Resources on the Internet

Use these free online resources to supplement the "bookwork" as you see fit.

Math Games at Sheppard Software

A bunch of different games to practice addition, subtraction, multiplication, and division facts: Fruit Shoot, Pop Up Math, Math MahJong, Matching games, Make 24, and many more. The site also has games for place value, coins, fractions, and other topics.

www.sheppardsoftware.com/math.htm

ArithmeTick

Solve math problems against the clock! Four difficulty levels, can tick or untick all four operations. www.pompuzzle.com/ArithmeTick

Space Jumps

Adding two single-digit numbers, first jump to ten, then the rest to the spaceship. Practices addition that goes over ten.

http://www.ictgames.com/spacejumps.html

Sample worksheet from www.mathmammoth.com

Bridging Shuttle

Bridging Through Ten means the same as adding to ten first, then the rest. Get a "flight plan", then first add to ten by typing the number needed into the oval, and press the red button. Then type the rest that the shuttle needs to go, into the other oval, and press the red button.

http://www.ictgames.com/bridging.html

Speedy Sums

Click on numbers that add to the target sum. The more numbers you use, the higher your score will be. http://www.mathplayground.com/speedy_sums.html

Math Magician Games

Flashcard problems in all 4 operations, including subtraction. Answer 20 questions in 1 minute. http://www.oswego.org/ocsd-web/games/Mathmagician/mathssub.html

AplusMath Games

Matho (math and bingo combined), concentration, hidden picture, and Planet Blaster games for the basic operations.

http://www.aplusmath.com/games/

Addition Surprise

Draw the answer square in the addition table. http://www.hbschool.com/activity/add/add.html

Math Fact Bubble Blast

Click and burst the bubble showing the right answer to math questions. Choose addition, subtraction, or multiplication. Various levels and speeds.

www.lickitysplitlearning.com/free-online-math-fact-game.html

Exuberant Eye Games

Practice your basic facts with these kid-appealing simple games.

http://www.games.exuberanteye.com/

Power Lines Puzzle

Arrange the numbers into the pattern so that the numbers on the "lines" add up to the given sum. http://www.primarygames.co.uk/pg2/powerlines/powerlines1.html

Online Addition Flashcards

http://www.thegreatmartinicompany.com/additionfill.html

Online Math Flashcards

Addition, subtraction, and multiplication interactive online flashcards. A variety of number ranges, both timed and untimed versions.

http://www.mathflashcardssoftware.info

Number Bond Machines

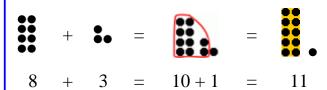
Practice which two numbers add up to a given number. Set the number to be 11, 12, ... 18 to practice basic facts as in this chapter.

http://www.amblesideprimary.com/ambleweb/mentalmaths/numberbond.html

Sample worksheet from www.mathmammoth.com

Adding with 8

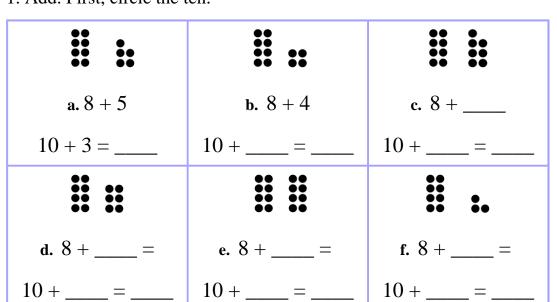
Imagine that 8 wants to be a 10! It takes two from the other number (from 3). So, 8 becomes 10, and only 1 is left over.



8 wants to be a 10! So, it takes two from the other number (from 5). So, 8 becomes 10, and 3 are left over.

Use the list on the right to practice. Don't write the answers there. Just point to different problems and say the answer aloud.

