

Created by the Simply Good and Beautiful Math Team

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# ABOUT THE COURSE

# Supplies Needed

- Simply Good and Beautiful Math 2 Course Book
- Simply Good and Beautiful Math 2 Math Box
- > Pencil
- > Crayons or colored pencils
- Whiteboard and dry-erase marker

The course book will not list when you need the math box or a whiteboard and

dry-erase marker, but you will use them in most lessons, so always have them on hand. Because the math box is organized into easy-to-access compartments, individual math box items needed are not listed at the beginning of the lessons.

### Course Organization

- The course book serves as the teacher's guide and the course book.
- > The course has 120 lessons divided into four units. Each unit has an assessment at the end of the unit.

**>• Independent Review**—Each lesson includes one or more pages of

review. The review pages can usually be done independently by the child after the instructions are explained to him or her. The concepts reviewed

are from previous lessons. This means the child can complete the review

page before the lesson, if needed, while you work with another child.

lf you complete four lessons a week, you will finish in a normal school year and have about four weeks left over that can account for normal breaks, sickness, and vacations.

## Daily Lessons

- can choose to review these concepts at the beginning of each lessons, or you can skip them if the child has mastered the concepts.
- Lesson—Blue text is instructions to the parent or teacher. Black text is read to the child. Each lesson contains instruction and practice on a new concept.

$\left\{ \right.$	Lesson 4	SPELLING 13, 14, AND 15
		Odd Numbers + Counting Backward  Have the child tell you what every odd number ends with. (1, 3, 5, 7, or 9)  Have the child skip count by 50s from 50 to 300.
	to k	Have the child count backward from 20 to 1.  d to the child: Today we get to play a space game. You will need now how to spell 13, 14, and 15, so first complete this spelling title.
	thirt four	teen
	fifte	een
•	to ti	net Path Game: Give the child the rocket from the math box. Reache child: In this game you will try to visit all the planets on the e without getting stuck! You'll begin on Mars, so place your rocket valvars. To move your rocket wanother planet, you must first spell

aloud the number on the planet. Mars has the number 13 on it, so

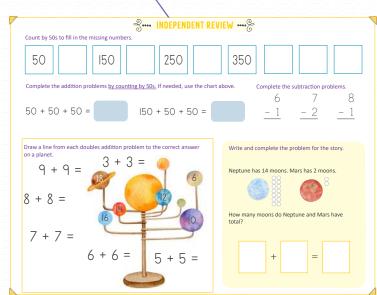
you'll spell the number word for 13. If you spell the number word

correctly, you can move your rocket 1 planet up, down, sideways, or diagonally. You're not allowed to skip planets or go back to planets

that you've already visited. If you get stuck and can't move, place your

rocket back on Mars and start again. (Please note that Pluto is a dwar





# Frequently Asked Questions

### How do I get started?

Gather the supplies needed. You are then ready to open to the first lesson and follow the instructions. You do not need to read the lessons before teaching them.

## How long are lessons?

For children right on level with the lessons, most lessons take 20–25 minutes.

- is understanding and retaining the information, don't worry; complete as much of a lesson as the child's attention span allows each day. It is OK if this course takes longer than a school year to complete.
- ▶• If the child takes less than 20–25 minutes per lesson and is learning new things, we suggest not moving to Math 3 so that the child doesn't have holes in his or her math foundations. Rather, consider having the child do multiple lessons a day and move through the course quickly before starting Math 3.
- If the child takes less than 20–25 minutes per lesson and seems to already know all the information, consider having the child take the assessments in the course (see the Table of Contents) to see if the child can skip any units or the whole course.

Our thorough piloting program proved that most children in Grade 2 thrive with having math for 20–25 minutes a day, as this curriculum is carefully designed to maximize time and effectiveness. If you or the child feels more time is needed, consider doing two lessons a day.

# Is Math 2 a spiral or mastery program?

Math 2 is mainly a spiral curriculum, constantly reviewing concepts the child has learned to ensure he or she understands and retains the information.

## Do you include any specific doctrine?

No, the goal of our curriculum is not to teach doctrines specific to any particular Christian denomination but to teach general principles, such as honesty, hard work, and kindness. All Bible references in our curriculum use the King James Version.

# Is there an answer key?

Yes, you can find the answer key by clicking on the "FAQs and Extras" button from the Math 2 page on goodandbeautiful.com. The answer key is a free download.

You may also purchase a physical answer key under the "Individual Items" section of the Math 2 page at goodandbeautiful.com.



# UNIT 1 OVERVIEW

## 

### Extra Supplies Needed

- o bowl
- o scissors

#### New Concepts Taught

- O Add and subtract two-digit numbers
- Addition strategies
- Calendars
- O Count and write money amounts
- Count backward
- Count coins and bills
- O Divide in half
- O Doubles addition and subtraction
- O Dozen and half dozen
- Estimating
- Equivalent coins
- O Greater than, less than, equal
- O Identify and write numbers to 1,000
- Identify noon and midnight
- O Identify odd and even numbers
- O Logic
- Measure inches

- Number lines
- O Number order
- O One more, one less
- O Ordinal positions
- O Patterns
- O Place value to 1.000
- O Regrouping
- O Round to the nearest 10
- O Skip counting by 2s, 3s, 5s, 10s, 25s, and 50s
- O Spell number words to 15
- O Story problems
- Subtraction strategies
- O Tally marks
- O Tell time to 5 minutes
- O Time conversions
- O Time expressions
- Zero as a placeholder

### Parent/Teacher Tips

- O If the months of the year are not memorized, have the child watch the "Months of the Year Song" video on The Good and the Beautiful Kids YouTube channel daily until mastered.
- O This course refers to optional videos on The Good and the Beautiful Kids YouTube channel. Consider getting the free YouTube app on your phone and liking the videos. Then, you can quickly access your liked videos from the library button at the bottom of your app.
- O Children working on the Math 2 course should be able to do addition and subtraction math facts quickly. If more practice could be used, consider using the games Anteater Addition and Snowy Owl Subtraction (available to purchase at goodandbeautiful.com). These simple games can also be used just as flash cards.

