

**2<sup>ND</sup>  
GRADE**

# MATH

## Exit Tickets

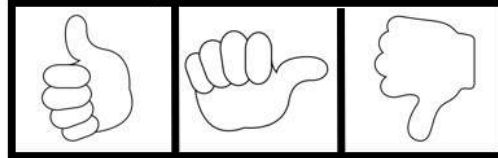
### OPERATIONS & ALGEBRAIC THINKING

Name \_\_\_\_\_

### EXIT TICKET

Is 5 odd or even? Draw a picture to explain

How do you feel about this skill?



**2.OA  
C.3**

Color the odd numbers

1	5	6
21	86	69
458	539	833

©LUCKY LITTLE LEARNERS 2018

**5 EXIT TICKETS FOR EVERY STANDARD**

**2<sup>ND</sup>  
GRADE**

# MATH

## Exit Tickets

**1**

2<sup>nd</sup> Grade Math Exit Tickets are a quick way to assess your students to determine where they are at with each math skill. These are a great tool to guide your instruction and determine differentiation needs.

**2**

2<sup>nd</sup> Grade Math Exit Tickets are aligned to the 2<sup>nd</sup> grade level standards. Each exit ticket has the standard clearly identified in the upper right corner. There are 5 different exit tickets per standard.

**3**

Every exit ticket was designed to have a clean and easy to follow format. There are two exit tickets per sheet of paper to accommodate teachers with easy-to-print, paper-saving options.

**4**

Self-reflection is important. Every exit tickets comes with a student self-reflection in an effort to provide the teacher with insights as to how the student feels about each skill.

**2<sup>ND</sup>  
GRADE**

**MATH**

*Standards*

**GRADE TWO: OPERATIONS & ALGEBRAIC THINKING**

Standards in this domain:

CCSS.MATH.CONTENT.2.OA.A.1  
CCSS.MATH.CONTENT.2.OA.C.4

CCSS.MATH.CONTENT.2.OA.B.2

CCSS.MATH.CONTENT.2.OA.C.3

Represent and solve problems involving addition and subtraction.

CCSS.MATH.CONTENT.2.OA.A.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.

Add and subtract within 20.

CCSS.MATH.CONTENT.2.OA.B.2

Fluently add and subtract within 20 using mental strategies. By end of Grade 2, know from memory all sums of two one-digit numbers.

Work with equal groups of objects to gain foundations for multiplication.

CCSS.MATH.CONTENT.2.OA.C.3

Determine whether a group of objects (up to 20) has an odd or even number of members, e.g., by pairing objects or counting them by 2s; write an equation to express an even number as a sum of two equal addends.

CCSS.MATH.CONTENT.2.OA.C.4

Use addition to find the total number of objects arranged in rectangular arrays with up to 5 rows and up to 5 columns; write an equation to express the total as a sum of equal addends.

# 2<sup>ND</sup> GRADE

# MATH

# Exit Tickets

## LET'S HAVE A LOOK AT A FEW...

Name \_\_\_\_\_

How do you feel about this skill? **2.OA.A.1**

### EXIT TICKET

**Flower Field**  
Sara saw 38 daisies and 42 daffodils in the field behind her parent's house. How many flowers did she see altogether?  
Solve it. What is your equation?  
○ = \_\_\_\_\_

**Popcorn Problem**  
Tim's bucket of popcorn had 91 pieces those pieces. How many pieces of po

Name \_\_\_\_\_

How do you feel about this skill? **2.OA.B.2**

### EXIT TICKET

Solve.

$9 + 7$	$8 + 6$	$5 + 9$	$10 + 4$
---------	---------	---------	----------

Name \_\_\_\_\_

How do you feel about this skill? **2.OA.C.4**

### EXIT TICKET

Use repeated addition to write an equation to show how many boxes are shown by the arrays.

<input type="checkbox"/>	=	<input type="checkbox"/>	=
<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/>	

\_\_\_\_\_

Name \_\_\_\_\_

### EXIT TICKET

Color the even numbers		
7	6	11
46	69	95
457	774	600

Is 12 odd or even? Draw a picture below to explain.

Name \_\_\_\_\_

How do you feel about this skill? **2.OA.C.3**

### EXIT TICKET

Circle the correct answer

$592$	$443$		
odd	even	odd	even

Is 10 odd or even? Draw a picture to explain.

## 20 DIFFERENT EXIT TICKETS INCLUDED!