

IMKH California



GRADE 2

Teacher Resource Copy
Masters

UNITS 5-6



Kendall Hunt

Book 3
Certified by Illustrative Mathematics®

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 GRADE 2

UNIT

5

Teacher Resource Copy
Masters

LESSON BLACKLINE MASTERS

address	title	students per copy	written on?	requires cutting?	card stock recommended?	color paper recommended?	used multiple times?	used as a center material?
Activity Grade2.5.7.1	Mystery Number Stage 2 Directions	2	no	no	no	no	yes	yes
Activity Grade2.5.7.1	Number Cards 0-10	2	no	yes	yes	no	yes	yes
Activity Grade2.5.11.2	Greatest of Them All Stage 2 Recording Sheet	1	yes	no	no	no	no	yes
Activity Grade2.5.13.1	Get Your Numbers in Order Stage 2 Gameboard	2	yes	no	no	no	yes	yes

Directions:

- Remove the cards that show 10. Set them aside.
- Partner A:
 - Pick 3 cards. Make a mystery 3-digit number. Don't show your partner!
 - Give your partner a clue. Use the sentences below or make up your own.
- Partner B:
 - Guess your partner's mystery number.
- If Partner B guesses the mystery number, switch roles.
- If Partner B does not guess the mystery number, Partner A gives another clue. Go back and forth until Partner B guesses the mystery number.
- You get 1 point for each clue you were given to identify the mystery number. The player with the lower score after 5 rounds wins.



Example clues:

- The mystery number has more than ____ hundreds.
- The mystery number has less than ____ ones.
- The mystery number is greater than ____.
- The mystery number is less than ____.
- The mystery number has more hundreds than ones.
- The mystery number has more ones than tens.

1

2

3

4

5

6

7

8

9

1

2

3

4

5

6

7

8

9

0

0

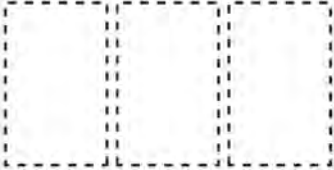
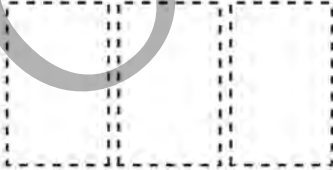
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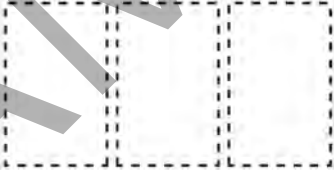

Directions:

- Remove the cards that show 10 and set them aside.
- Pick a number card. Write that number as a digit in one of your blanks for Round 1.
- Take turns.
- Once a digit is placed, it can't be moved.
- Repeat until each partner has a 3-digit number.
- Write a comparison using $>$, $<$, or $=$.
- The partner with the greater 3-digit number wins the round.

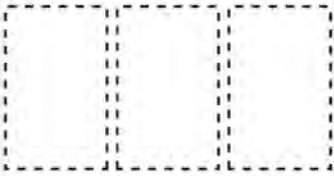

Round 1:

Partner A's Number	Partner B's Number
	
Compare using $>$, $<$, or $=$.	

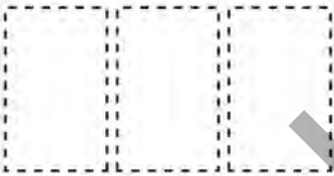
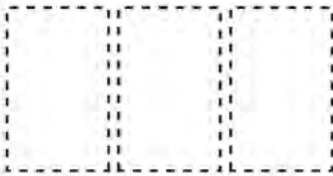
Round 2:

Partner A's Number	Partner B's Number
	
Compare using $>$, $<$, or $=$.	

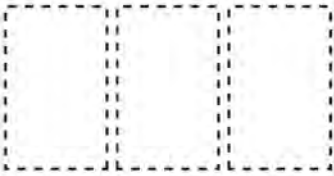

Round 3:

Partner A's Number	Partner B's Number
	
Compare using $>$, $<$, or $=$.	

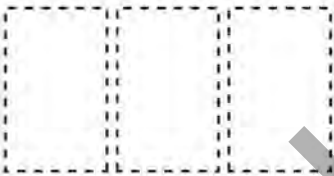
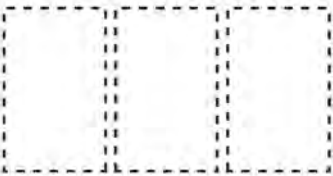
Round 4:

Partner A's Number	Partner B's Number
	
Compare using $>$, $<$, or $=$.	

Round 5:

Partner A's Number	Partner B's Number
	
Compare using $>$, $<$, or $=$.	

Round 6:

Partner A's Number	Partner B's Number
	
Compare using $>$, $<$, or $=$.	

- On your turn:

- Pick 3 number cards. Make a 3-digit number.
 - Write your number in any space on the board. The numbers must go from least to greatest.
 - You can't move a number once it is on the board. If your number can't be placed on the gameboard, say "pass." You get a point.
- Take turns until all the spaces on the board are filled or you can't make any more numbers that fit on the board. The partner with fewer points when the board is filled wins the game.



Greatest

Points

Partner A	Partner B
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 GRADE 2

