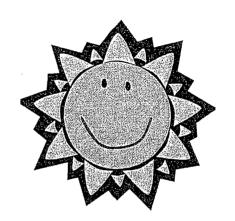
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Second Grade Summer Reading Assignments



Sight Word Assignment

Students should have both the Dolch Primer through First Grade Sight Words memorized by the start of second grade. Second graders will be tested over these words in September. The words are attached in list form. Memorization means the student is able to say the word within three seconds, without sounding it out. Students only need to be able to read these words. However, if they already know these words, they can work on learning to spell them. I have included a list of activities that work on both memorization and spelling.

Reading Calendar

Please choose 4 days a week in which to read for twenty minutes. After you have read for twenty minutes, color in the corresponding day on the calendar. Time spent working on sight words counts towards your total reading minutes.

Special Reading Assignment

Read <u>Stink Moody</u>, <u>Solar System Superhero</u> by Megan McDonald. At the beginning of the school year we start our Solar System unit. We will use this book to create a planet flip book based on the facts from the story when we return in the fall. Please have your child complete the enclosed fact sheet that goes along with the book.

Recommended Reading List

- 1. Frog and Toad Together Again by Arnold Lobel
- 2. Bringing the Rain to Kapiti Plain by Verna Aardema
- 3. Horrible Harry in Room 2B by Frank Remkiewicz
- 4. Nate the Great and the Snowy Trail by Marjorie Weinman Sharmat
- 5. Calendar Mysteries June Jam by Ron Roy
- 6. Magic Tree House Mummies in the Morning by Mary Pope Osborne
- 7. Flat Stanley by Jeff Brown
- 8. <u>Dear Mrs. LaRue Letters from Obedience School</u> by Mark Teague
- 9. Heidi Hecklebeck Has a Secret by Wanda Coven

Date:
*
Nome:

Stink, Solar System Superhero

Planet Facts

Directions: During or after you read your required summer book, write one fact for each planet in the space below. For more facts on each planet, you may go online to https://www.nasa.gov/kidsclub

Mars	Neptune
Earth	<u>Uranus</u>
Venus	Saturn
Mercury	Jupiter

Ways to practice sight words at home

- Paper Plate Toss: Write sight words on paper plates. Use like Frisbees to throw after reading the word.
- Concentration: Make a duplicate set of word cards and play "Concentration"
- Go Fish: With a duplicate set of word cards play "Go Fish"
- Tic -Tac-Toe: Write words in the tic-tac-toe spaces. Take turns selecting a space to read. If read correctly, an X or 0 is placed on the space until someone wins.
- Word-O: This is played just like BINGO. Fill in a card with the words that you are working on. Call out the words and mark the spaces. The first one with a card covered calls out the word "WORDO"!
- Word Munt: Look for target words in books or in the newspaper. If using the newspaper your child can highlight or circle the word ring words that he/she finds
- SNAP: You put the sight words you want them to practice on flash cards and put the flash cards into a jar (maybe like an oatmeal jar). Also, you write the word SNAP! on a a few flash cards and put them in the jar also. The kids can play in partners or in groups of 3 or 4. They take turns pulling a card out of the jar. If they can say the word on the card automatically with no struggle, they get to keep the card. If they struggle, they have to put it back. If they pull out one of the cards that says SNAP! They have to put back all of the cards they've drawn.
- Play coin toss Put words on the floor children take turns to toss a coin onto a word and say that word.

- Play who am I? For example, I rhyme with bed, I have 3 letters, and I end in "d".
- Children go outside and practice writing their words with chalk on the concrete.
- Flashlight words turn off lights. Tape words on the wall or ceiling. Use the flashlight to shine on the word then read.
- Children make their own word wall/dictionary using photocopied small sight words and scrapbooks labeled with a letter of the alphabet on each page... can be added to throughout the year.
- Make words using play dough.
- Beat the clock how many times can a word be written in 1 minute etc
- Play stepping stones place words on the floor and children walk over them saying the word as they go to get to the other side of the stream. Make words using letter tiles -scrabble pieces
- Make words using stencils.
- Make words using alphabet stamps.
- Make words using magnetic letters
- Delicious Words -Write your words in whipped cream, peanut butter, or anything you can eat
- Good Clean Words -Write your words in shaving cream on a counter or some other surface that can be cleaned safely

