**LEARNING COMPETENCIES INCLUDED IN THE NRMA**

**Grade 2**

| Task | Most Essential Learning Competencies | CG Code (MELCs) |
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| Number identification | * gives the place value and finds the value of a digit in three-digit numbers * reads and writes numbers up to 1000 in symbols and in words * visualizes and writes three-digit numbers in expanded form | * M2NS-Ib-10.2 * M2NS-Ic-9.2 * M2NS-Ic-14 |
| Number Discrimination | * compares numbers using relation symbols and orders numbers up to 1 000 in increasing or decreasing order | * M2NS – no code |
| Missing Number | * determines missing term/s in a given continuous pattern using two attributes * *determines the missing terms using one attribute in a given continuous pattern and in a given repeating pattern* * visualizes and counts numbers by 10s, 50s, 100s * compares using relational symbol and arranges in increasing or decreasing order the unit fractions | * M2AL-IIIj-3 * *M1AL – no code* * M2NS-Ib-8.2 * M2NS – no code |
| Addition of Whole Numbers | * visualizes, represents, and adds the following numbers with sums up to 1000 without and with regrouping:  1. 2-digit by 3-digit numbers 2. 3-digit by 3-digit numbers  * solves routine and non-routine problems involving addition of whole numbers including money with sums up to 1000 using appropriate problem-solving strategies and tools. | * M2NS – no code * M2NS-Ij-29.2 |
| Subtraction of Whole Numbers | * visualizes, represents, and subtracts 2- to 3- digit numbers with minuends up to 999 without and with regrouping. * solves routine and non-routine problems involving subtraction of whole numbers including money with minuends up to 1000 using appropriate problem-solving strategies and tools. | * M2NS-IIa-32.5 * M2NS-IIc-34.2 |
| Multiplication of Whole Numbers | * illustrates and writes a related equation for each type of multiplication: repeated addition, array, counting by multiples, and equal jumps on the number line. * illustrates the following properties of multiplication and apply each in relevant situation: (a) identity, (b) zero, and (c) commutative. * visualizes multiplication of numbers 1 to 10 by 2, 3, 4, 5 and 10. | * M2NS – no code * M2NS – no code * M2NS-IIh-41.1 |
| Division of Whole Numbers | * visualizes and represents division, and writes a related equation for each type of situation: equal sharing, repeated subtraction, equal jumps on the number line, and formation of equal groups of objects. * visualizes division of numbers up to 100 by 2,3,4,5, and 10 (multiplication table of 2, 3, 4, 5 and 10) * solves routine and non-routine problems involving division of numbers by 2,3,4,5 and 10 and with any of the other operations of whole numbers including money using appropriate problem-solving strategies and tools. | * M2NS – no code * M2NS-IIIb-51.1 * M2NS-IIIc-56.1 |
| Geometric Patterns | * visualizes, identifies, classifies and describes half circles and quarter circles * *identifies, names and describes the four basic shapes (square, rectangle, triangle, and circle) in 2 dimensional and 3-dimensional objects* * determines missing term/s in a given continuous pattern using two attributes * *determines the missing terms using one attribute in a given continuous pattern and in a given repeating pattern* | * M2GE-IIIg- 5   (K-12 Curriculum)   * *M1GE-IIIe-1* * M2AL-IIIj-3 * *M1AL – no code* |
| Geometric Visualization | * identifies straight lines and curves, flat and curved surfaces in 3-dimensional object | * M2GE-IIIi-9 |

**Grade 3**

| Task | Most Essential Learning Competencies | CG Code (MELCs) |
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| Number identification | * identifies odd and even numbers | * M3NS-IIIa-63 |
| Number Discrimination | * represents, compares and arranges dissimilar fractions in increasing or decreasing order | * M3NS – no code |
| Missing Number | * visualizes and represents fractions that are equal to one and greater than one using regions, sets and number line * reads and writes fractions that are equal to one and greater than one in symbols and in words * determines missing term/s in a given combination of continuous and repeating pattern | * M3NS - no code * M3NS-IIIb-76.3 * M3AL-IIIj-4 |
| Addition of Whole Numbers | * adds 3- to 4-digit numbers up to three addends with sums up to 10 000 without and with regrouping | * M3NS-Id-27.6 |
| Subtraction of Whole Numbers | * subtracts 3- to 4-digit numbers from 3- to 4-digit numbers without and with regrouping * solves routine and non-routine problems involving subtraction without or with addition of whole numbers including money using appropriate problem-solving strategies and tools | * M3NS-Ig-32.6 * M3NS - Ii -34.5 |
| Multiplication of Whole Numbers | * multiplies numbers:  1. 2- to 3-digit numbers by 1-digit numbers without or with regrouping 2. 2-digit number by 2-digit numbers with regrouping 3. 2- to 3-digit numbers by multiples of 10 and 100  * solves routine and non-routine problems involving multiplication without or with addition and subtraction of whole numbers including money using appropriate problem-solving strategies and tools**.** | * M2NS – no code * M3NS-IIe-45.3 |
| Division of Whole Numbers | * visualizes division of numbers up to 100 by 6, 7, 8,   and 9 (multiplication table of 6, 7, 8, and 9).   * visualizes and states basic division facts of numbers up to 10. * divides numbers without or with remainder:   a. 2- to 3-digit numbers by 1- to 2- digit numbers  b. 2- to 3-digit numbers by 10 and 100 | * M3NS-IIg-51.2 * M3NS-IIg-51.3 * M3NS - no code |
| Geometric Visualization | * recognizes and draws a point, line, line segment and ray * recognizes and draws parallel, intersecting, and perpendicular lines * visualizes, identifies, and draws congruent line segments | * M3GE-IIIe-11 * M3GE-IIIf-12.1 * M3GE-IIIf-13 |