1. Add. First, circle the ten.



2. It is good to memorise the doubles, also. Fill in.

$$2 + 2 =$$
_____ $5 + 5 =$ ____ $8 + 8 =$ ____ $9 + 9 =$ ____ $4 + 4 =$ ____ $7 + 7 =$ ____ $10 + 10 =$ ____

Addition facts with eight. Do not write the answers down, but just practice the sums.

$$8 + 0 =$$

$$8 + 5 =$$

$$8 + 8 =$$

$$8 + 9 =$$

$$8 + 3 =$$

$$8 + 7 =$$

$$8 + 1 =$$

$$8 + 4 =$$

$$8 + 10 =$$

$$8 + 1 = \square$$

$$8 + 6 =$$

$$8 + 2 =$$

3. Add and fill in what is missing.

a.
$$8 + 4 =$$

b.
$$8 + 8 =$$

c.
$$8 + = 14$$

$$8 + 6 =$$

$$8 + 2 =$$

$$8 + \underline{\hspace{1cm}} = 17$$

d.
$$8 + = 13$$

e.
$$5 + 8 =$$

f.
$$6 + 8 =$$

$$8 + 7 =$$

$$8 + 9 =$$

$$3 + 8 =$$

$$8 + 8 =$$

4. Find the pattern and continue it.

â

c.

 $\frac{1}{2}$ of 0 is _____.

 $\frac{1}{2}$ of 2 is _____.

 $\frac{1}{2}$ of 4 is _____.

$$\frac{1}{2}$$
 of _____ is _____.

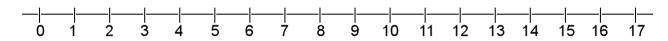
$$\frac{1}{2}$$
 of _____ is _____.

$$\frac{1}{2}$$
 of _____ is ____.

$$\frac{1}{2}$$
 of _____ is ____.

Subtraction and the Difference

The difference of two numbers on the number line means <u>how far apart</u> they are from each other. The difference of 7 and 3 is 4, because 7 and 3 are four steps apart.



We can solve the difference of two numbers by subtracting *or* adding:

- 1. Subtract the numbers. OR
- 2. Write a "how many more" addition (missing addend).

Find the difference of 12 and 8 in two ways:

- 1. Subtract: 12 8 =____. OR
- 2. Think: "8 and how many more make 12?"
 You can write an addition 8 + ____ = 12

Either way, the answer is $\underline{\mathbf{4}}$.

1. Write a subtraction to find the difference of the numbers.

Num	bers	Subtraction		Difference
7	2	7 – 2	=	5
10	4		=	
9	5		=	

Numbers		Subtraction		Difference
6	3		=	
10	5		=	
9	6		=	

2. Think of adding more to find the differences of two numbers.

The difference of 10 and 6	The difference of 7 and 12	The difference of 9 and 4
a. 6 + = 10	b. 7 + = 12	c. 4 + = 9
The difference of 15 and 8	The difference of 5 and 12	The difference of 9 and 17
d. 8 + = 15	e. 5 + = 12	f. 9 + = 17
The difference of 6 and 12	The difference of 8 and 18	The difference of 9 and 13
g + = 12	h. + = 18	i + = 13

3. Subtract. Think of the differences or "how many more".

$$+3$$
a. $15 - 12 =$

12 and how many more makes 15?

$$b. 11 - 9 =$$

9 and how many more makes 11?

$$c. 16 - 11 =$$

11 and how many more makes 16?

4. Solve these subtraction problems by thinking of the differences or "how many more".

a.	b.	c.	d.
+ <u></u> 14 - 11 =	20 – 19 =	+ 17 – 15 =	13 – 10 =
e.	f.	g.	h.
20 - 15 =	+ <u></u> 15 – 11 =	12 – 8 =	+—————————————————————————————————————

5. Subtract by thinking how far apart the two numbers are (the difference).

a. 20 – 16 =	b. $40 - 38 = \underline{\hspace{1cm}}$	c. 65 – 61 =	d. 33 – 31 =
e.	f. 87 – 84 =	g.	h.
100 – 99 =		53 - 50 =	79 – 78 =

6. Solve the word problems.

a. Jane is on page 20 and Boyd is on page 17 of the same book. How many more pages has Jane read?

b. Mom has one dozen eggs plus five in another carton. A dozen means 12. How many eggs does mum have?

c. Barb is reading a 50-page book. She is on page 42. How many more pages does she have left to read?

