

Differentiation Library Overview

This library includes opportunities to engage students with the topic's content in various formats to allow for differentiation.

Differentiation Library resources are available at Savvas Realize®. Additionally, resources with **DL** are available in print.



Pick a Project

Use anytime.

STEAM

DL

Project	Engaging Contexts	Activity Modalities	Final Products
2A	Real-world	Create	Math walk
2B	Fruits/Vegetables	Write	Song
2C	Coral reef	Find pictures	Poster
2D	Astronauts	Act out	Skit



Student Edition

Math and Literacy

STEAM

DL

Story 2 Insect Detectives *Use anytime.*

Activity 2 Find the Homes! *Use anytime.*

Problem Solving 2A How Many Insects? *Use any time after Lesson 2-7.*

Problem Solving 2B Let's Compare! *Use any time after Lesson 2-13.*

Amazing Contributions

DL

Fibonacci discovered the Fibonacci sequence, a pattern of numbers that exists in nature. *Use anytime.*



Math and Literacy Mat

Stand Up and Think

DL

Problem 2A Animals All Around *Use any time after Lesson 2-4.*

Problem 2B Apples to Apples *Use any time after Lesson 2-12.*

Digital Manipulative Activities



Available only at Savvas Realize®.

Count the Letters Students count the number of letters in the words, build the number in the frame using cubes, then drag the correct number matching the number of letters in each word. *Use with Lesson 2-2.*

Count, Match, and Build to 9 Students count the number of tiles in each frame and match the correct number into the colored boxes next to each frame. Then, students look at a number shown in a colored box and use tiles to build that number in the frame. *Use with Lesson 2-4.*

Lesson Resources

Use with each lesson.

Available only at Savvas Realize®.

Spiral Review Daily opportunity for spaced and interleaved practice

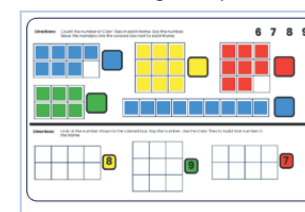
Reteach to Build Understanding

Enrichment

Build Mathematical Literacy



Digital Manipulative Activity



Digital Manipulative Activity

Hands-On Games

DL

Number Match-Up Students match number representations within 10. *Use any time after Lesson 2-11.*

Digital Games



Available only at Savvas Realize®.

Fluency Games Practice to achieve and maintain fluency.

Vocabulary Games Practice to acquire mathematical terminology.

Fluency Practice

DL

Write 6 to 10. *Use anytime.*



Hands-On Game Board

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2A	Real-world	Create	Math walk
2B	Weather	Make	Calendar
2C	Space	Draw	Picture
2D	Apes and monkeys	Collect data	Poster



Student Edition

Math and Literacy

STEAM

DL

Story 2 Papa's Hat Use anytime.

Activity 2 Match the Hats! Use anytime.

Problem Solving 2A Count On! Use any time after Lesson 2-2.

Problem Solving 2B How Many Hats Are Left? Use any time after Lesson 2-9.

Amazing Contributions

DL

Carolina Araujo studies how numbers and equations explain where things are in space. Use anytime.



Math and Literacy Mat

Stand Up and Think

DL

Problem 2A Blooming Bouquets Use any time after Lesson 2-3.

Problem 2B Right on Track Use any time after Lesson 2-9.

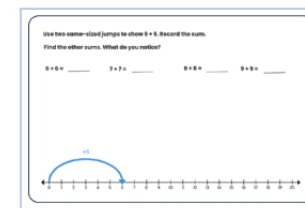
Digital Manipulative Activities

DL

Available only at Savvas Realize®.

Adding Doubles Students show jumps of the same size on a number line to solve four doubles addition problems. Use with Lesson 2-3.

Counting On to Subtract Students build a cube train on a number line to represent the subtraction problem, add more cubes to the number line to show counting on to subtract, and then fill in the blank in the subtraction problem. Use with Lesson 2-9.



Digital Manipulative Activity

Lesson Resources

Use with each lesson.

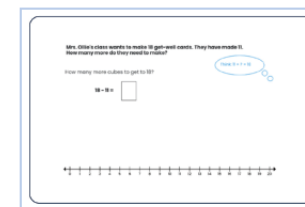
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Spiral Review Daily opportunity for spaced and interleaved practice

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Enrichment

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Digital Manipulative Activity

Hands-On Games

DL

Make a Path Students add and subtract within 10. Use any time after Lesson 2-12.

Tens in the Pen Fluency Practice: Addition 0-10 Facts. Use anytime.

Digital Games

DL

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Fluency Games Practice to achieve and maintain fluency.

Vocabulary Games Practice to acquire mathematical terminology.