# UNIT 2 OVERVIEW

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### Extra Supplies Needed

- o 12-inch ruler
- lwod c
- o 30-centimeter
- scissors

#### New Concepts Taugh

- O Add 3 one-digit numbers
- Add and subtract IO
- O Add and subtract 100
- Add and subtract money
- Add numbers with three or more digits
- Check addition with subtraction
- Commutative property
- O Elapsed days and weeks
- Elapsed time to hours, half hours
- End time
- Fact families
- Identify AM and PM
- Identify feet and yards

- Identify fractions
- Measure length in the metric system
- Measure length in the US customary system
- Measure using inches and centimeters
- Mental addition
- Regroup in addition
- O Spell number words up to 19
- O Tell time to the quarter hour and minute
- Thermometers
- Write numbers in expanded form

### Parent/Teacher Tips

O To make math and learning apply even more to real life, think of times throughout the day that you can point out principles you are learning. Here are some examples:

"Look! It's 2:30 PM. What time will it be in half an hour?"

"Those croissants look delicious! How many would we buy if we wanted a dozen of them?"

"Hey, there are 6 bananas in that bunch. If we're rounding to the nearest 10, would that round down to 0 or up to 10?"

"Look at that caterpillar! Would you measure it in inches or feet?"

"Now, if I divide this cake into 6 pieces and give you I piece, what fraction of the cake did I give you?"

- O Even if the child can do the activities in the opening box, reviewing helps increase speed and cement principles longterm. However, look for cues that the child is getting tired of a certain activity if it is already mastered.
- O A real thermometer can be a lot of fun for the thermometer lesson in Lesson 58. You can measure body temperature and the temperature of cups of cold and warm water.

# UNIT 3 OVERVIEW

#### Extra Supplies Needed

scissors

#### New Concepts Taught

- O Add 3 two-digit numbers
- Add and subtract IO and IOO to numbers in the thousands
- Compare fractions
- Compare weights
- Count and write in the thousands
- O Divide into groups
- O Divide with one left over
- Missing numbers in addition problems
- Multiplication
- Multiplication story problems

- Place value to the thousands
- > Polygons
- O Regroup in subtraction
- Rounding in addition and subtraction
- O Two-step story problems
- O Venn diagrams
- Weight in grams and kilograms
- Weight in ounces, pounds, and tons

#### Parent/Teacher Tips

- O If the child wants more math after finishing a lesson, that is a cue that the child can be progressing faster. Consider doing another half or full lesson each day until it feels like too much.
- O If the child is overwhelmed with lessons, try to determine the cause so you can work on fixing it. Here are some questions to ask yourself:

Can the child do basic addition and subtraction quickly? (If not, consider pausing the course and working on those skills for a while.)

Is the child not understanding a lot of the principles? (If so, consider moving back a level or slowing down). Or is the problem the lesson length? (If so, consider moving to half a lesson a day for a while.)

Some children in Math 2 have not learned to form numbers correctly and are frustrated when they have to do a lot of writing. Does the child seem less overwhelmed if he or she says the answers aloud and you write them? (If so, consider pausing the course to work on writing numbers. Consider a fun challenge like making a reward chart for writing each number correctly 100 times.)

# UNIT 4 OVERVIEW

## 

#### Extra Supplies Needed

- inch ruler o scissors
- centimeter o plain or ruler gridpaper

#### New Concepts Taught

- Add and subtract measurements
- o Bar graphs
- Compare and order measurements
- O Congruency
- Construct geometric shapes
- O Coordinate graphs
- Equivalent fractions
- Geometric transformations
- O Lines, angles, and triangles
- Make change with money

- Median
- Mixed numbers
- O Parts of a set
- Perimeter and area
- o Pictographs
- Plot and interpret data
- Quadrilaterals
- Symmetry
- Tables
- O Three-dimensional shapes
- Volume with tablespoons, teaspoons, and half teaspoons

### Parent/Teacher Tips

- O The concept of multiplication is introduced in Math 2.
  Multiplication fact memorization is introduced in Math
  3. However, many children in Math 2 like using Musical
  Multiplication (available on goodandbeautiful.com) to start
  memorizing multiplication facts.
- Now that you have done so many lessons, consider changing things up by letting the child use erasable colored pens or by having the child choose a sticker to put on each completed lesson.
- O If the child can still use help increasing speed with basic addition facts, consider playing a game before or after each lesson. Have the child roll two IO-sided dice and add them together, saying the sum aloud. Then you do the same. The person who rolls the larger sum gets a tally mark for getting the larger score. Play as quickly as you can for 5 to 7 minutes.