http://www.k12reader.com

DOLCH WORD LIST Sorted alphabetically by grade level

Pre-p	Pre-primer	Pri	mer		ıst	Second	 Third	ird
ъ	play	all	out	after	once	always	about	never
and	red	am	please	again	open	around	better	only
away	ruh	are	pretty	an	over	because	bring	own
big	said	at	ran	any	put	peen	carry	pick
plue	see	ate	ride	as	round	before	clean	seven
can	the	pe	saw	ask	some	best	cut	shall
come	three	black	say	þу	stop	both	done	show
down	to	brown	she	could	take	pny	draw	six
find	two	but	SO	every	thank	call	drink	small
for	dn	came	soon	ξlγ	them	cold	eight	start
funny	we	did	that	from	then	does	fall	ten
go	where	qo	there	give	think	don't	far	today
help	yellow	eat	they	going	walk	fast	full	together
here	hov	four	this	had	were	first	got	try
		get	too	has	when	five	grow	warm
ü		good	under	her		found	plod	
is		have	want	him		gave	hot	
ij		he	Was	his		goes	hurt	
jump		into	well	how		green	÷	
little		like	went	just		its	keep	
look		must	what	know		made	kind	
make		new	white	let		many	laugh	
me		no	who	live		off	light	
my		Mon	Will	may		or	long	
not		on	with	of		llnd	much	
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Suggested Series Books for Beginning Second Graders

{Depending on your child's reading level, some may be too difficult or too easy. Try some out to see if they are a good fit!}

Junie B. Jones Series Young Cam Jansen Series Magic Treehouse Series Ivy Bean Series Flat Stanley Series Frog & Toad Series Fly Guy Series Nate the Great Series Nancy Drew & the Clue Crew Series Amelia Bedelia Series Henry & Mudge Series Mr. Putter & Tabby Series Fancy Nancy: Nancy Clancy Series Judy Moody Series The Ramona Quimby Collection Clementine Series Mercy Watson Series Rainbow Magic (Various Series) Amber Brown Series Mrs. Piggle Wiggle Series Hey Jack Series

Suggested Educational Websites

PBS Kids
Starfall
Math Fact Café
Mathletics
IXL Math
IXL Reading
XTRA Math
Reading Eggs
ABCYa