Fluency Practice

DL

Add and Subtract within 10. Use anytime.



Hands-On Game Board

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Project	Engaging Contexts	Activity Modalities	Final Products
2A	Real-world	Create	Math walk
2B	Airports	Write	List
2C	Olympic games	Create	Poster
2D	Biking trails	Make	Brochure



Student Edition

Math and Literacy

STEAM

DL

Story 2 Biggest Fan *Use anytime.*

Activity 2 Clever Coloring *Use anytime.*

Problem Solving 2A Find Mike's Bike

Use any time after Lesson 2-9.

Problem Solving 2B Bike Seat Totals

Use any time after Lesson 2-10.

Amazing Contributions

DL

Évariste Galois developed Galois Theory and studied the mathematical structure of groups. *Use anytime.*

Stand Up and Think

DL

Problem 2A Class Can Collecting

Use any time after Lesson 2-6.

Problem 2B Museum Madness

Use any time after Lesson 2-10.



Math and Literacy Mat

Digital Manipulative Activities

Available only at Savvas Realize®.

Using a Hundred Board to Add Students use a hundred board and skip counting by 10s and counting by 1s to model the sum of two 2-digit numbers.

Use with Lesson 2-2.

Using Compensation to Add Students use place-value blocks to model the use of a compensation strategy for adding two 2-digit numbers.

Use with Lesson 2-6.

Lesson Resources

Use with each lesson.

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Spiral Review Daily opportunity for spaced and interleaved practice

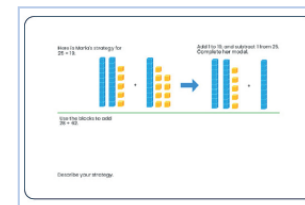
Reteach to Build Understanding

Enrichment

Build Mathematical Literacy



Digital Manipulative Activity



Digital Manipulative Activity

Hands-On Games

DL

Add 'Em Up! Students add numbers 1 to 22.

Use anytime after Lesson 2-9.

Just the Facts, Please! Fluency Practice: Subtraction

0-20 Facts. *Use anytime.*

Digital Games



DL

Available only at Savvas Realize®.

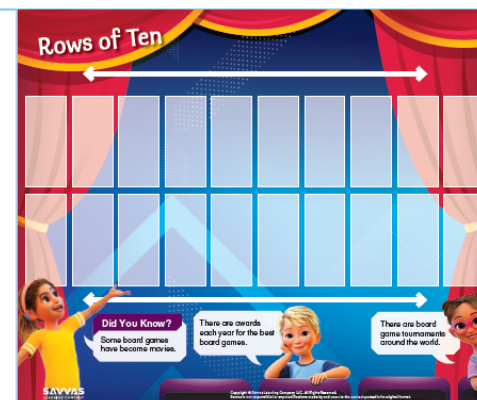
Fluency Games Practice to achieve and maintain fluency.

Vocabulary Games Practice to acquire mathematical terminology.

Fluency Practice

DL

Add and Subtract Within 20. *Use anytime.*



Hands-On Game Board

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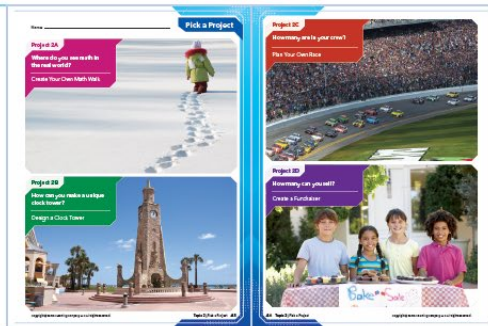
Pick a Project

Use anytime.

STEAM

DL

Project	Engaging Contexts	Activity Modalities	Final Products
2A	Real-world	Create	Math walk
2B	Clocks	Design	Clock tower
2C	Daytona 500	Plan	Poster
2D	Fundraisers	Create	Report



Student Edition

Math and Literacy

STEAM

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Story 2 Aaliyah's Ride Use anytime.

Activity 2 Spot the Differences! Use anytime.

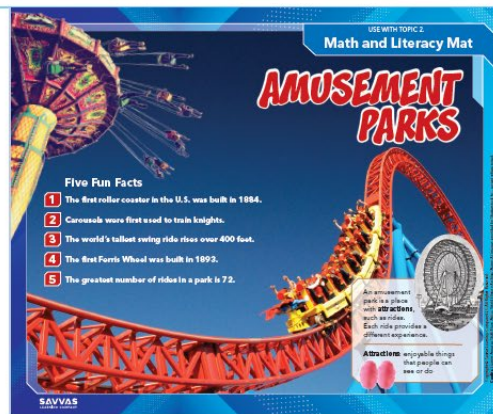
Problem Solving 2A Multiply by 2 Use any time after Lesson 2-1.