Chapter 4: Adding and Subtracting with Two-Digit Numbers Introduction

The fourth chapter of the *Math Mammoth Grade 2-A Complete Worktext* deals with addition and subtraction within 0-100, both mentally and in columns, especially concentrating on how to carry when adding in columns (trading) and how to borrow when subtracting in columns (regrouping).

Mental math

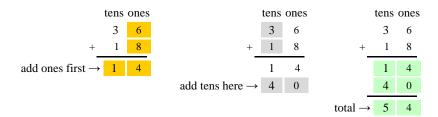
Mental math is important because it builds number sense. Chapter 4 includes many lessons that practice mental math. For example, the child practices adding and subtracting 2-digit numbers when one of the numbers is a whole ten (problems such as 30 + 14, or 66 - 20).

Also studied are problems such as 36 + 8 or 45 + 9. These problems connect with the idea of going over ten as in problems 6 + 8 and 5 + 9. So, just as the child knows that 6 + 8 fills the first ten and is 14, he/she will learn that 36 + 8 fills the next whole ten (40) and is 44.

Carrying to tens

Simultaneously with this, the child learns adding two-digit numbers in columns, and "carrying" to tens, which is illustrated and explained in detail with the help of pictures. Some people call it trading, as in trading 10 ones into 1 ten.

As a "stepping stone" into the usual way of adding in columns with a carry, you can show the child the method below. This can be used if the child does not readily understand why the little "1" that is carried corresponds to a ten. In the process below, the ones are added, and the answer is written using both columns. Then, the tens are added and the answer is written under the sum from ones. Lastly, both sums are added.



The lesson Add in Columns Practice contains problems where the sum is more than 100.

Borrowing or regrouping

The next lessons teach subtracting in columns. First we only deal with the easy problems where you don't need to regroup (borrow). Then the following lessons practice in detail the process of regrouping (borrowing). You can use either term with your child, or even choose not to use either if you feel it is confusing. You can alternatively use the phrase "breaking a ten into ten ones".

First, the lesson *Regrouping* practices breaking down a ten into ten ones because we cannot subtract from the ones. It is crucial that the child understands what happens here. Otherwise, he/she might end up learning the procedure of borrowing as a memorized algorithm only, and will probably at some point misremember how it was done. That is why this lesson deals with the regrouping process in detail with

Sample worksheet from www.mathmammoth.com

plenty of visual exercises.

If you notice that the child does not understand the concept of borrowing, he/she may need more practice with concrete manipulatives or visual exercises before proceeding.

More mental math

After learning regrouping, we practice mental subtraction in three separate lessons. One of them expounds on several methods for mental subtracting. Another is about Euclid's game - a fun game that also practices subtraction of two-digit numbers.

The Lessons

	page	span
Adding with Whole Tens	84	3 pages
Subtracting Whole Tens	87	2 pages
Regrouping with Tens	89	3 pages
Going Over to the Next Ten	92	3 pages
Add with Two-Digit Numbers Ending in 9	95	2 pages
Add in Columns Practice	97	2 pages
Add with Two-Digit Numbers Ending in 8 or 7	99	2 pages
Addition Practice	101	2 pages
Many Addends	103	3 pages
Subtracting in Columns	106	1 page
Regrouping (Borrowing), Part 1	107	3 pages
Regrouping (Borrowing), Part 2	110	3 pages
Regrouping (Borrowing), Part 3	113	2 pages
Graphs and Problems	115	3 pages
Mental Subtraction Methods	118	3 pages
Euclid's Game	121	3 pages
Review 1	124	1 page
Review 2	125	1 page

Helpful Resources on the Internet

Use these free online resources to supplement the "bookwork" as you see fit.

