

John Trumbull Primary School Home Learning Resources


Second Grade

Daily MUST do:

- Read for 30 minutes each day (complete log on back)
- AND play a math game with your family or work on a lesson in [IReady](#) for 20 minutes

Daily FREE CHOICE: Choose a square from the columns below.

See how many times you can get a BINGO!

B	I	N	G	O
Practice your math facts and get the green light on Reflex	Read the names of these numbers to someone in your family: 135, 202, 457, 101, 312	Write a story or a poem	Share with someone: What part did you like best in this story? Why do you like that part?	Build a reading fort!
Share with someone: What connection did you make while reading this story?	Count as high as you can go! What number did you stop on?	Share with someone: What happened in this story?	Start with any number and add ten for at least ten times. Predict what number you will land on.	Write a rap with words that rhyme.
Play a math game on Greg Tang Math!	Write an informational book!		How many words can you make with these word parts?	Write a subtraction word problem with an answer of 36.
Make up a math game of your own.	Write down as many addition and subtraction facts you can think of in one minute and see how long it takes to solve them.	Build a book bin and find a quiet place to read in your house.	Choose a number greater than 90, skip count backwards by 9 and write down the numbers. Do you see a pattern?	Practice reading to make your reading more fluent
Take time and talk about characters	There are 24 legs in the barn. Some are cows and some are chickens. How many could be cows and how many could be chickens?	Play school with action figures, stuffed animals and dolls.	Complete a math lesson on IReady	Create a list of verbs (action words). Play charades with your family.
Write a fantasy or fairytale	Look around your house and make a chart of all the 2-D and 3-D shapes you see.	Practice telling time on the analogue clock . Can you show every hour and half hour?	I have some coins in my pocket greater than \$1.00. What coins could I have?	Play math games on HoodaMath

John Trumbull Primary School Reading Log and Math Games

Monday	Tuesday	Wednesday	Thursday	Friday
<input type="checkbox"/> Independent reading (20mins) AND <input type="checkbox"/> Read to someone (10mins) OR <input type="checkbox"/> Listen to someone read (10 mins)	<input type="checkbox"/> Independent reading (20mins) AND <input type="checkbox"/> Read to someone (10mins) OR <input type="checkbox"/> Listen to someone read (10 mins)	<input type="checkbox"/> Independent reading (20mins) AND <input type="checkbox"/> Read to someone (10mins) OR <input type="checkbox"/> Listen to someone read (10 mins)	<input type="checkbox"/> Independent reading (20mins) AND <input type="checkbox"/> Read to someone (10mins) OR <input type="checkbox"/> Listen to someone read (10 mins)	<input type="checkbox"/> Independent reading (20mins) AND <input type="checkbox"/> Read to someone (10mins) OR <input type="checkbox"/> Listen to someone read (10 mins)
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Reading Log and Math Games

Place Value Number Battle (Grades 1 - 6)

Players: Groups of two

Materials: Deck of cards with the face cards and 10s removed, Ace worth one

Skill: Number recognition, place value, order, and sequencing

How to Play: Players split a deck of cards and simultaneously flip over their top three cards to create a 2 or 3-digit number. Players may move the cards and place in any position of the number they wish.

Player 1: number is 431 Player 2: number is 874

The highest number wins all six cards.

* Note that you can increase the number of cards to flip if you are working on larger numbers.

The Game of Pig (Grades 2-8)

Players: Two or more players

Materials: 2 dice

Math concepts: Practice with mental addition and experience with thinking strategically.

The object: to be the first to score 100 points or more.

How to play: Players take turns rolling two dice and following these rules:

1. On a turn, a player may roll the dice as many times as he or she wants, mentally keeping a running total of the sums that come up. When the player stops rolling, he or she records the total and adds it to the scores from previous rounds.
2. But, if a 1 comes up on one of the dice before the player decides to stop rolling, the player scores 0 for that round and it's the next player's turn.
3. Even worse, if a 1 comes up on both dice, not only does the turn end, but the player's entire accumulated total returns to 0. After you've had the chance to play the game a few times, have a discussion about the strategies you used. Then, test the different strategies to try and determine the best way to play.

Race to \$1.00

Each player needs 10 pennies, 9 dimes, \$1.00 and a die. Take turns rolling the die to collect that many pennies. When you've collected ten pennies, trade them in for a dime. Continue until someone reaches a dollar. Variation: Race to Zero: Play the same way as above but start with a \$1.00, and roll to subtract. The first person to reach zero wins.