Problem Solving 2B Multiply by 5 or 10 Use any time after Lesson 2-2.

Amazing Contributions

DL

Brahmagupta described rules for adding, subtracting, multiplying, and dividing by zero. Use anytime.



Math and Literacy Mat

Stand Up and Think

DL

Problem 2A Exact Change Only! Use any time after Lesson 2-2.

Problem 2B Movie Madness Use any time after Lesson 2-6.

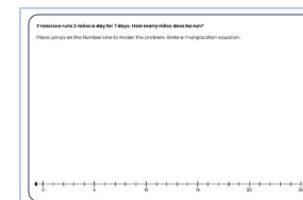
Digital Manipulative Activities



Available only at Savvas Realize®.

Number Line to Multiply Students use a number line to model a multiplication word problem using jumps on the number line. Use with Lesson 2-5.

How Many Arrays? Students make all possible arrays and their equations for a given number of counters. Use with Lesson 2-6.



Digital Manipulative Activity

Lesson Resources

Use with each lesson.

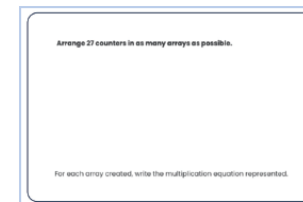
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Spiral Review Daily opportunity for spaced and interleaved practice

Reteach to Build Understanding

Enrichment

Build Mathematical Literacy



Digital Manipulative Activity

Hands-On Games

DL

Solve and Spin Students multiply with 0-2, 5, and 10 factors. Use any time after Lesson 2-5.

Number Scramble Fluency Practice: Addition and Subtraction within 100. Use anytime.

Digital Games



Available only at Savvas Realize®.

Fluency Games Practice to achieve and maintain fluency.

Vocabulary Games Practice to acquire mathematical terminology.

Escape Room Games Practice skills and concepts.

Fluency Practice

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Add and Subtract within 100. Use anytime.



Hands-On Game Board

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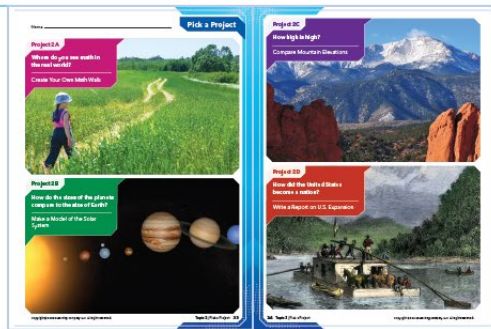
Pick a Project

Use anytime.

STEAM

DL

Project	Engaging Contexts	Activity Modalities	Final Products
2A	Real-world	Create	Math walk
2B	Planets	Build	Model
2C	Mountains	Research	Table
2D	United States	Research	Report



Student Edition

Math and Literacy

STEAM

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Story 2 The Animator's Apprentice *Use anytime.*

Activity 2 Animation Determination *Use anytime.*

Problem Solving 2A What's the Sum? *Use any time after Lesson 2-6.*

Problem Solving 2B What's the Difference? *Use any time after Lesson 2-7.*

Amazing Contributions

DL

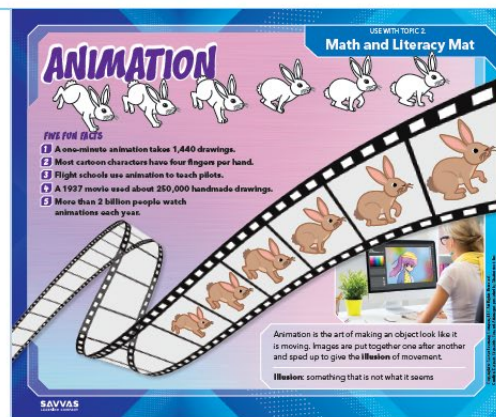
Alan Turing invented the "Enigma Machine" which could decode secret messages. *Use anytime.*

Stand Up and Think

DL

Problem 2A Roller Coaster Calculations *Use any time after Lesson 2-4.*

Problem 2B All for the Animals *Use any time after Lesson 2-8.*



Math and Literacy Mat

Digital Manipulative Activities



Available only at Savvas Realize®.

Mystery Addition Students use place-value blocks and a place-value mat to determine the possible values of missing digits in a four-digit addition equation. *Use with Lesson 2-6.*

Subtracting Sports Cards Students use place-value blocks and a place-value mat to find differences with regrouping. *Use with Lesson 2-7.*

Lesson Resources

Use with each lesson.