Base Blocks Addition

A virtual manipulative that shows regrouping in addition. You can either solve addition problems that are provided, or create your own. "Lasso" with a mouse ten units, ten tens, or ten hundreds to regroup them. Choose "Columns = 2" to restrict the work to two-digit numbers.

http://nlvm.usu.edu/en/nav/frames_asid_154_g_1_t_1.html?from=category_g_1_t_1.html

Base Blocks Subtraction

A virtual manipulative that helps teach borrowing in subtraction. Choose "Create Problem", then click on the red and blue blocks to create a problem. The number to be subtracted (the subtrahend) is illustrated by the RED blocks whereas the minuend is by the BLUE blocks. Click BEGIN problem to start solving. Drag a red block on top of a blue to "subtract" —they cancel each other. Drag bigger place values to the column on their right to "break them up"—in other words regroup or borrow.

http://nlvm.usu.edu/en/nav/frames_asid_155_g_1_t_1.html?from=category_g_1_t_1.html

Callum's Addition Pyramid

Add the pairs of numbers to get a number on the next level and finally the top number. Three difficulty levels.

http://www.amblesideprimary.com/ambleweb/mentalmaths/pyramid.html

Techno Tortoise

Practice adding 2 two-digit numbers into parts on a number line.

http://www.ictgames.com/technowithflock.html

Mr. Martini's Classroom: Addition and Subtraction Inequalities

Compare expressions that involve addition and subtraction of one and two-digit numbers.

http://www.thegreatmartinicompany.com/inequalities/number-comparison.html and

http://www.thegreatmartinicompany.com/inequalities/add-subtract-comparison.html

Mr. Martini's Classroom: Long Addition

Practice adding two-digit numbers in columns online.

http://www.thegreatmartinicompany.com/longarithmetic/longaddition.html

Simple Kids Math

Online practice of math problems.

http://www.simplekidsmath.com/Default.aspx?level=2 - addition

http://www.simplekidsmath.com/Default.aspx?level=3 - subtraction

Mathionare Addition Quiz

Answer increasingly more difficult addition questions (one and two-digit numbers), and win a million! http://www.mathsisfun.com/games/mathionaire-addition-quiz.html

Button Beach Challenge

Figure out what number the various colored buttons represent.

http://www.amblesideprimary.com/ambleweb/mentalmaths/buttons.html

Teaching Treasures - Year 2 Math Worksheets

Simple online addition and subtraction worksheets where the student types in the answer and can check it. http://www.teachingtreasures.com.au/maths/maths_level2.html

Count on Convict

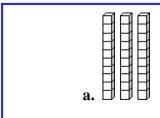
Practice "adding up" strategy for mental subtraction. First type the amount to move on to the next whole ten, then count on tens, then the rest.

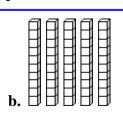
http://www.ictgames.com/countonconvict.html

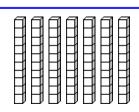
Sample worksheet from www.mathmammoth.com

Subtracting Whole Tens

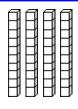
1. Cross out as many ten-pillars as the problem indicates. What is left?





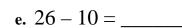


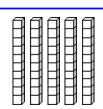
c.
$$70 - 40 =$$











f. 55 - 30 =

What can you notice?

2. Count by tens backwards.

d. 47 - 20 =

c. ______, _____, _____, _____, _____, 27 , 17, ______

3. Subtract.

b.

$$48 - 20 = \underline{\hspace{1cm}}$$

e.

4. Find the pattern and continue it.

$$88 - 30 =$$

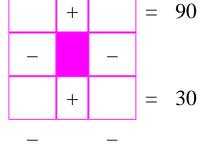
$$80 - 40 =$$

$$54 - 30 =$$

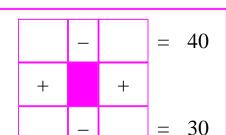
- 5. Use <u>rounded numbers</u> to solve these problems.
 - **a.** Three suitcases weigh 29 kg, 18 kg, and 31 kg. About how much is their total weight?
 - **b.** Chairs cost \$29 apiece. Can Dale buy three of them with \$80?
 - **c.** Henry received \$50 for his birthday. If he buys three books that cost \$9 each, about how much will he have left?



