

**PACE ACADEMY  
MATHEMATICS 2  
CURRICULUM GUIDE  
S.Y. 2020-2021**

Most Essential Learning Competencies	Mathematics Lessons
<b>FIRST QUARTER</b>	
Visualizes and represents numbers from 0-1000 with emphasis of numbers 101-1,000 using a variety of materials.	Lesson 1.1 Counting Numbers to 1,000
Reads and writes numbers up to 1,000 in symbols and in words.	
Gives the place value and finds the value of a digit in three-digit numbers.	Lesson 1.2 Place Value Relationship
Visualize and write three-to four-digit numbers in expanded form.	
Compare numbers up using relation symbols and orders numbers up to 9,999 in increasing or decreasing order.	Lesson 1.3 Comparing and Ordering Three-to Four-Digit Numbers
Identifies, reads, and writes ordinal numbers from 1st through the 100th object in a given point of reference.	Lesson 1.4 Identifying Ordinal Numbers
Illustrates the properties of addition (commutative, associative, and identity) and applies each in appropriate and relevant situations.	Lesson 1.5 Understanding the Concepts of Addition
Visualizes, represents and adds the following numbers sums up to 9,999 with and without regrouping. a. 2-digit by 3-digit numbers b. 3-digit by 3-digit numbers c. 4-digit by 3-digit numbers d. 4 digit by 4-digit numbers	Lesson 1.6 Adding Three-to Four-Digit Numbers without Regrouping
	Lesson 1.7 Adding Three-to Four-Digit Numbers with Regrouping
Solves routine and non-routine problems involving addition of whole numbers including money with sums up to 9,999 using appropriate problem solving strategies and tools.	Lesson 1.8 Solving Word Problems Involving Addition
Visualizes and represents the relationship between addition and subtraction.	Lesson 1.9 Understanding Subtraction Facts

Visualizes, represents, and subtracts 2- to 4-digit numbers with minuends up to 9,999 without and with regrouping, and with zero difficulty.	Lesson 1.10 Subtracting Numbers with and without Regrouping
Solves routine and non-routine problems involving subtraction of whole numbers with minuends up to 9,999 using appropriate problem solving strategies and tools.	Lesson 1.11 Solving Word Problem Involving Subtraction
<b>SECOND QUARTER</b>	
Performs order of operations involving addition and subtraction of whole numbers.	Lesson 2.1 Ordering of Operation
Solves multi-step routine and non-routine problems involving addition and subtraction of 2-to 4-digit numbers using appropriate problem solving strategies and tools.	Lesson 2.2 Solving Two-step Word Problem
Illustrates the following properties of multiplication apply each in relevant situations: (a) identity, (b) zero, and (c ) commutative.	Lesson 2.3 Properties of Multiplication
Visualize multiplication of numbers 2,3,4,5,6, and 10. Multiplies mentally 2,3,4,5,6, and 10 using appropriate strategies.	Lesson 2.4 Multiplication Facts 2, 5, and 10
	Lesson 2.5 Multiplication Facts 3, 4, and 6
Visualizes and represents multiplication with 2- to 3-digit numbers in multiplicand.	Lesson 2.6 Multiplying 2-to 3-Digit Number by a 1-Digit Number
Visualizes and represents division, and writes a related equation for each type of situation: equal sharing, repeated subtraction, and information of equal groups of objects.	Lesson 2.7 Sharing and Grouping of Objects
Illustrates that multiplication and division are inverse operations.	Lesson 2.8 Showing Relationship Between Multiplication and Division
Solves routine and non-routine problems using appropriate problem solving strategies and tools	2.9 Solving Word problem Involving Division
<b>THIRD QUARTER</b>	
Visualizes, represents, and identifies unit fractions.	3.1 Reviewing Simple Fractions

Construct squares, rectangle, triangles, circles, half circles, and quarter circles.	
Reads and writes unit fractions.	
Identifies other fractions with denominators 10 and below.	3.2 Identifying Fifths, Sixths, and Eights
Compares similar and dissimilar fractions using relation symbols.	3.3 Comparing Fractions
Arranges similar and dissimilar in increasing and decreasing order the unit fraction.	3.4 Ordering Fractions
Counts the value of a set of bills or a set of coins through Php1 000 (peso-coins only); centavo-coins only; peso bills only, and combined peso-coins and peso-bills.)	3.5 Counting Coins and Bills
Compares values of different denominations of coins and paper bills through Php 1 000 using relation symbols.	
Solves routine and non-routine problems involving money with sums up to 9,999 or with multiplicand 9,999.	3.6 Solving Two-step Word Problem Involving Money
Identifies straight lines and curves, flat and curved surfaces in a 2-dimensional shape and 3-dimensional object.	3.7 Differentiating Straight lines and Curve lines.
	3.8 Identifying 2-D Shapes
	3.9 Discovering 3-D Shapes
Determines the missing term/s in a given continuous pattern using two attributes (any two of the following: figures, numbers, colors, sizes, and orientations, etc.) e.g. 1,Z,2,Y,3,X,__,____.	3.10 Exploring Patterns
<b>FOURTH QUARTER</b>	
Tells and writes time in minutes including a.m. and p.m. using analog and digital clock.	4.1 Measuring Time
Visualizes, represents, and solves problems involving time (minutes including a.m. and p.m. and elapsed time in days).	

Measures objects using appropriate measuring tools and unit length in m or cm.	4.2 Measuring Length
Estimates and measures length using meter and centimeter.	
Solves routine and non-routine problems involving length.	
Measures objects using appropriate measuring tools and measuring units using g or kg.	4.3 Measuring Kilograms
Estimates and measures mass using grams and kilograms..	
Solves routine and non-routine problems involving mass.	
Finds the perimeter of a given figure using tile units i.e number of tiles needed.	4.4 Perimeter
Estimates the perimeter of a given figure using any shape.	
Solves routine and non-routine problems involving any figure using a tile.	
Finds the area of a given figure using square-tile units i.e number of square-tiles needed.	4.5 Area
Estimates the area of a given figure using any shape.	
Solves routine and non-routine problems involving any figure using a square tile.	
<p>Infers and interprets data presented in a data and pictograph with or without scales.</p> <p>Solves routine and non-routine problems using data presented in a pictograph without or with scales.</p>	4.6 Organizing and Interpreting Data
	4.7 Reading and Interpreting Pictograph

**Reference:**

Alvarez, C. E., Bibi, E. S., Cepriaso, L. I., Chua, S. L. & Degolacion, R. J. (2017). *Soaring 21st Century Mathematics 2* (2017). Phoenix Publishing House,, Inc.

**Time Allotment:** Four (4) synchronous sessions (40 minutes per session); Five (5) asynchronous sessions (40 minutes per session)

**Promotion/Retention:**

- Assessments will be categorized as the following with the corresponding weight:
  - Short Quizzes (20%)

- Written Outputs (35%)
- Product and Performance Tasks (45%)
- **Short Quizzes.** These include summative assessments after every lesson, group of related lessons, or chapter.
- **Written Outputs.** These include data recording and analyses, geometric and statistical analyses, graphs, charts, or maps, problem sets, and surveys.
- **Product and Performance Tasks.** These include diagrams, mathematical investigatory projects, models or making models of geometric figures, number representations, constructing graphs from survey conducted, multimedia presentation, outdoor math, probability experiments, problem-posing, reasoning and proof through recitation, using manipulatives to show math concepts or solve problems, and using measuring tools and devices.