UNIT

6

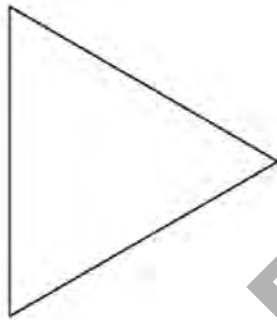
Teacher Resource Copy
Masters

LESSON BLACKLINE MASTERS

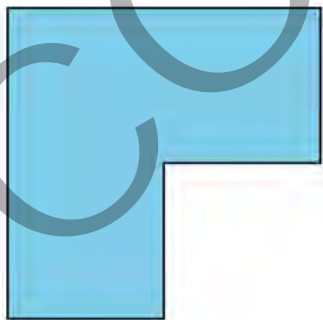
address	title	students per copy	written on?	requires cutting?	card stock recommended?	color paper recommended?	used multiple times?	used as a center material?
Activity Grade2.6.1.1	Shape Cards Grade 2	2	no	yes	no	no	yes	yes
Activity Grade2.6.1.2	Penta-What Cards	2	no	yes	yes	no	no	no
Activity Grade2.6.4.2	Sort and Build Solid Shapes Handout	2	no	yes	yes	no	no	no
Activity Grade2.6.4.2	Card Sort Sort and Build Solid Shapes Cards	2	no	yes	no	no	no	no
Activity Grade2.6.5.2	Centimeter Dot Paper - Standard	1	yes	no	no	no	no	yes
Activity Grade2.6.6.1	Compose a Butterfly Handout	2	yes	no	no	no	no	no
Activity Grade2.6.6.2	Isometric Dot Paper - Standard	1	yes	no	no	no	no	no
Activity Grade2.6.10.1	How Are They the Same? Stages 2 and 3 Directions	12	no	no	no	no	yes	yes

address	title	students per copy	written on?	requires cutting?	card stock recommended?	color paper recommended?	used multiple times?	used as a center material?
Activity Grade2.6.11.2	Card Sort Halves and Quarters Cards	2	no	yes	no	no	no	no
Activity Grade2.6.12.1	Count by 5 on the Clock Cards	2	no	yes	no	no	no	no
Activity Grade2.6.13.1	What Is the Time of Day? Handout	1	no	yes	no	no	no	no
Activity Grade2.6.14.1	Picture Books Stage 3 Recording Sheet	1	yes	no	no	no	no	yes
Activity Grade2.6.15.1	Money Poster Template	0	no	yes	no	no	no	no
Activity Grade2.6.15.2	Coins to Cut and Count Template	1	no	yes	yes	no	yes	yes
Activity Grade2.6.21.1	Would You Rather? Stage 1 Spinner	2	no	no	no	no	yes	yes
Activity Grade2.6.21.1	Would You Rather? Stage 1 Directions	2	no	no	no	no	yes	yes

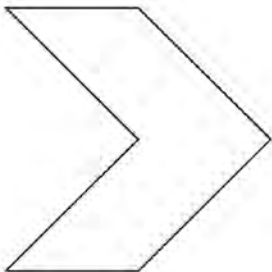
Shape Cards Grade 2
A



Shape Cards Grade 2
B



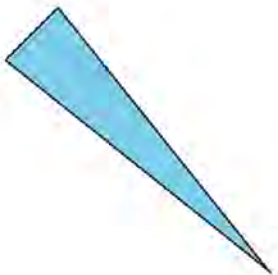
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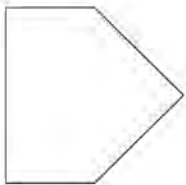
Shape Cards Grade 2
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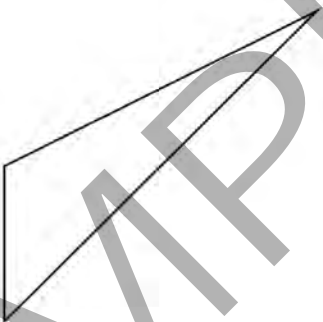
Shape Cards Grade 2
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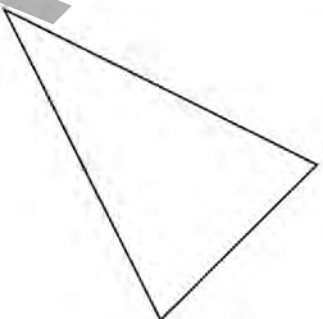
Shape Cards Grade 2
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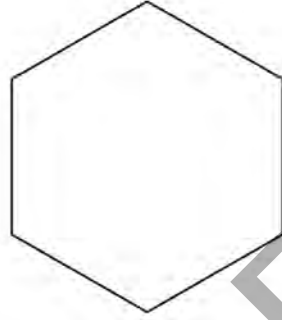
Shape Cards Grade 2
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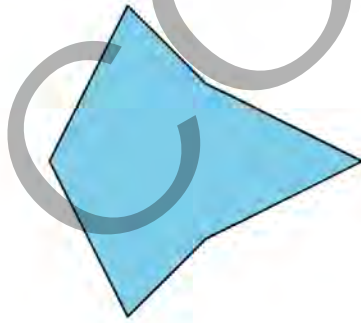
Shape Cards Grade 2
H



Shape Cards Grade 2
I



Shape Cards Grade 2
J



Shape Cards Grade 2
K



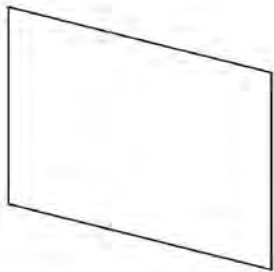
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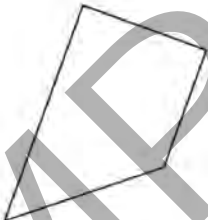
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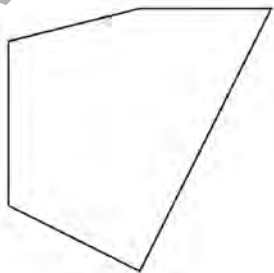
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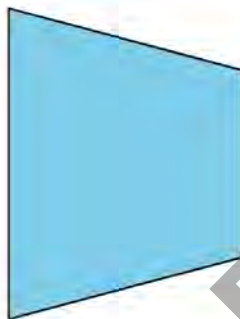
Shape Cards Grade 2
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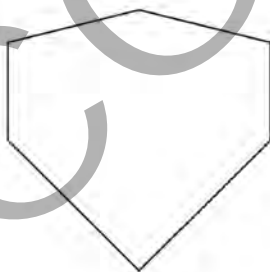
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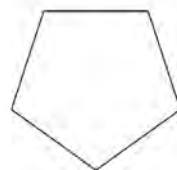
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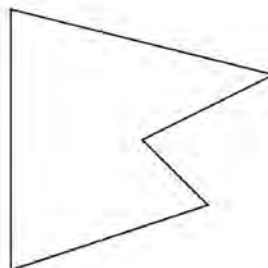
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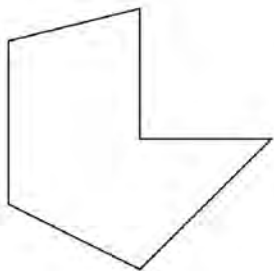
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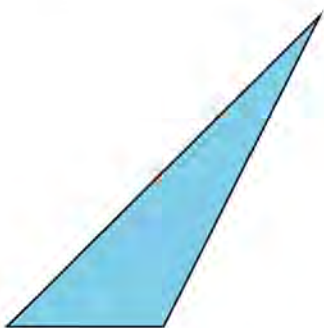
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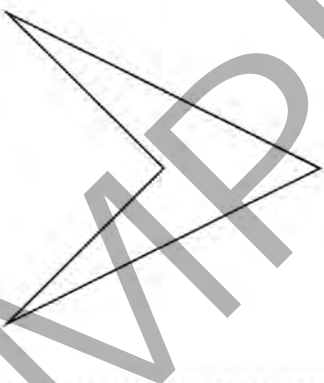
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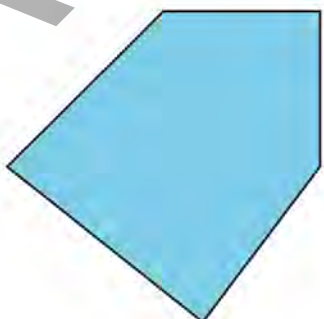
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Shape Cards Grade 2