Find numbers for the puzzles.



30 30



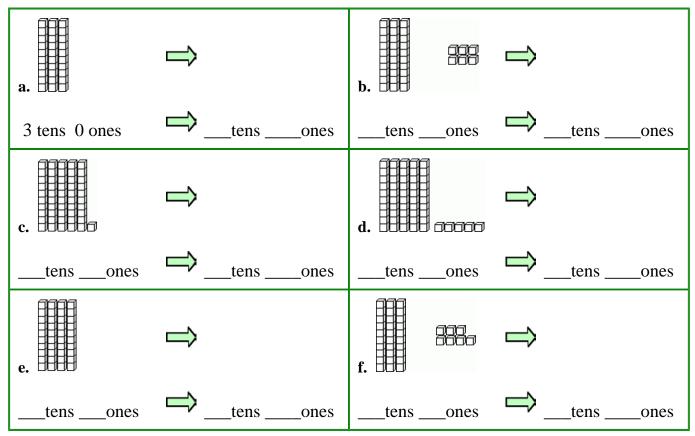
10

80

Regrouping (Borrowing), Part 1

We will now study regrouping Break ("borrowing") in subtraction. 880 a ten. As a first step, we study breaking a ten-pillar into ten little cubes. This is called *regrouping*, 4 tens 5 ones 3 tens 15 ones because one ten "changes groups" from the tens group into the ones. First we have 45. We Now we have 3 tens and "break" one ten-pillar 15 ones. It is still 45, but into little cubes. written in a different way. Break 666 Here is another example. First we a ten. 666 have 5 tens 3 ones. We "break" one ten-pillar into 10 little cubes. We end up with 4 tens 13 ones. 5 tens 3 ones 4 tens 13 ones

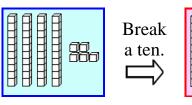
1. Break a ten into 10 ones. What do you get? Draw or use manipulatives to help.



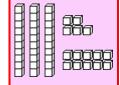
Sample worksheet from www.mathmammoth.com

Let's study subtraction. The pictures on the right illustrate 45 - 17. First, a ten is broken into 10 ones. So, 4 tens 5 ones becomes

After that, cross out (subtract) 1 ten 7 ones.



4 tens 5 ones



3 tens 15 ones

Cross out 1 ten 7 ones (from the *second* picture).

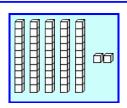
What is left? _____ tens ____ ones

The pictures on the right illustrate 52 - 39.

3 tens 15 ones.

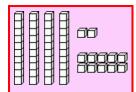
First, a ten is broken into 10 ones. So, 5 tens 2 ones becomes 4 tens 12 ones.

After that, cross out (subtract) 3 tens 9 ones.



Break

a ten.



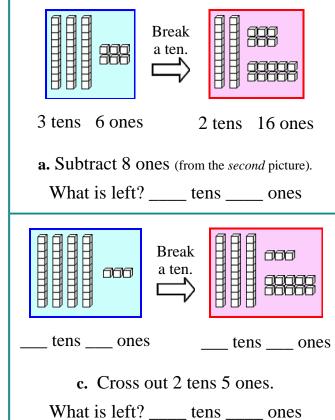
5 tens 2 ones

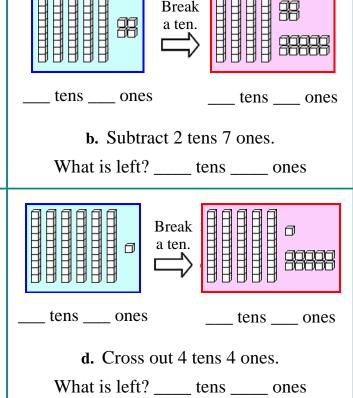
4 tens 12 ones

Cross out 3 tens 9 ones (from the second picture).

