## Grade 2 Home Learning Activities -Week 4

| Grade 2 Curriculum Areas | M | T | W | Th | F |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Reading ideas for the week: <br> 1. LISTEN TO READING- Check out Robert Munsch reading some of his books: https://robertmunsch.com <br> 2. Raz Kids - https://www.raz-kids.com <br> 3. Epic Books -https://www.getepic.com/educators <br> 4. Sight Words- https://www.education.com/games/sight-words/ <br> 5. Word Family of the week - "OW/OW" as many words as you can that end in "OW". Sort them by the soundOw as in now,how, plow,wow. Check out this video: https://www.youtube.com/watch?v=HWIXnIX9yY0 or OW (long sound): Ow in snow (blow, slow, show). Check out this video for long ow sounds: https://www.youtube.com/watch?v=PHJmFE5E2T0 <br> 6. Spelling words for the week - soon, under, want well, white. Practice these words by rainbow writing them, chalk writing them on the driveway or play read, roll and spell. Attached sheet © |  |  |  |  |  |
| Writing Ideas for the week: <br> 1. Let's do something different this week-Roll a Story- See the attached idea sheet. Try it a couple of times this week. Try to write 5-7 sentences. Use a beginning sentence, 3 details, and a wrap up sentence. Make sure you spell word wall words correctly and use invented spelling for trickier words. Draw and colour a picture as well. Remember that sometimes is takes a few days to complete a piece of writing, so don't feel that you have to do it all at once. <br> Ask your adult to send a picture of your finished product to your teacher, we love receiving our "kid's" writing. It makes us smile! <br> 2. Writing a how to (procedure)- For example: How to grow a plant? 1. Make a list of what things you will need to plant a seed. 2, Write out the steps on how to grow a plant (you can number the steps or use first, next, then) to keep your steps in order. 3. If you have a seed at home, plant it and watch it grow. (There are many ideas for writing procedures or how to: how to make a sandwich, how to make your bed, how to eat an apple- the ideas are limitless) See Template below. Have fun https://www.youtube.com/watch?v=EsODAlsY4NM |  |  |  |  |  |

## Math ideas for the week:

1. Skip Counting Sequences (N1) https://ca.ixl.com/math/grade-2/skip-counting-sequences
2. Ways to make a number (N9) https://ca.ixl.com/math/grade-2/addition-and-subtraction-ways-to-make-a-number-up-to-20
3. Reading a Calendar (SS1) - https://ca.ixl.com/math/grade-2/read-a-calendar
4. Play a card game- Check out some great ideas on the grade 2 Weebly

## https://grade2ses.weebly.com/numeracy.html

## NON INTERNET ACTIVITIES

1. Estimating - using items around your house estimate how many you have. Grab a handful of lego, beads, rice, pompoms (anything you can find) and estimate how many you have picked up. *Remember to find a referent (count by 2,5 , or 10 )*
a. Look at a book shelf and estimate how many books are on it.
b. Find something with a pattern on it (ex: a shirt with polka dots) and estimate how many there are.
2. Using a paper calendar ask you child some questions about the days. They should answer with the number. Examples are:
a.) What day is the first Thursday in April?
b.) How many Fridays are there in February?
c.) What day is the second Monday in July?
d.) You could also have them practice saying the days date or special occasions "My birthday is the $\qquad$ of
$\qquad$ "
3. Play Race to ZERO! (Need paper, pens, 2 dice)
a.) Start at 100
b.) Roll the two dice
c.) Subtract the number you rolled (ex: 100-4=96)
d.) The next round you start with 96 ... roll again and subtract from that number.
e.) Take turns and the first person to make it to ZERO wins!

Free play: Have fun doing your favourite thing. Try doing something that doesn't involve a screen.
Challenge: Build a tower out of whatever materials you can find in and around your home (ex: pillows, stuffies, blocks,
legos, etc). See if you can build small, medium and large ones!
Art: Adventure Drawing! Your job is to draw a scene with you on an adventure.

1. Imagine that you are going on an adventure
2. As you're deciding what to draw, ask yourself the following questions:

- "Where are you going on your adventure?" (a distant land, somewhere you've been before? a new place?
"How will you get there?" (by car, plane, train, on foot, via a new mode of transportation?)
- "Who will you see when you arrive?" (a friend? a family member? a creature? an alien?)
- "What will you on your adventure?"

3. Now draw your answers to the questions above.

Send me a picture of your finished product!

## Physical Education/Mindfulness: Daily Physical Activity

## Freeze Dance

1. To brush up on listening skills, try freeze dance. The rules are simple: dance when the music plays and when the designated DJ stops the music, everyone freezes.

## Book-Worm Workout

2. Story time doesn't have to be just a bedtime ritual. Pick a book that has a word that's often repeated. For example, choose the word "hat" if you're reading The Cat in the Hat. Every time the word comes up in the story, do a jumping jack.

## Noth a story ond

Roll a single de three times to mix and match story elements.

| Roll \# | Character | Setting | Problem |
| :---: | :---: | :---: | :---: |
|  | A beautiful princess | In a faraway galaxy | Gets eaten by... |
|  | An angry alien | In an old castle | Turns into a tree |
|  | A cowboy | In a magic forest | Finds a magic wand |
|  | A scary dinoszur | On a big ship | Falls into a lake |
|  | A zombie | In a haunted house | Meets a big monster |
|  | An evil witch | On the moon | Finds a strange box |

Name

## Roll A Sight Word