W
Shape Cards Grade 2



X
Shape Cards Grade 2



Card Sort: Penta-What

triangles

Card Sort: Penta-What

quadrilaterals

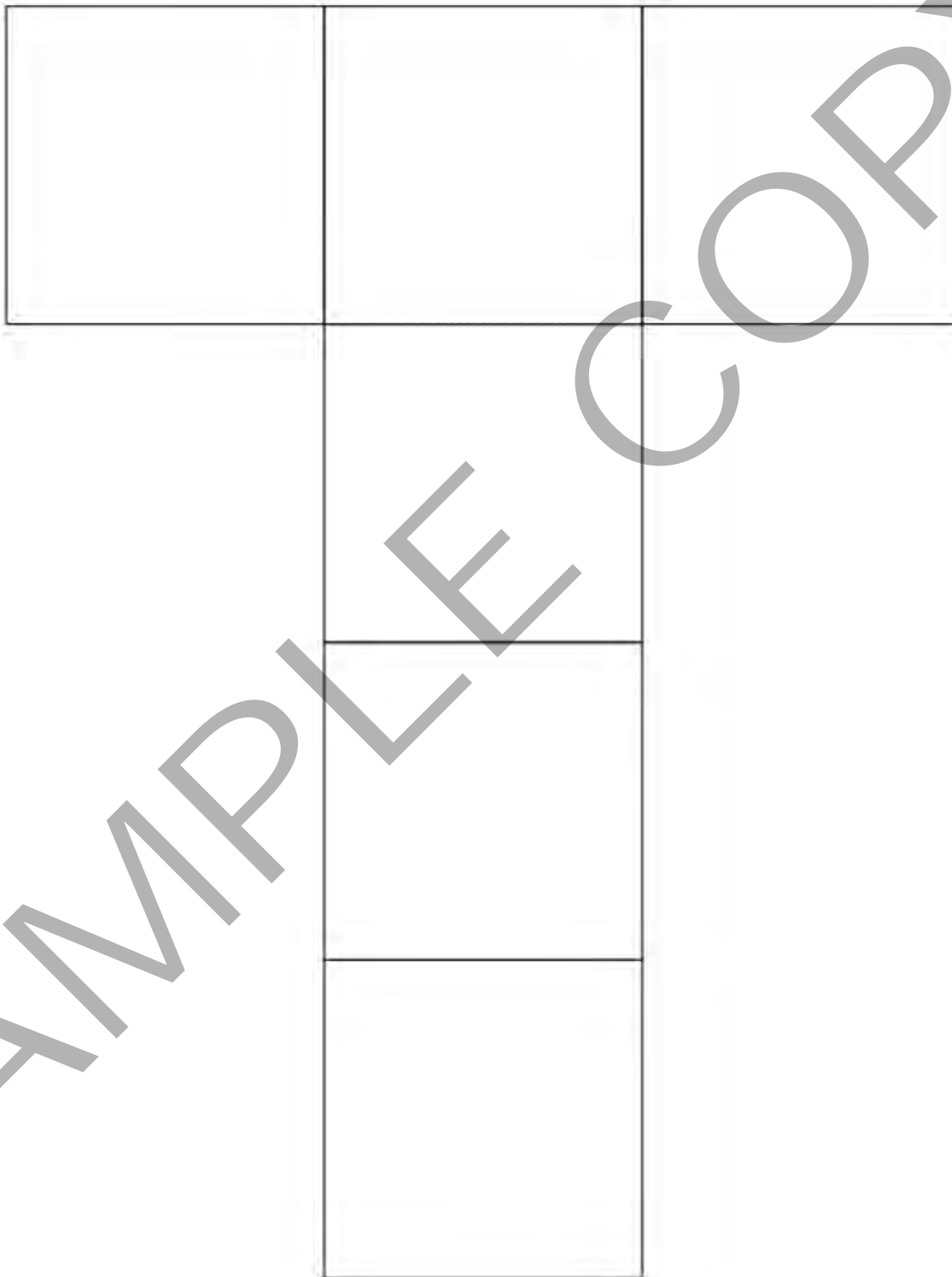
Card Sort: Penta-What

pentagons

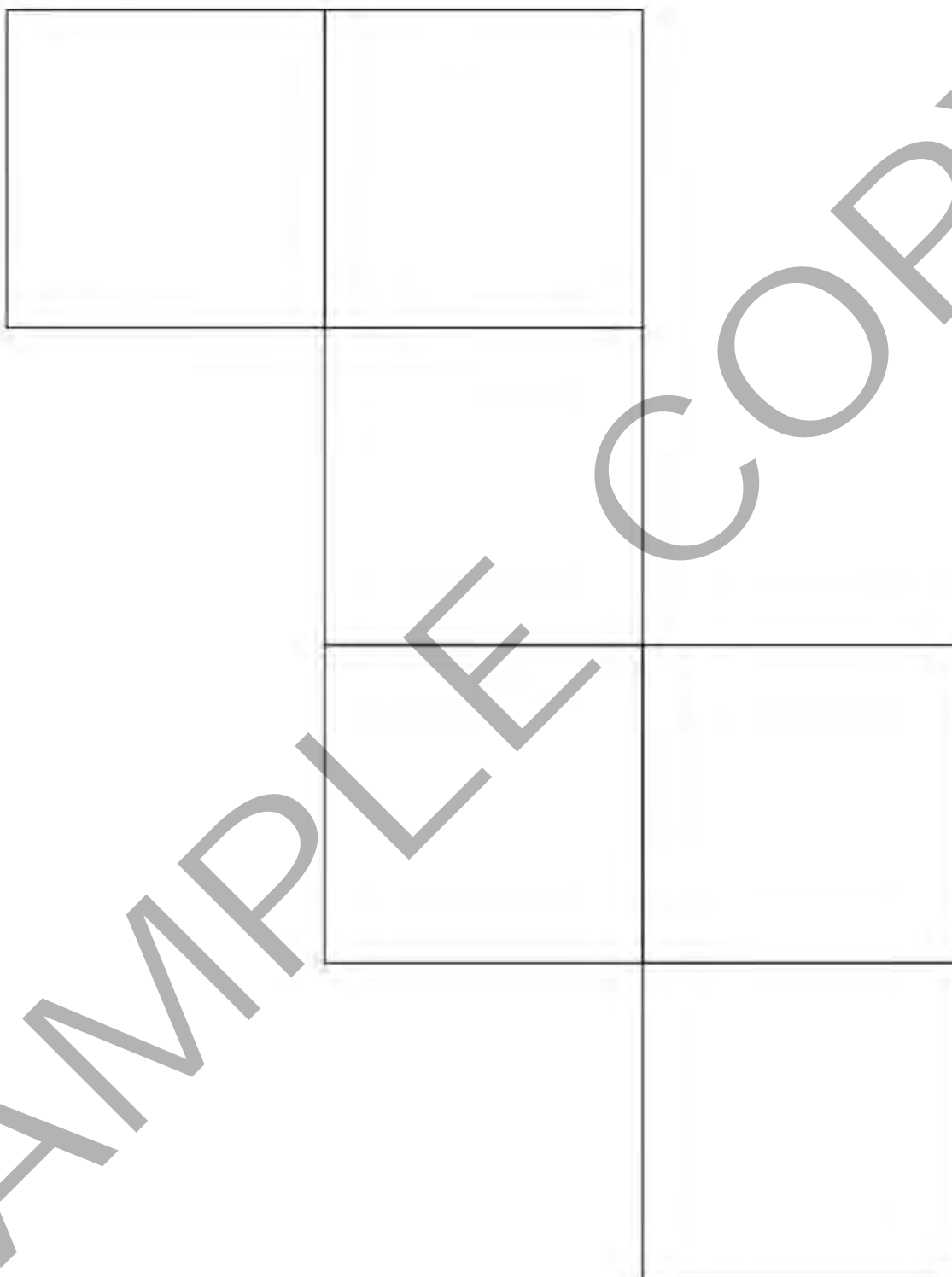
Card Sort: Penta-What

hexagons

Directions: Cut out and fold these shapes to make cubes. Compare cubes with your partner.

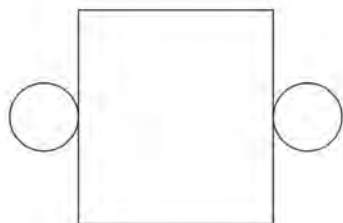
Cube 1

Cube 2



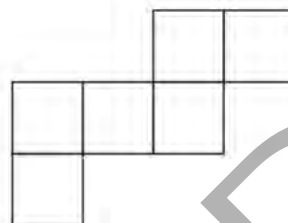
Card Sort: Sort and Build Solid Shapes

A



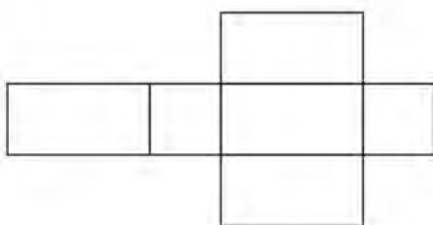