Teach Your Monster to Read

National Geo

Scootpad

Wonderopolis

Fun Brain

Whyville

Pottermore

Spatulatta

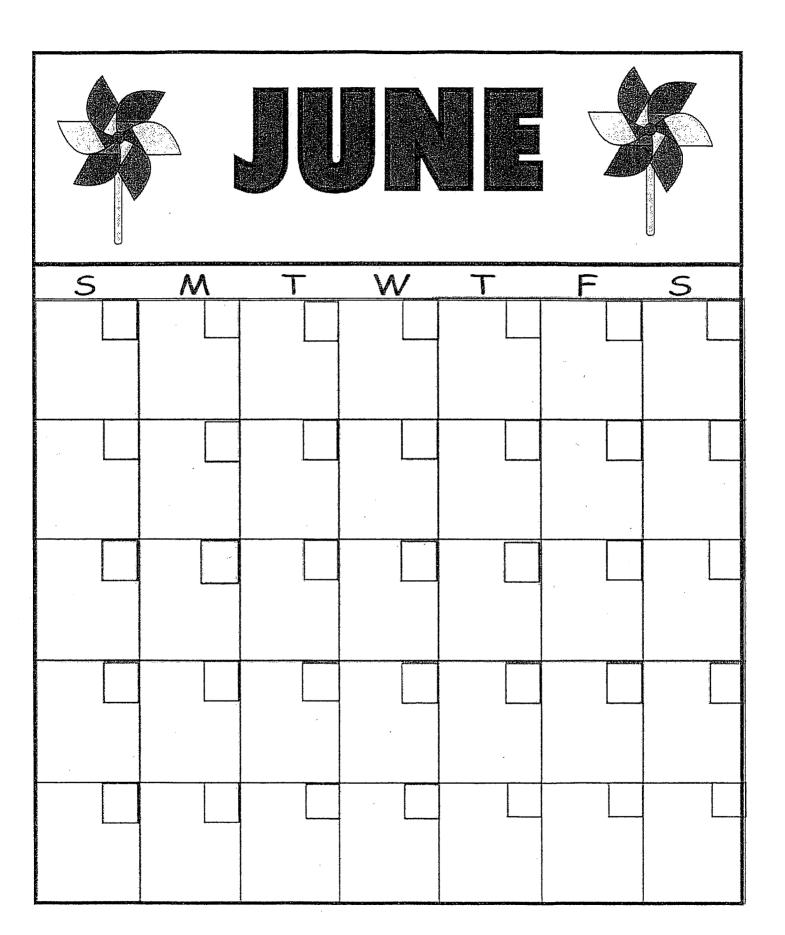
NGA Kids

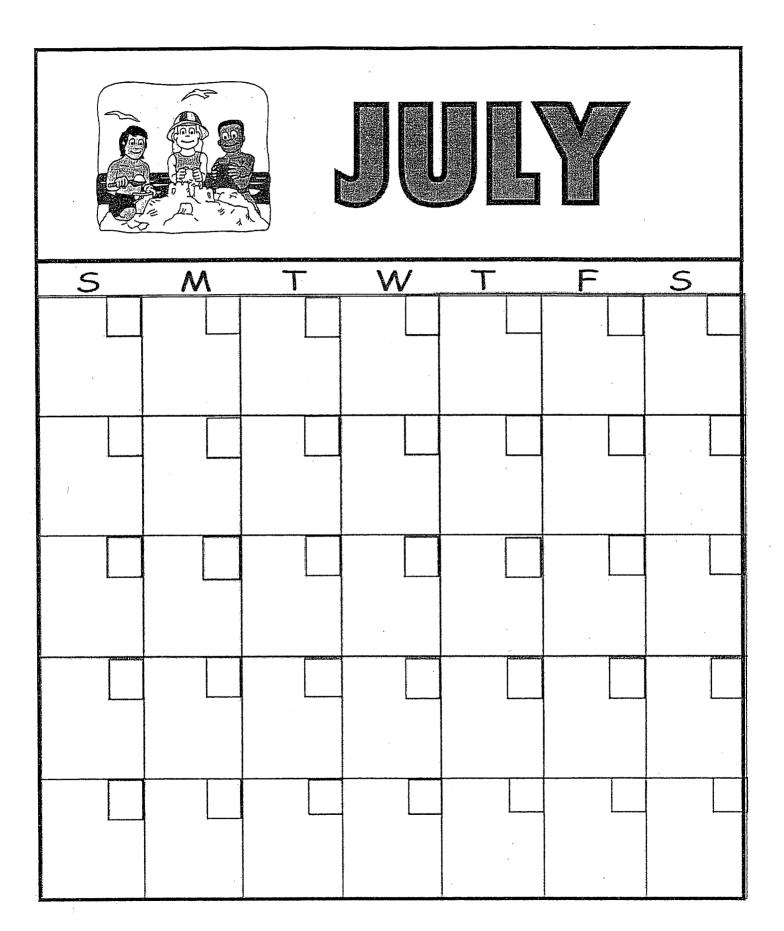
Yahoo Kids

Seussville

Storyline Online Leading Into Reading







Name	
If I could travel anywhere over summer break, I would go	
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If summer was cold would your summe What would	d and winter v r vacation be you do differ	different?
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What do you like the most about summer?

Name		
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Name	
The first thing I'm going to do during my summer break is	

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Name	
I have summer goals! This summer I will	

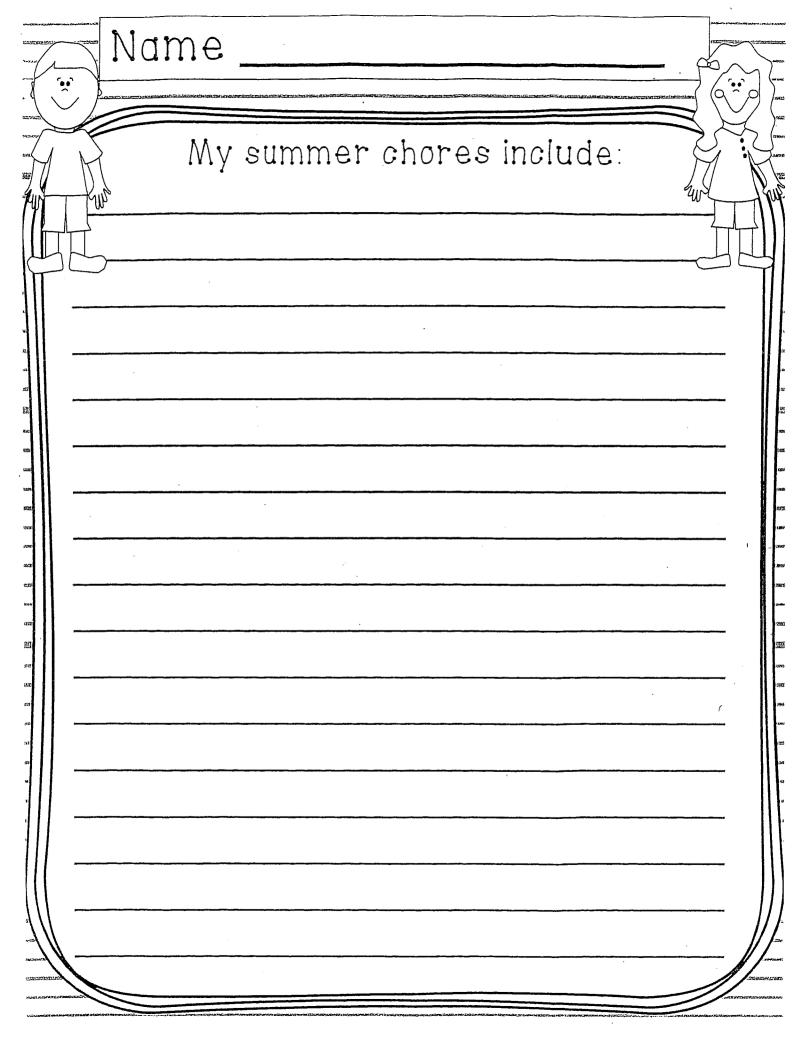
What did you do last summer that was fun?