What is left? ____ tens ____ ones

2. Fill in. Always subtract (cross out some) from the *second* picture.





3. First, break a ten. Then subtract ones and tens separately. Look at the example.

a. 5 tens 5 ones 4 tens 15 ones - 3 tens 5 ones 3 tens 8 ones	b. 7 tens 2 ones tens ones - 3 tens 5 ones tens ones
c. 6 tens 0 ones tens ones - 2 tens 7 ones tens ones	d. 6 tens 4 ones tens ones - 3 tens 8 ones tens ones
e. 7 tens 6 ones tens ones - 4 tens 7 ones tens ones tens ones	f. 5 tens 0 ones tens ones - 2 tens 2 ones tens ones
g. 8 tens 1 one tens ones - 6 tens 5 ones tens ones	h. 6 tens 3 ones tens ones - 2 tens 8 ones tens ones

- 4. Jessica had 37 colored pencils. Then she gave 12 colored pencils to her brother, and 6 pencils to her sister.
 - **a.** How many pencils does Jessica have now?
 - **b.** How many more pencils does Jessica have than her brother?
 - **c.** How many more pencils does Jessica have than her sister?

Chapter 5: Counting Money Introduction

The fifth chapter of the *Math Mammoth Grade 2-A Complete Worktext* covers counting quarters, dimes, nickels, and pennies. Also, the one-dollar bill and the five-dollar bill are introduced.

Counting Coins

The main goal of this chapter is to be able to count coins and find the amount of money in cents or dollars.

Also practiced is finding change by counting up. Only small money amounts are used.

In one lesson, the one-dollar bill and the five-dollar bill are introduced, and the student learns to write money amounts using dollars and cents, with the decimal point in between.

The latter part of second grade also includes a lesson about adding money amounts.

You can make free worksheets for counting coins at www.homeschoolmath.net/worksheets/money.php, or using the worksheets generator that comes with the supportive materials of this curriculum.

The Lessons

	page	span
Counting Coins Review	128	3 pages
Change	131	3 pages
Dollars	134	3 pages
Counting Change	137	2 pages

Helpful Resources on the Internet

Use these free online resources to supplement the "bookwork" as you see fit.

US Money Worksheets

Count common US coins or bills. You can choose which coins/bills will be used, and how many coins/bills are shown at most. Other currencies are available at www.homeschoolmath.net/worksheets http://www.homeschoolmath.net/worksheets/money.php

Change Maker

Determine how many of each denomination you need to make the exact change. Good and clear pictures! Playable in US, Canadian, Mexican, UK, or Australian money. http://www.funbrain.com/cashreg/index.html

Using Money

Drag the right amount of coins and bills (US) to the answer space to match the given amount. The pictures look a little fuzzy.

http://www.mathcats.com/microworlds/usingmoney.html

Counting Money Activity from Harcourt

Count the coin value and type it into the box and click "Check".

http://www.hbschool.com/activity/counting_money/

Cash Out

Give the correct change by clicking on the bills and coins.

http://www.mrnussbaum.com/cashd.htm

Piggy bank

When the coins fall from the top of the screen, choose those that add up to the given amount, and the piggy bank fills.

http://fen.com/studentactivities/Piggybank/piggybank.html

Coins and Medals from U.S. Mint

History and pictures of the circulating coins, commemorative coins, Native American \$1 Coin Program, and the Presidential \$1 Coin Program. Learn also how coins are made and take a virtual tour around the mint.

www.usmint.gov/kids/coinsMedals

Money Instructor

Checkbook math exercises and worksheets. Includes a checkbook to print, writing dollars and cents worksheet, checking account deposit, checkbook transactions, and word problems. http://www.moneyinstructor.com/checks.asp

Change

When you buy something in a store, you often do not have the exact amount of money to pay for it. Instead, you give the clerk *more* money than what the item costs. The clerk then gives you some money back. This is called your *change*.

A pen costs 40ϕ . You don't have the coins to make exactly 40ϕ , so you give the clerk 50ϕ . That is 10ϕ too much! But then the clerk gives you back 10ϕ — your change.

