

THE **ThinkTank**

Computation and Number Sense

CORRELATION TO TEKS (TEXAS ESSENTIAL KNOWLEDGE AND SKILLS FOR MATHEMATICS)

Grade 2

HEADQUARTERS

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ORIGO[®]
EDUCATION

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Number, Operation, and Quantitative Reasoning		Expectation: The student is expected to...	Pages
	<p>(2.1) The student understands how place value is used to represent whole numbers.</p>	<p>The student is expected to use concrete models to represent, compare, and order whole numbers (through 999), read the numbers, and record the comparisons using numbers and symbols ($>$, $<$, $=$).</p>	<p>Speedy Starters: 2, 14 Brain Builders: 11, 13, 20 Mental Teasers: 2, 3, 10, 12, 14, 19 Mind Benders: 17, 18 Head Sharpeners: 16 Pace Setters: 5, 8, 10 Fast Figurers: 17 Quick Thinkers: 5, 13 Number Jugglers: 1, 5, 8 Wise Workers: 3 Super Solvers: 5, 10, 17 Grand Masters: 6, 8, 11</p>
<p>(2.3) The student adds and subtracts whole numbers to solve problems.</p>	<p>(A) recall and apply basic addition facts (sums to 18).</p>	<p>Speedy Starters: 4, 6, 7, 14, 15, 16 Brain Builders: 4, 7, 11, 17 Mental Teasers: 1, 8, 10, 11, 13, 16 Mind Benders: 1, 2, 8, 9, 15, 19 Head Sharpeners: 13, 15, 19 Pace Setters: 2, 4, 9, 13, 17, 18 Fast Figurers: 4, 6, 10, 16 Quick Thinkers: 1, 10, 15, 19 Number Jugglers: 5, 16, 19 Wise Workers: 1, 3, 13, 16 Super Solvers: 8, 17 Grand Masters: 18, 19</p>	
	<p>(B) select addition or subtraction and solve problems using two-digit numbers, whether or not regrouping is necessary.</p>	<p>Speedy Starters: 3, 8, 9, 10, 11, 13, 20 Brain Builders: 3, 8, 12, 15, 17 Mental Teasers: 4, 6, 16, 17, 19, 20 Mind Benders: 4, 5, 12, 13, 14, 17 Head Sharpeners: 1, 3, 8, 11, 12, 18 Pace Setters: 9, 11, 14, 15, 16 Fast Figurers: 3, 5, 9, 11, 13, 18, 19 Quick Thinkers: 3, 6, 9, 12, 14, 15, 16, 18 Number Jugglers: 1, 15, 18 Wise Workers: 8, 11, 13, 18, 20 Super Solvers: 1, 7, 10, 13, 16 Grand Masters: 1, 2, 4, 6, 11, 14, 19</p>	

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		Expectation: The student is expected to...	Pages
Number, Operation, and Quantitative Reasoning	(2.4) The student models multiplication and division.	(A) model, create, and describe multiplication situations in which equivalent sets of concrete objects are joined.	Speedy Starters: 12 Brain Builders: 1, 5, 9 Mental Teasers: 18 Mind Benders: 3, 11 Head Sharpeners: 4, 10 Pace Setters: 12, 19 Fast Figurers: 12, 20 Quick Thinkers: 7 Number Jugglers: 10, 12, 13, 14 Wise Workers: 5, 10, 17 Super Solvers: 9, 19 Grand Masters: 7, 12, 15
		(B) model, create, and describe division situations in which a set of concrete objects is separated into equivalent sets.	Speedy Starters: 17 Mind Benders: 7 Head Sharpeners: 20 Pace Setters: 6 Fast Figurers: 2, 7, 12 Quick Thinkers: 8 Number Jugglers: 10, 12, 20 Wise Workers: 4, 19 Super Solvers: 3, 19 Grand Masters: 12
Patterns, Relationships, and Algebraic Thinking	(2.5) The student uses patterns in numbers and operations.	(A) find patterns in numbers such as in a 100s chart.	Speedy Starters: 5, 18 Brain Builders: 2, 18 Mental Teasers: 5, 9, 12 Mind Benders: 15, 16 Head Sharpeners: 5, 13, 17 Pace Setters: 3, 4, 7, 17 Fast Figurers: 1, 4 Quick Thinkers: 10, 20 Number Jugglers: 4, 8, 16, 17 Wise Workers: 1, 2, 10, 15 Super Solvers: 2, 6, 9, 15, 18 Grand Masters: 17, 20
		(B) use patterns in place value to compare and order whole numbers through 999.	Speedy Starters: 11, 14 Brain Builders: 11, 19 Mental Teasers: 2, 10, 12 Head Sharpeners: 16 Pace Setters: 8 Number Jugglers: 5, 8, 11 Wise Workers: 14 Super Solvers: 4, 17, 18 Grand Masters: 3