Name	
My best friend and I have so many fun things planned for summer!	
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	My house is a magnificent sand castle on the beach! Let me describe it!	
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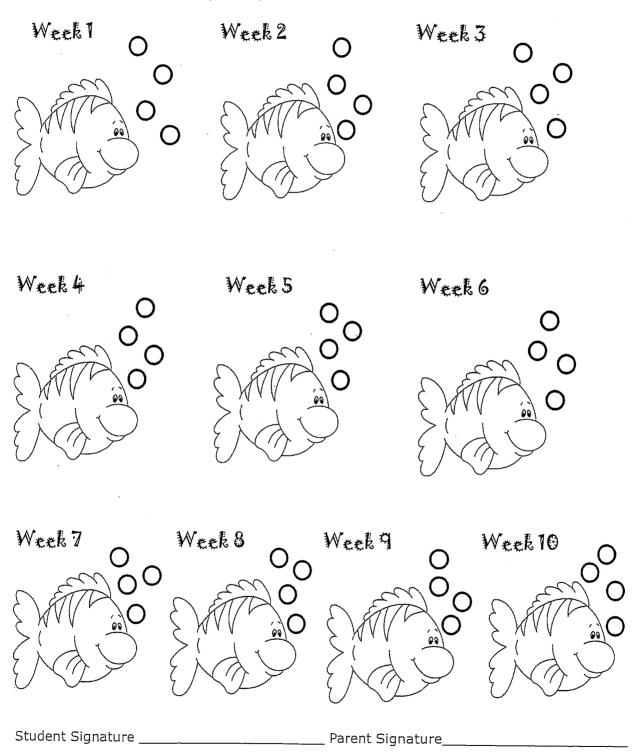


	Name	
	Describe your idea of the perfect summer day. Describe your idea of the perfect summer day. Describe your day?	
<u> </u>		

if I could sper	nd my sur	nmer in a	nother
country I wou	ıld go to	. (be sure to ex	:plain why!)
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Fishing for Great Math Skills

Color one bubble every day that you work on math for 20 minutes.



Second Grade Summer Math Assignment

Directions: Please choose 4 days a week to spend 20 minutes completing a math activity from the list below. There is a list of suggested activities as well as math websites to choose from. As you try these activities with your child, remember to be positive, patient, and encouraging. You want your child to understand that math is both fun and useful. This understanding will provide a firm foundation of mathematical confidence and proficiency. Each time your child spends 20 minutes working on Math, please make note of it on the attached form. Have your child turn in the form on the first day of school.

- There are many games that you probably already have at home that encourage development in math: Yahtzee (basic addition), Connect Four (problem solving), Puzzles (spatial awareness), Monopoly (money), Battleship (coordinate graphs), etc.
- You can help your child learn to count money by playing store with them. Use real coins and let them be the "cashier".
- Notice the clock. Tell them that they can play a game or begin an activity at a certain time. Begin with easy times (2:00) and get progressively more difficult (2:30, 2:15, 2:45).
- > Bake with your child. Read the instructions in the recipe and allow them to measure ingredients.
- > Pretend to shop using an advertisement. Give them 50 "pretend dollars". Have them pick out the things they want to buy and figure out how much money they would have left over.
- Use an empty egg carton as a counting tool to practice addition and subtraction skills up to 10. Simply place an object in the egg cups and use the empty cups to count up to/from 10.
- Any time there is a project at home that involves measuring inches or feet, let your child help. This allows them to understand that the concepts they learn in school have real world applications.
- Use dice to do mental addition and teach probability. Ask your child, "Am I more likely to roll a 7 or a 12?" For a challenge, use more than two dice. You can list all of the possible combinations on a piece of paper.