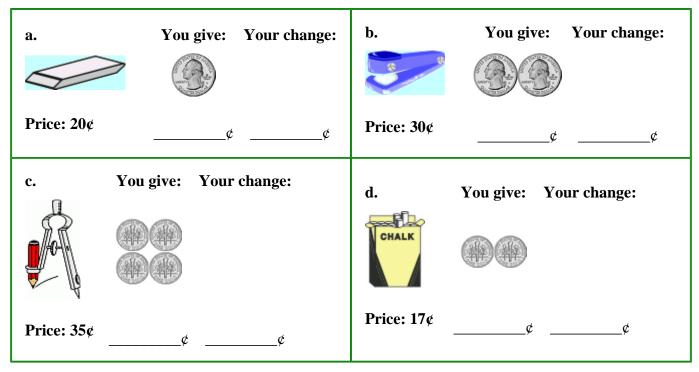


The clerk gives you back the *difference* between the price and what you paid.

In each problem below, find the change you get back. Think of the DIFFERENCE between the price and what you pay. Or, think how many cents you paid "too much". That will be your change.

You can set up a "play store" to do these problems, using real money, one person as a clerk, and one person as a customer.

1. Write how many cents you give, and how many cents is your change.



e. You give: Your change:

Price: 22¢

g. You give: Your change:

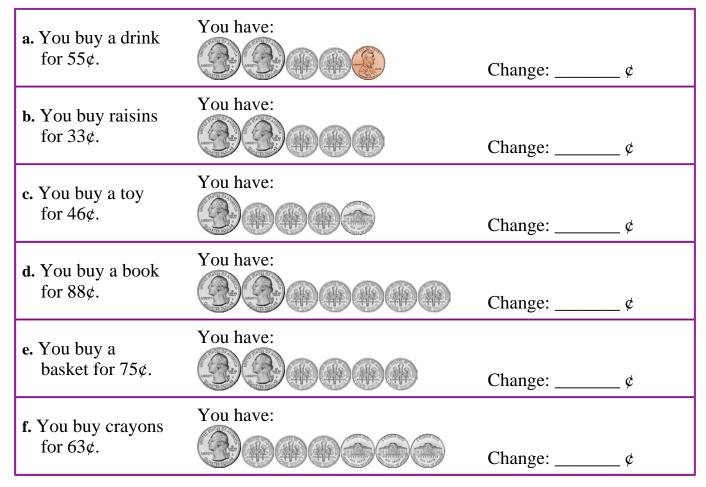
h. You give: Your change:

h. You give: Your change:

Price: 60¢

Price: 80¢

2. Circle the coins you use to pay. Write how many cents your change is.



3. Practice some more! Figure out the change. a. Paper costs 70¢. **b.** A banana costs 41¢. c. A book costs 94¢. You give \$1. You give 50¢. You give \$1. Change: ____¢ Change: _____¢ Change: ____¢ **f.** A towel costs 62¢. e. A drink costs 70¢. **d.** A toy costs 20¢. You give \$1. You give 75¢. You give 50¢.

4. Now you buy many items. First add their prices to find the total. Then find the change. Draw the coins that could be your change.

Change: ____¢

Change: _____¢

a.	A	magazine	costs 2	20¢.	You	buy	three	of	them.	You	give	\$1.
----	---	----------	---------	------	-----	-----	-------	----	-------	-----	------	------

Total cost: 60¢

Change: 40¢



b. A toy costs 15ϕ and another toy 20ϕ . You give 50ϕ .

Total cost: _____¢

Change: ____¢

Change: _____ ¢

c. A lollipop costs 8¢. You buy two of them. You give 20¢.

Total cost: ____ ¢

Change: _____ ¢

d. A pencil costs 5¢. You buy four of them. You give 25¢.

Total cost: _____ ¢

Change: _____ ¢

e. An eraser costs 35¢ and a pencil 10¢. You give 50¢.

Total cost: _____ ¢

Change: ____ ¢