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		Expectation: The student is expected to...	Pages
Patterns, Relationships, and Algebraic Thinking	(1.12) The student uses patterns to describe relationships and make predictions.	(B) identify patterns in a list of related number pairs based on a real-life situation and extend the list.	Speedy Starters: 16 Mental Teasers: 11 Mind Benders: 8 Head Sharpeners: 15 Pace Setters: 2 Quick Thinkers: 1 Number Jugglers: 13 Wise Workers: 17 Super Solvers: 9 Grand Masters: 7
		(C) identify, describe, and extend patterns to make predictions and solve problems.	Brain Builders: 14 Mental Teasers: 5 Mind Benders: 15 Head Sharpeners: 13, 14 Pace Setters: 1, 4 Wise Workers: 10 Super Solvers: 9 Grand Masters: 7
Geometry and Spatial Reasoning	(2.8) The student recognizes that numbers can be represented by points on a line.	The student is expected to use whole numbers to locate and name points on a line.	Speedy Starters: 2 Brain Builders: 13, 20 Mental Teasers: 14 Mind Benders: 18 Pace Setters: 10 Fast Figurers: 17 Quick Thinkers: 13 Grand Masters: 8
Measurement	(2.9) The student recognizes and uses models that approximate standard units (metric and customary) of length, weight, capacity, and time.	(A) identify concrete models that approximate standard units of length, capacity, and weight.	Number Jugglers: 2
Probability and Statistics	(1.12) The student organizes data to make it useful for interpreting information.	(B) draw conclusions and answer questions based on picture graphs and bar-type graphs.	Speedy Starters: 1 Mental Teasers: 3 Pace Setters: 5 Quick Thinkers: 5 Number Jugglers: 5

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		Expectation: The student is expected to...	Pages
Underlying Processes and Mathematical Tools	(2.12) The student applies Grade 2 mathematics to solve problems connected to everyday experiences and activities in and outside of school.	(A) identify the mathematics in everyday situations.	Speedy Starters: 4, 10, 11, 13 Brain Builders: 8, 15, 16, 19 Mental Teasers: 1, 3, 4, 13 Mind Benders: 1, 5, 10, 12, 14 Head Sharpeners: 7, 8, 12 Pace Setters: 5, 11, 12, 16 Fast Figurers: 3, 5, 6, 18, 19 Quick Thinkers: 3, 5, 6, 12, 16, 17 Number Jugglers: 1, 3, 6 Wise Workers: 7, 8, 11 Super Solvers: 1, 5, 10, 14, 16 Grand Masters: 4, 11, 14, 16
		(B) use a problem-solving model that incorporates understanding the problem, making a plan, carrying out the plan, and evaluating the solution for reasonableness.	Speedy Starters: 1, 4, 6, 10, 14 Brain Builders: 7, 11, 12, 16 Mental Teasers: 1, 4, 10, 13 Mind Benders: 1, 5, 10, 14, 19 Head Sharpeners: 8, 9, 19 Pace Setters: 11, 12 Fast Figurers: 3, 6 Quick Thinkers: 3, 6, 17, 19 Number Jugglers: 1, 3, 5, 6, 7, 16 Wise Workers: 11, 12 Super Solvers: 8, 10, 14, 17 Grand Masters: 9, 11, 16, 18
		(C) select or develop an appropriate problem-solving strategy including drawing a picture, looking for a pattern, systematic guessing and checking, or acting it out in order to solve a problem.	Speedy Starters: 4, 6, 9, 10, 11, 12, 14 Brain Builders: 5, 6, 7, 11, 12, 19 Mental Teasers: 1, 4, 7, 10, 12, 13, 18 Mind Benders: 1, 4, 5, 6, 14, 19 Head Sharpeners: 2, 4, 8, 9, 19 Pace Setters: 8, 11, 12, 15, 19, 20 Fast Figurers: 6, 13, 14, 15, 16, 19, 20 Quick Thinkers: 3, 4, 6, 19 Number Jugglers: 1, 3, 5, 7, 8, 10, 16 Wise Workers: 2, 3, 9, 11, 12 Super Solvers: 6, 8, 10, 17 Grand Masters: 2, 9, 11, 15, 17, 18
		(D) use tools such as real objects, manipulatives, and technology to solve problems.	Head Sharpeners: 9 Number Jugglers: 7