Websites:

 $\underline{www.coolmath.com}. \ This fully interactive site allows the user to sharpen basic math skills, play games and explore new math concepts.$

<u>www.figurethis.org</u>. Created by the National Council of Teachers of Mathematics, this site helps families enjoy mathematics outside school through a series of fun and engaging challenges.

www.mathcats.com. Math Cats provides playful explorations of important math concepts through games, crafts and interactive projects.

www.funbrain.com/numbers.html. This site includes 17 original games based on soccer, car racing and much more. Other games include Math Baseball, where a child can score runs with correct answers and Operation Order, where students can build pyramids with their knowledge of algebra.

Additional Math Games and Activities

Seventeen

Your child probably knows that two plus two equals four. But what does it take to get to seventeen? Try this card game to explore all the possibilities, build math fact skills, and have a great time while you're at it.

What You Need:

- I deck of playing cards
- I sheet of plain paper for a scorecard
- Scrap paper and a pencil for each player/mathematician

What You Do:

- 1. Prepare your materials. Start with your deck of cards. You will need all aces (each counts as "1"), and all numbered cards between 2 and 8. Make sure you pull out all nines, tens, jacks, queens, and kings. You can save them for more advanced games later.
- 2. While this game can be played by up to four players, you'll probably want to start with just two. Shuffle your number cards and put them face down on a table. Then have each player pull out five cards. Take turns putting cards down, one at a time, and counting the total made when you add the pile together.
- 3. "Winning" and "Losing": The goal is to get as close to 17 as possible. Let's say, for example, that Player 1 puts down a "7" card, and then Player 2 puts down a "5" card. If Player 1 can add another "5," she wins the round and gets a score of 17! That's the clean way to win a round. But she can also win if she goes slightly over—say, to 19—but she must subtract the extra "2" from her score, so she only gets 15 points. The goal of the game (aside from complete Math Facts Mastery, of course!), is to have the largest number of points when the game is done.

Pennies, Dimes, Dollar!

What You Need:

- Pile of pennies, at least 200 if you have 2 players
- Pile of dimes, at least 20 if you have 2 players
- One die
- Pencil and sheet of 8-1/2" x 11" paper for each player

What to Do:

- 1. In this game, the winner will be the person who, in six turns, can put together dimes and pennies to total as close to \$1.00 as possible.
- 2. Start by making a scorecard for each player. Have her create a column labeled "pennies." a column labeled "dimes," and a "value" column.
- 3. Have her place the dimes and pennies in two piles in the middle of the table, between players, so that everyone can reach them.

- 4. Players should take turns rolling the die. Each player will take the exact number of either dimes or pennies as are shown on the die. For example, if the die shows the number "5," each player might take 5 pennies, or one player might take 5 dimes and the other 5 pennies.
- 5. Players put their dimes in the dime column and their pennies in the penny column, and write the value of the coins they picked up after each turn.
- 6. As the rolls add up, so will the coins. Whenever a player gets ten pennies, she must automatically trade them for one dime, and place the dime in the correct column.
- 7. After six turns, everyone stops and counts up the money. Who got closest to \$1.00? That's the winner!

Up and Down

Play Up and Down to sharpen your child's skill in counting by any number – ones, twos, fives, tens, hundreds. For example: Set a timer for 10 seconds. Ask your child to count by 2s as high as possible. Say "Go", and let the counting begin. At the end of the 10 seconds, without imposing a time limit, ask your child to start at the number that was reached and count down to zero by ones or by 2s.