Card Sort: Sort and Build Solid Shapes

B



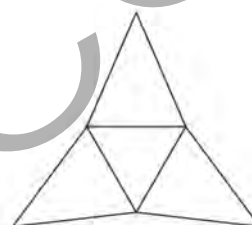
Card Sort: Sort and Build Solid Shapes

C



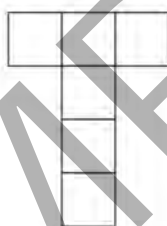
Card Sort: Sort and Build Solid Shapes

D



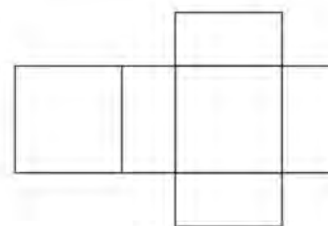
Card Sort: Sort and Build Solid Shapes

E



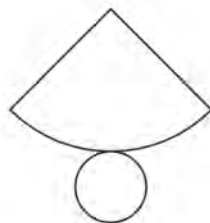
Card Sort: Sort and Build Solid Shapes

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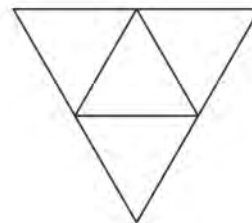
Card Sort: Sort and Build Solid Shapes

