

Second Grade Remote Learning Choice Board 2

Student Name: _____ Parent Signature _____

Please select two activities from below for each letter in LEARN. Then your child should mark the box that was selected when the activity is completed. Return the sheet when your child returns to school. Please have an adult sign the bottom.

L	E	A	R	N
Read in an unusual space for 20 minutes.	Use a dice to roll double digit addition problems. Solve at least 10.	Draw a self portrait and write 5 sentences about what makes you a good citizen.	Use a deck of cards to play addition war with someone.	Write about what you did today using transition words (first, then, finally)
Write 3 sentences using some of the high-frequency words provided.	Make a chart to track the temperature at 8:00, 11:00, 1:00, and 3:00.	Practice your addition or subtraction facts using flash cards. If you don't have any, make some!	Use your feet or hands to measure the length of your bedroom, family room, bed, couch, kitchen, and bathroom.	Write about a topic you know a lot about. Remember to include an introduction, 3 facts, and a conclusion.
Choose a story and find words that have the following spelling patterns: oa, igh, ie, oe, ee, ea, oi, ay, ai, oy	Ask an adult if you can count, sort and/or identify the coins in their pocket, purse or around the house.	FREE SPACE	Build a snowman taller than you, and write about how you made the snowman.	Make a list of 5 chores you can do at home and choose one to do.
Write a letter to someone and tell them why they are important to you.	Count to 200 or 500 by 5s or 10s. Write as you count.	Write 8 words to describe one of your friends.	Create a daily schedule by the hour.	Play a Math with Playing Cards game. See ideas below.
Read (or be read to) a fiction story. Tell what happened first, next, then, last.	Draw a picture of the weather today and make a list of activities that you can do.	Find 5 items and arrange them smallest to biggest.	Put a cup of water outside and see how long it takes to freeze into ice.	Work with someone else to make a healthy snack.

GAME GUIDE

QUICK DIRECTIONS FOR EACH ACTIVITY

<p>RACE TO 50 or 100</p> <p>How to Play: Grab a deck of cards, a piece of paper, and a pencil. Place cards face down in a stack. On your turn, flip the top card. Write your number down. On your next turn, add to your previous number. Keep flipping and adding on to your previous sum. The first player to reach a sum of 50 or 100 (or go above 50 or 100) is the winner! Each face card is worth 10.</p>	<p>FLIP FOUR ADDITION or SUBTRACTION</p> <p>How to Play: Flip 4 cards (remove all 10s and face cards). Take the numbers from the four cards and make 2 two-digit numbers. Add or subtract the numbers that you created.</p> <p>*Note: If your student is not ready to add or subtract two-digit numbers, you can have them use 3 cards to make a two-digit number plus or minus a one-digit number.</p>
<p>PLACE VALUE WAR</p> <p>How to Play: On a blank sheet of paper, draw a line for each place value (hundreds, tens, and ones). Place cards (take out 10s and face cards) in a stack. On your turn, flip the top card. Decide which place value you want to put your card in. You may not move or switch this card once it's been placed! On your next turn, flip another number. Decide which place value you want to put your card. The player who builds the largest two-digit or three-digit number gets a point. The first player to get five points is the winner!</p>	<p>MAKE TEN or TWENTY GO FISH</p> <p>How to Play: Deal each player 5 cards. Place the rest of the cards face down in the middle of the group. On your turn, ask another player for the card you need to make a sum of 10 or 20. For example, if you have a 3, you would ask another player for a 7 to make a match. The player with the most matches at the end of the game is the winner.</p> <p>*Note: If you play Make 20 Go Fish, players may use 3 or 4 cards to make 20.</p>
<p>HIT THE TARGET</p> <p>How to Play: Place cards face down in a stack. Flip the top card. This is the target number. Next, each player will flip four cards in front of him or her. Create an addition or subtraction problem to hit the target number (or get as close to the target number as possible). The player who gets the closest to or hits the target gets a point. Repeat and play again. The first player to get five points is the winner!</p>	<p>I SPY SUMS or DIFFERENCES</p> <p>How to Play: Lay out 5 cards in a line. Using the cards in the line, create an addition or subtraction problem. Do not tell your partner the problem you've created! Give your partner a clue: I spy two numbers that make a sum of 12. Your partner will try to figure out which numbers you used to make your sum. Once he or she figures it out, switch roles and play again!</p>
<p>FLIP & SOLVE</p> <p>How to Play: Flip two cards. Create and solve an addition or subtraction sentence. Face cards are worth 10. Aces are worth 1.</p>	<p>NUMBER ORDER</p> <p>How to Play: Flip ten cards. Use the cards to make 5 two-digit numbers. Then, put the numbers in order from least to greatest.</p>

Dolch Sight Words

Second Grade (46 words)

always
around
because
been
before
best
both
buy
call
cold
does
don't
fast
first
five
found
gave
goes
green
its
made
many
off

or
pull
read
right
sing
sit
sleep
tell
their
these
those
upon
us
use
very
wash
which
why
wish
work
would
write
your