Summer Fun Bar Graph

What You Need:

- Notebook
- Pen or pencil
- Crayons

What You Do:

- 1. In preparation for this activity, keep a small notebook at your child's bedside. Before bed each night, ask her to list what she's done that day, from swimming in the pool to singing along with the radio anything and everything that she feels worthy of remembering. Do this for one week.
- 2. When the week is over, help her total up the various activities.
- 3. Have her draw the axes for a simple bar graph. Along the bottom axis, help her list the activities. Now number the side axis. Make sure the numbering goes high enough to count whatever activity she did the most.
- 4. How many times did she do the first activity? Have her draw a bar for that on the graph that reaches to the appropriate number. Repeat, using a different color, for each activity.
- 5. Now that she has made the graph, help her understand what it shows by asking her which activity she did the most, the least and if any were done with the same frequency. Which activity does she wish had the tallest bar?

Do-Anytime Activities for Grade 2



These activities are easy and fun to do with your child at home, and they will reinforce the skills and concepts your child is learning in school.

Unit 1	 Ask your child to count by certain intervals. For example, "Start at zero and count by 4s." Use the family calendar to discuss the number of months in a year, weeks in a month, and days in a week. Count how many days, weeks, or months it is until a special event, such as a birthday, holiday, party, or picnic.
Unit 2	 Practice turn-around facts with your child such as 6 + 4 = ? Then try 4 + 6 = ? Take turns creating turn-around facts and quizzing each other. Roll two dice and practice addition and subtraction by adding or subtracting the two numbers. Alternate turns with your child and have him or her check your answers.
Unit 3	 Gather a handful of coins with a value less than \$2. Have your child calculate the total value. Ask the time throughout the day. Encourage alternate ways of naming time, such as half past two for 2:30.
Unit 4	 Make up number stories involving estimation. For example, pretend that your child has \$2.00 and wants to buy a pencil that is marked \$0.64, a tablet marked \$0.98, and an eraser marked \$0.29. Help your child estimate the total cost of the three items (without tax) to determine if there is enough money to buy all three. Practice addition and subtraction involving multiples of 10 by asking your child "What is 20 + 10? 40 + 50? 60 - 20?"
Unit 5	 Look for 2- and 3-dimensional shapes in your home or neighborhood. Name the shapes and discuss their characteristics. Use household items (toothpicks and marshmallows, straw and twist-ties) to construct and name shapes. Encourage your child to try combining shapes to make other shapes.
Unit 6	 Think of two 2-digit numbers and ask your child to estimate the sum. For example 23 + 46 = ? (Estimate is 20 + 50 = 70.) Think of a theme (such as animals, shopping, or sports). Take turns making up addition and subtraction number stories related to the theme. Share solution strategies.

Unit 7	• Try doubling, tripling, and quadrupling small numbers.
	◆ Pick three objects in the house that measure less than a foot. Measure them in inches and then in centimeters.
Unit 8	• Read a recipe, and discuss the fractions in it. For example, ask "How many $\frac{1}{4}$ cups of sugar would we need to get 1 cup of sugar?"
	♦ Have your child compare two fractions and tell which is greater. Ask questions to help your child visualize the fractions, such as "Which would give you more pizza: $\frac{1}{8}$ of a pizza or $\frac{1}{4}$?"
Unit 9	◆ Find containers that hold 1 pint, 1 cup, 1 quart, and 1 gallon. Hold up the pint and ask your child to guess how many cups are in a pint. Fill the pint with water and pour into the cup until it is filled. Check your guess. Now try cups to quart and then quarts to gallon.
j	◆ Gather a tape measure, yardstick, ruler, cup, gallon container, and scale. Discuss which is the best tool for different measurement situations. For example, ask "What would you use to measure the length of a room?" or "Which would you use to find out how much water the bathtub holds?"
Unit 10	◆ Take out a few dollars and lots of coins. Call out an amount of money, such as \$1.45. Ask your child to show you that amount (for example, 1 dollar bill, 1 quarter, and 2 dimes.) Then prompt your child to show several other ways to represent \$1.45. Play again with a new amount.
	Say a dollar amount to your child, such as "two dollars and thirty cents." Ask your child to key in that number on the calculator. Check for the correct placement of the decimal. Make up a few more and then switch roles. When your child calls out an amount, make sure he or she always says "and" for the decimal point.
Unit 11	◆ Practice multiplying numbers by 2, 5, and 10.
	◆ Use Fact Triangles to practice multiplication by covering the product. Practice division by covering one of the other numbers.
Unit 12	◆ Practice telling time to 5 minutes by helping your child set an analog clock or watch. Some times for your child to try might be 1:05, 3:15, 5:45, and 7:30.
	◆ Say a 3- or 4-digit number and have your child identify the actual value of the digit in each place. For example, in the number 3,587, the value of the 3 is 3,000; the value of the 5 is 500; and so on.
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