G



Card Sort: Sort and Build Solid Shapes

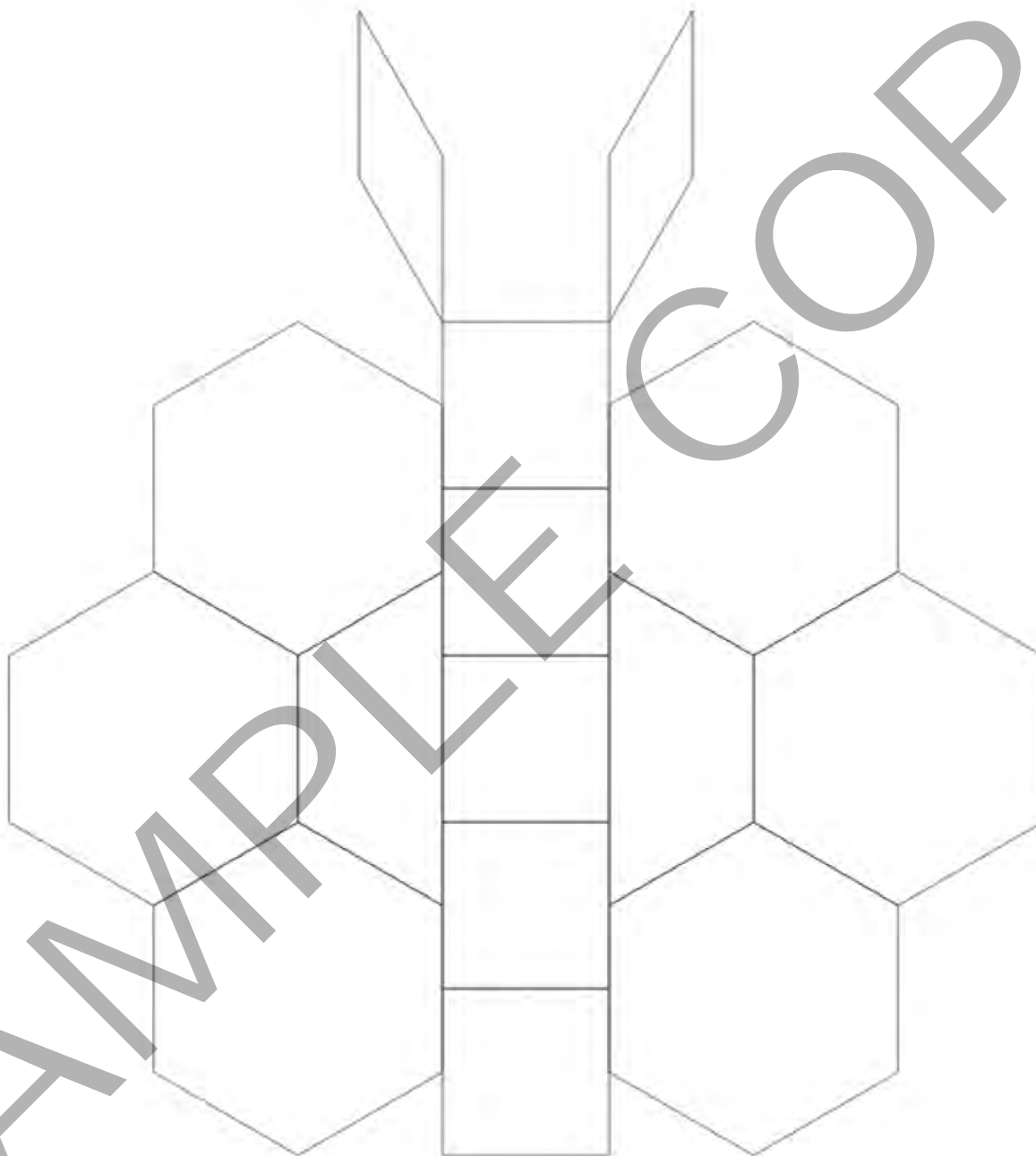
H



SAMPLE COPY

Directions:

- Compose the butterfly. Don't use yellow hexagons.
- Use as many different combinations of shapes to compose each hexagon.
- Draw lines inside each hexagon to show how you arranged the blocks.
- Explain 1 way you composed a hexagon.



I used _____ to compose a hexagon.

SAMPLE COPY

Directions:

- Lay 6 cards faceup so all players can see.
- On your turn:
 - Choose 2 cards with a common attribute.
 - Show the cards to the group without saying the common attribute.
- Each player:
 - Draw a different shape that shares an attribute with the 2 chosen shapes.
 - Take turns sharing your drawn shape and the common attribute.
 - Earn 1 point if you draw a shape no other player drew.

Directions:

- Lay 6 cards faceup so all players can see.
- On your turn:
 - Choose 2 cards with a common attribute.
 - Show the cards to the group without saying the common attribute.
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 - Draw a different shape that shares an attribute with the 2 chosen shapes.
 - Take turns sharing your drawn shape and the common attribute.
 - Earn 1 point if you draw a shape no other player drew.

