

Fluency Activities

Grade 2

Second Grade Fluency Activities

Math fluency activities in Imagine+ Math help students develop accuracy, efficiency, and flexibility in mathematical thinking. They provide structured practice to strengthen number sense, reinforce foundational skills, and build automaticity with key math concepts. Fluency activities increase student confidence by engaging them in problem-solving, developing a deeper understanding of mathematical relationships, and preparing them for more complex tasks.

Some activities require materials found in your classroom.

Contents

Activity 1	Place Value Scoop	3
	Place Value Mat	4
Activity 2	Array Build	5
Activity 3	Measurement Match-Up	6
Activity 4	Graphing Group Data	7
Activity 5	Savings Goal Jar	8
	Small Goal Cards	9



Activity 1

Place Value Scoop

Topic/Concept

Writing Three-Digit Numbers

Objective

Students will read, build, and write three-digit numbers using place value.

Materials

- Plastic cups or small containers
- Ice pop sticks labeled with 1s, 10s, and 100s
- Place value mats
- Scratch paper or whiteboards

Steps

1. **Scoop It:** Students “scoop” a handful of sticks.
2. **Place It:** Place sticks in the correct place value column (ones, tens, hundreds).
3. **Write It:** Count the total number and write it in standard, word, and expanded form.
4. **Extend:** Compare numbers with a partner to decide which is greater or less.

Resource List

- Place value mat

Place Value Mat

Place Value		
Hundreds	Tens	Ones

Activity 2

Array Build

Topic/Concept

Representing Equal Groups

Objective

Students will build equal groups and write repeated addition equations to match.

Materials

- Grid paper
- Counters or square tiles
- Markers

Steps

1. Call out a fact, such as “3 groups of 4.”
2. Students build the array on grid paper or with counters.
3. Write two equations to match the array: addition ($4 + 4 + 4 = 12$) and multiplication ($3 \times 4 = 12$).
4. **Extend:** Share and compare with partners. Have one partner call out a new group to the other.

Resource List

no additional resources needed



Activity 3

Measurement Match-Up

Topic/Concept

Choosing Units for Measuring Length

Objective

Students will decide whether inches, feet, or centimeters is the most reasonable unit by measuring different objects with different tools.

Materials

- Rulers and yardsticks
- Items of various lengths (e.g., pencils, books, shoes)
- Note cards labeled “inches,” “feet,” and “centimeters”

Steps

1. Students measure an object with two different tools.
2. Students record both measurements.
3. Have students discuss and decide which unit is more reasonable.
4. Sort the object into the correct category and repeat for all given objects.
5. **Extend:** Have students explain what the objects in each category have in common, and challenge them to determine what length makes an object better suited for a larger or smaller unit of measurement.

Resource List

no additional resources needed

Activity 4

Graphing Group Data

Topic/Concept

Creating Graphs from Collected Data

Objective

Students will collect data by surveying classmates and create a graph to show the results.

Materials

- Pre-selected questions, one per group, folded so they cannot be read

Examples:

- What is your favorite school subject? (math, reading, science, art)
- What is your favorite fruit? (apple, banana, grapes, orange)
- Which pet do you like best? (dog, cat, fish, no pet)
- What is your favorite season? (fall, winter, spring, summer)
- What is your favorite recess game? (tag, soccer, swings, jump rope)
- Which do you like more: pizza or tacos?
- How do you get to school most days? (bus, car, walk, bike)
- What is your favorite color? (red, blue, green, yellow)
- Which do you like better: books or movies?
- What is your favorite weather? (sunny, rainy, snowy, cloudy)

Steps

1. One student from each group selects a question at random.
2. As a group, they survey one another for responses to the question.
3. Each group creates a single graph of their data.
4. Groups share their results with the class.
5. **Extend:** Have two groups swap questions, repeat the process, and then compare the two groups' graphs, pointing out similarities and differences.

Resource List

no additional resources needed



Activity 5

Savings Goal Jar

Topic/Concept

Making Spending Decisions

Objective

Students will decide whether to save or spend and explain how their choice affects reaching a goal.

Materials

- Clear plastic cups or small jars (one per student or small group)
- Play money, coins, or counters
- Picture cards of small “goals” (e.g., book, soccer ball, ice cream, backpack) with a cost label (e.g., \$5, \$10)

Steps

1. **Introduce the Goal:** Show students a picture card (e.g., “A soccer ball costs \$8”). Explain that to “buy” the item, they need to save the total amount.
2. **Distribute Starting Money:** Give each student or group a set amount of play coins, but not enough to cover the cost immediately (e.g., \$2 each).
3. **Rounds of Saving or Spending:**
 - Tell students they will earn \$1 or \$2 “each round” (like an allowance).
 - In each round, students decide: “Will I put this into my Savings Jar to reach my goal, or will I spend it right away on a smaller pretend item (like a sticker or pencil)?”
 - If they spend, they lose part of their chance to reach the bigger savings goal.
4. **Reaching the Goal:** Continue rounds until some students/groups have saved enough to “purchase” the larger goal item. Let them exchange their savings for the picture card once they reach the total.
5. **Discussion:** Ask reflective questions.
 - “How many rounds did it take to save for your goal?”
 - “What happened if you spent money before saving enough?”
 - “Why might saving be hard, even when we really want something?”

Resource List

- Small goal cards



Small Goal Cards

STICKER SHEET



\$3

SOCCER BALL



\$8

BOUNCY BALL



\$4

NEW BOOK



\$9

PENCIL TOPPER



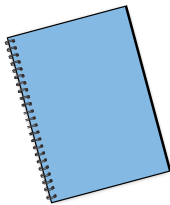
\$5

ART SUPPLY SET



\$10

SMALL NOTEBOOK



\$6

SMALL BACKPACK



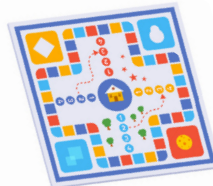
\$12

SNACK TREAT



\$7

BOARD GAME



\$15

