

Fair is Fair!

Grade 2

3 skill lessons · 3 math-through-reading

Skill lessons

3 lessons on the mathematics the book carries. Printable workbook pages and teacher keys are not available for this book yet.

1. One Square, One Dollar: Building Marco's Graph the Way the Book Builds It

Representation · Building a bar graph with a numbered scale and one square for one unit

2. Maria's Empty Column: Reading a Graph Where One Bar Is Nothing

Concept · Reading a bar graph by category, including a category with a count of zero

3. Two Surveys, Two Graphs: Which Question Did You Ask?

Reasoning · Choosing which survey question a graph can answer

Math through the reading

The mathematics is reached through a sentence the book prints: change one word in the reading and the numbers change with it. These carry their own standards, matched against these lessons rather than inherited from the skill ones.

4. What One Square Is Worth

Integrated · Students build the same allowance data under the book's key and under a swapped key, and say what a square is worth before either bar goes down.

5. Make the Case to Marco's Dad

Integrated · Students take a position on which of Marco's two graphs proves his point, and argue it to the father with the counts from the bars inside what they say.

6. Three More and Three Fewer Are the Same Three

Integrated · Students match Marco's chore count against a classmate's, count the unmatched counters, and say the relation in both directions over the same counters.

Reading and language lessons

5 lessons on the reading and language the book carries - what a word means in its sentence, how a character is shown, how a text is built. No mathematics: these are matched against the English language arts curricula, which are a different and smaller set than the mathematics ones.

7. The problem Marco has and the thing that fixes it

Reasoning · Naming a character's problem and the thing that finally solves it

8. Three tries that did not work: reading attempts in order

Application · Following a character's tries and telling which ones failed

9. Towers, a skyscraper, and barely a house

Concept · Reading a comparison a writer makes to a building or a shape

10. He scratched his chin: reading a person by their actions

Reasoning · Working out what someone thinks from what they do, when the book does not say

11. Fair is fair: reading the last line against the first trouble

Reasoning · Saying how a story's last line ties back to its beginning