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Spiral Review Daily opportunity for spaced and interleaved practice

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Enrichment

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Digital Manipulative Activity



Digital Manipulative Activity

Hands-On Games

DL

Start with 100,000 Students add and subtract multi-digit whole numbers. *Use any time after Lesson 2-8.*

Pyramid Towers Fluency Practice: Add and Subtract within 10,000. *Use anytime.*

Digital Games



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Fluency Games Practice to achieve and maintain fluency.

Vocabulary Games Practice to acquire mathematical terminology.

Escape Room Games Practice skills and concepts.

Fluency Practice

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Add and Subtract within 10,000. *Use anytime.*



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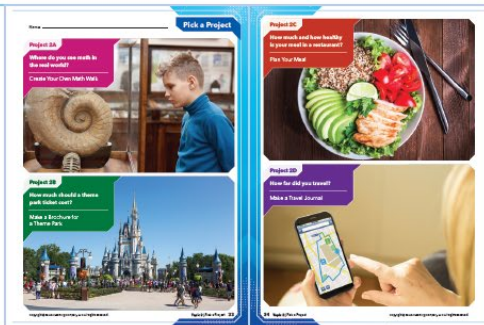
Pick a Project

Use anytime.

STEAM

DL

Project	Engaging Contexts	Activity Modalities	Final Products
2A	Real-world	Create	Math walk
2B	Theme parks	Investigate	Brochure
2C	Food	Plan	Model
2D	Traveling	Write and draw	Journal



Student Edition

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Story 2 Navigating the Tides *Use anytime.*

Activity 2 Navigate the Word: Marine Navigation Word Scramble *Use anytime.*

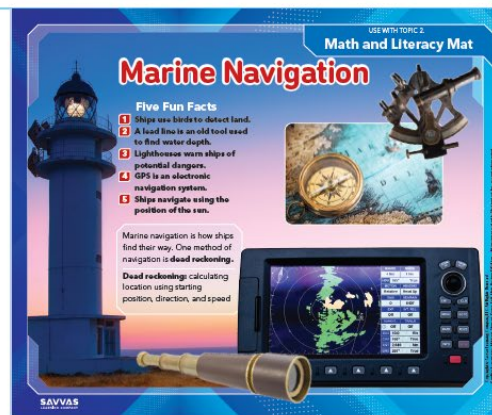
Problem Solving 2A Sums, Differences, and Distances *Use any time after Lesson 2-2.*

Problem Solving 2B Speedy Sums and Differences *Use any time after Lesson 2-6.*

Amazing Contributions

DL

Georg Cantor discovered different sizes of infinities and realized that some problems are unsolvable. *Use anytime.*



Math and Literacy Mat

Stand Up and Think

DL

Problem 2A Café Calculations *Use any time after Lesson 2-2.*

Problem 2B Discount Dilemma *Use any time after Lesson 2-6.*

Digital Manipulative Activities

DL

Available only at Savvas Realize®.

Adrian's Fence Students use place-value blocks to model adding two decimals with regrouping. *Use with Lesson 2-5.*

How Much Saffron? Students use place-value blocks to model subtracting two decimals with regrouping. *Use with Lesson 2-6.*

Lesson Resources

Use with each lesson.

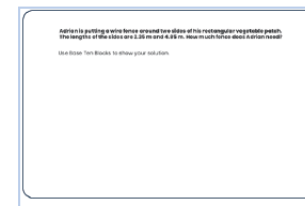
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Digital Manipulative Activity



Digital Manipulative Activity

Hands-On Games

DL

Decimal Challenge Students add and subtract decimals. *Use any time after Lesson 2-6.*

Pick Your Place Fluency Practice: Add and Subtract within 10,000,000. *Use anytime.*

Digital Games

DL

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Fluency Games Practice to achieve and maintain fluency.

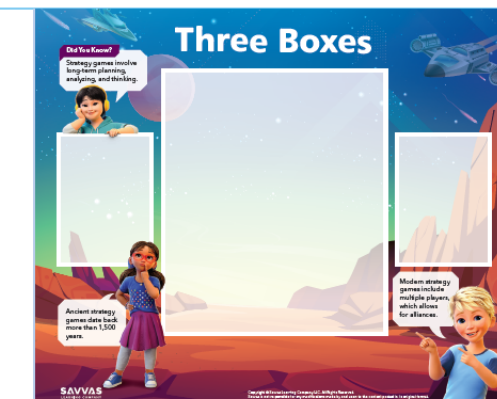
Vocabulary Games Practice to acquire mathematical terminology.

Escape Room Games Practice skills and concepts.

Fluency Practice

DL

Add and Subtract within 10,000,000. *Use anytime.*



Hands-On Game Board