Kit name: Hop to It (Grades 2 & 3)

Description: Use your knowledge of adding tens to make your way to 100.

Alignment for Hop to It (Grades 2 & 3) to the Common Core State Standards Mathematics

http://www.corestandards.org

This kit addresses the following standards:

- CCSS:
  - 2.OA.1: Use addition and subtraction within 100 to solve one- and two-step word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions, e.g. by using drawings and equations with a symbol for the unknown number to represent the problem.
  - 2.OA.2: Fluently add and subtract within 20 using mental strategies. Know from memory, all sums of two one-digit numbers.
  - 2.NBT.2: Count within 1000; skip-count by 5s, 10s, and 100s.
  - 2.NBT.5: Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.
  - 2.NBT.6: Add up to four two-digit numbers using strategies based on place value and properties of operations.
  - 2.NBT.8: Mentally add 10 or 100 to a given number 100–900, and mentally subtract 10 or 100 from a given number 100–900.
  - 2.MD.5: Use addition and subtraction within 100 to solve word problems involving lengths that are given in the same units, e.g. by using drawings and equations with a symbol for the unknown number to represent the problem.
  - 2.MD.7: Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m.
  - 2.MD.8: Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using $ and ¢ symbols appropriately.
  - 2.G.1: Recognize and draw shapes having specified attributes, such as a given number of angles or a given number of equal faces. Identify triangles, quadrilaterals, pentagons, hexagons, and cubes.

When reserving kits, please be sure to:

- Return filled out reservation form
- Review required kit materials prior to event
- Return evaluation forms
- Replace consumables