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		Expectation: The student is expected to...	Pages
Underlying Processes and Mathematical Tools	(2.13) The student communicates about Grade 2 mathematics using informal language.	(A) explain and record observations using objects, words, pictures, numbers, and technology.	Speedy Starters: 12, 14, 17, 19 Brain Builders: 5, 10, 11 Mental Teasers: 10, 15, 18 Mind Benders: 4, 11, 15, 20 Head Sharpeners: 4, 6, 9, 11, 13, 20 Pace Setters: 4, 6, 11, 17, 19 Fast Figurers: 4, 7, 8, 14, 20 Quick Thinkers: 2, 6, 8, 10, 11 Number Jugglers: 1, 5, 7, 9, 20 Wise Workers: 1, 2, 3, 5, 6, 10, 11, 19 Super Solvers: 3, 6, 10, 12, 17, 20 Grand Masters: 2, 5, 9, 15, 17
		(B) relate informal language to mathematical language and symbols.	Speedy Starters: 8, 11, 12, 13, 14 Brain Builders: 3, 5, 8, 11, 15, 16, 17, 19 Mental Teasers: 3, 10, 16, 18, 19, 20 Mind Benders: 10, 11, 12, 13, 17 Head Sharpeners: 3, 4, 7, 18 Pace Setters: 5, 9, 12, 19 Fast Figurers: 5, 11, 18, 20 Quick Thinkers: 2, 5, 15, 17, 18 Number Jugglers: 5, 6, 15 Wise Workers: 3, 7, 13, 18 Super Solvers: 1, 5, 13, 14, 17 Grand Masters: 1, 4, 6, 15, 16, 19
	(2.14) The student uses logical reasoning to make sense of his or her world.	The student is expected to reason and support his or her thinking using objects, words, pictures, numbers, and technology.	Speedy Starters: 1, 2, 4, 6, 11, 13, 14 Brain Builders: 6, 7, 8, 11, 12, 13, 15, 16, 19, 20 Mental Teasers: 1, 2, 3, 10, 12, 13, 14, 19 Mind Benders: 1, 10, 12, 14, 15, 17, 18, 19, 20 Head Sharpeners: 3, 6, 7, 8, 9, 12, 13, 16, 19 Pace Setters: 1, 4, 5, 8, 10, 11, 12, 16, 17 Fast Figurers: 4, 5, 6, 14, 16, 17, 18 Quick Thinkers: 5, 6, 9, 10, 11, 12, 13, 16, 17, 19 Number Jugglers: 1, 3, 5, 6, 7, 8, 9, 11, 16 Wise Workers: 1, 2, 3, 6, 7, 8, 10, 11, 12, 14 Super Solvers: 1, 4, 5, 6, 8, 9, 10, 12, 14, 16, 17 Grand Masters: 2, 3, 4, 5, 6, 8, 9, 14, 16, 17, 18