Card Sort: Halves and Quarters

A



Card Sort: Halves and Quarters

B



Card Sort: Halves and Quarters

C



Card Sort: Halves and Quarters

D



Card Sort: Halves and Quarters

E

o'clock

Card Sort: Halves and Quarters

F

quarter past

Card Sort: Halves and Quarters

G

half past

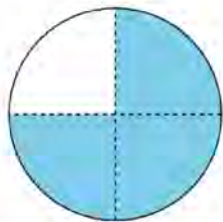
Card Sort: Halves and Quarters

H

quarter till

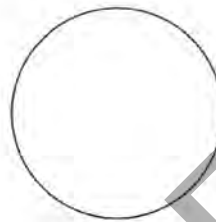
Card Sort: Halves and Quarters

I



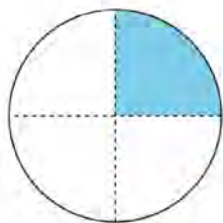
Card Sort: Halves and Quarters

J



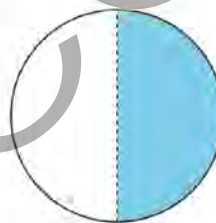
Card Sort: Halves and Quarters

K



Card Sort: Halves and Quarters

L



Count by 5 on the Clock Cards

A



Count by 5 on the Clock Cards

B



Count by 5 on the Clock Cards

C



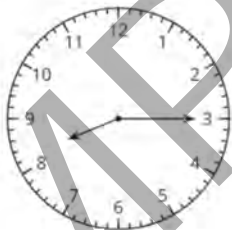
Count by 5 on the Clock Cards

D



Count by 5 on the Clock Cards

E



Count by 5 on the Clock Cards

F



Count by 5 on the Clock Cards

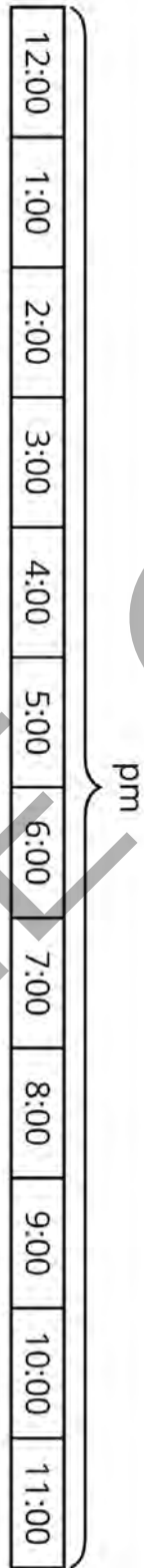
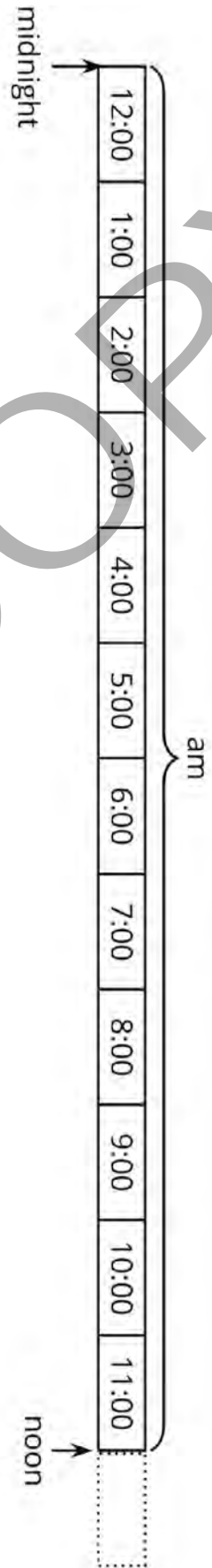
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Count by 5 on the Clock Cards

H





Look for shapes in your book.

Draw what you see.	Describe what you see.	What shape is it?





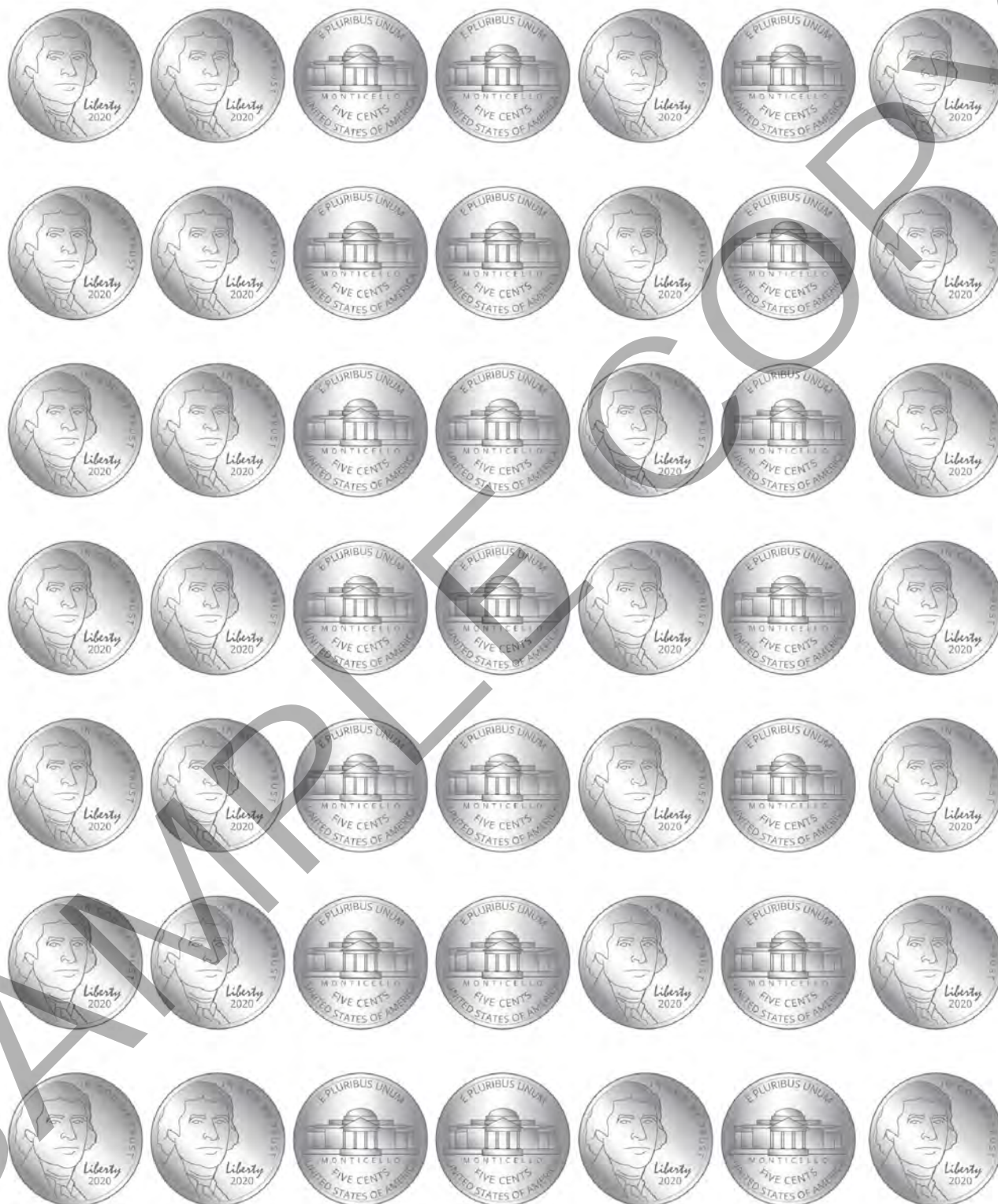




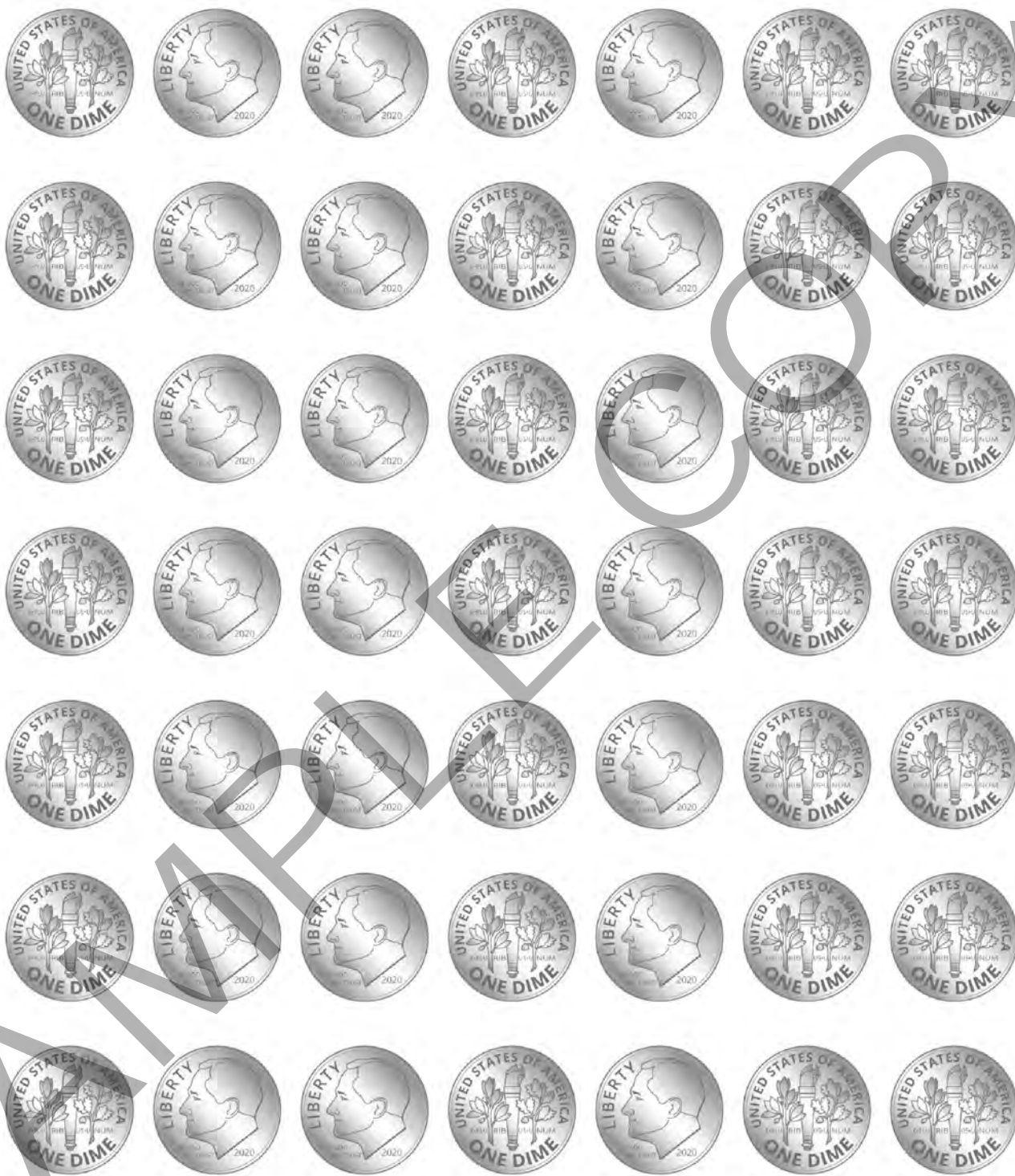
Pennies



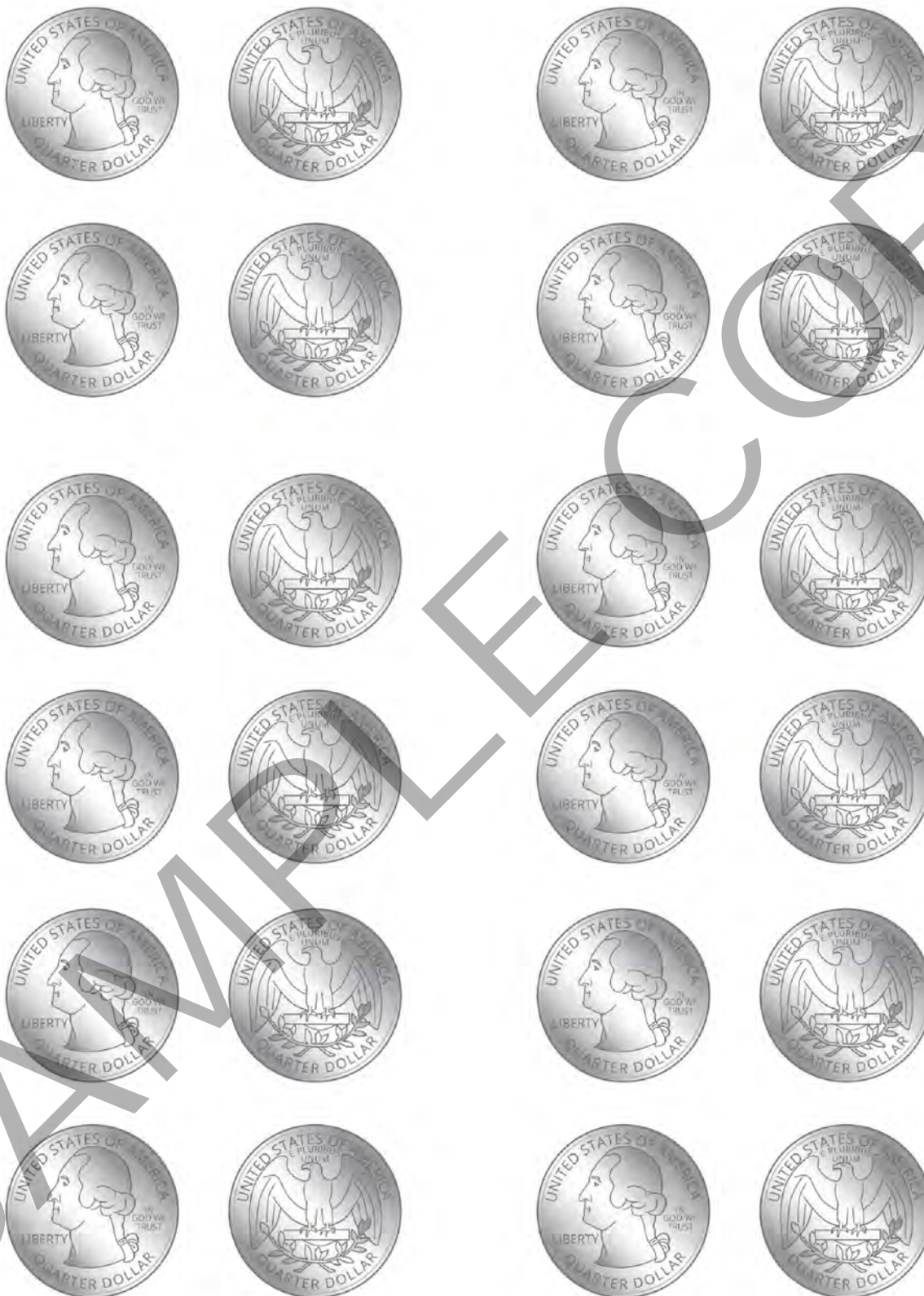
Nickels

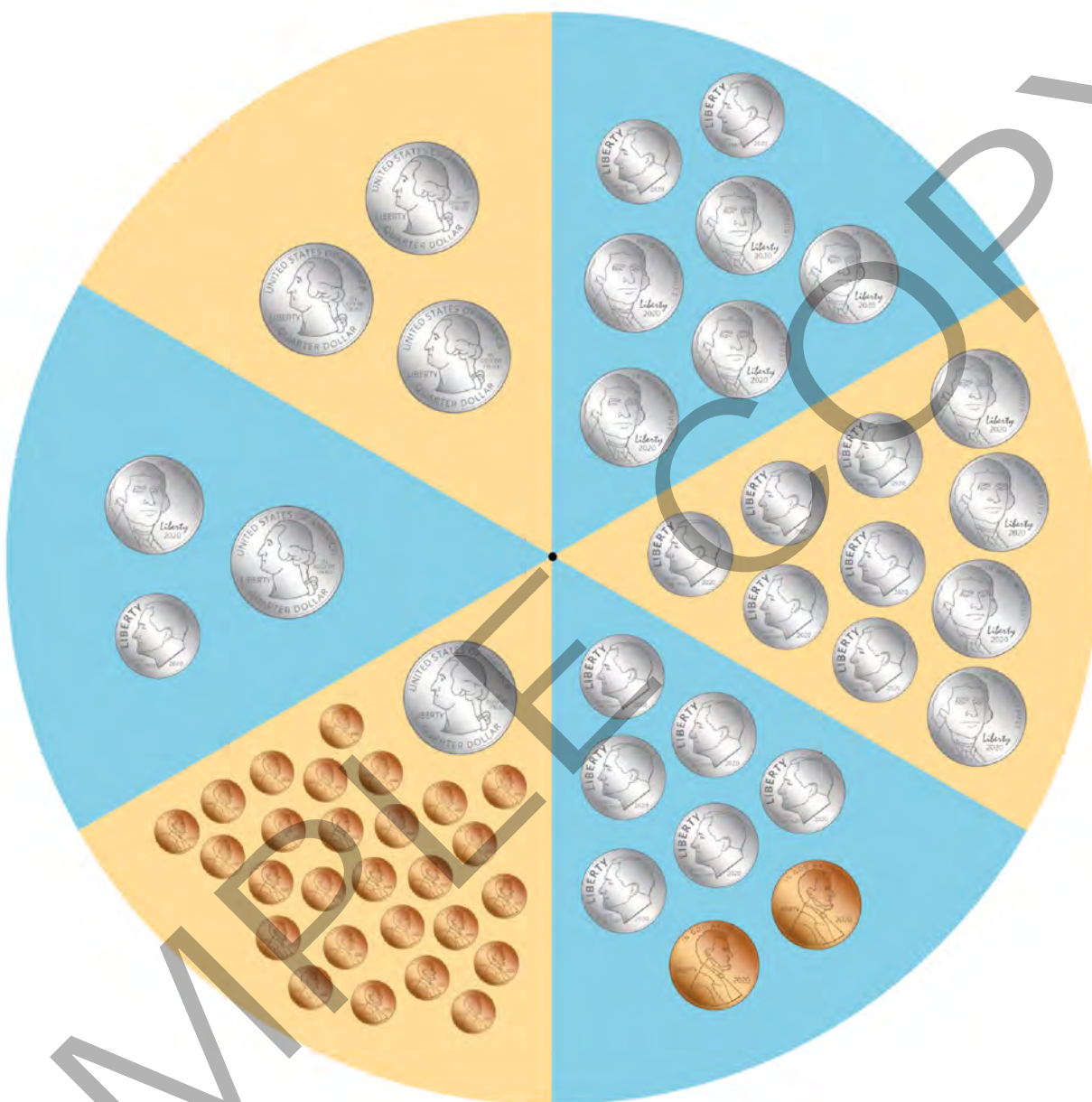


Dimes



Quarters





Directions:

- Partner A:
 - Spin to get a group of coins. Then choose a different group of coins.
 - Ask your partner a “would you rather” question comparing the group of coins you spun to the group of coins you chose.
- Partner B:
 - Answer your partner’s question.
 - Explain your choice.
- Switch roles and repeat.

Would you rather have _____ or _____ ?
group of coins you spun group of coins you chose