Grade 2 Home Learning Activities –Week 5

Grade 2 Curriculum Areas	M	T	W	Th	F
Reading ideas for the week: **1.** Continue with Raz Kids/Epic or your materials at home. Focus on comprehension questions, ask your children questions such as: • Who was the main character? • What was the book trying to teach you? • Where did the book take place? • Was this book fiction or non-fiction? How do you know? **2.** Word work – word family "oi" such as boil, coil, foil, hoist, voice, joints, etc. See if you can come up with even more and spell them out loud in your grumpiest teacher voice. Now try spelling the out loud in a mouse voice, now try a giant's voice! **3.** Spelling words : yes, again, any, ask, every • Try printing them with your opposite hand that you usually use. This will engage a part of your brain that will help you remember how to spell them! • Try writing them in 2 different colours. Use one colour for the vowels and another colour for the consonants.					
Writing Ideas for the week: Try this fun science challenge from Dyson. https://www.fastcompany.com/90486163/dysons-44-experiments-will-teach-your-kids-engineering-and-theyre-free After you do the experiment, do a "retell". Write about what you did first, next, after that, finally. Tell what your penny looked like before and after. Add illustrations and as many details as you can! Even use a device to take a picture before and after. Try even making a video during!					

Math ideas for the week:

1. **Number Sense (N1)** https://ca.ixl.com/math/grade-2/number-lines-up-to-100 and https://ca.ixl.com/math/grade-2/hundreds-chart
2. **Subtraction Practice Multiples of 10 (N9)**: https://ca.ixl.com/math/grade-2/subtract-multiples-of-10
3. **Graphing practice tally charts and bar graphs (SP1) -** https://ca.ixl.com/math/grade-2/which-tally-chart-is-correct and https://ca.ixl.com/math/grade-2/interpret-bar-graphs
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. **Subtraction Practice (N9): Solve the following 2 digit subtraction questions.(ie count back groups of ten). Can you make your own and solve? (Challenge your adult to solve them and you check their answers!!!)**

30-10=_____ 20-10=_____ 35-10=_____ 33-20=_____

45-30=_____ 52-40=_____ 20-20=_____ 21-10=_____ **2. <u>Graphing Challenge(SP1):</u> *Have fun outside using the attached graph.*** **3. <u>Number sense (N1) Card Game</u>: Go Fish with A Twist: (Forget how to play go fish- check out directions below then add the twist)** Change up the game of "Go Fish" by asking your child to use equations or number relationships when asking for a number card. For example, instead of asking: "Do you have a ten?" your child may ask: "Do you have the answer to five plus five more?" Instead of asking: "Do you have the number 4?" Your child may ask: "Do you have three less than seven?" This way both all players are using mental math to quickly do equations and learning how numbers relate to one another.					
Art: 1. Paint some rocks to go in a garden (could be your garden or someone else's) 2. Grab some chalk and give us your best chalk drawing on your driveway 3. Paint/draw/colour a picture... OF YOU! Make sure you add all the details you need to like your eye color, hair color, glasses, favorite colour shoes! Extra Activity - If you are up for a challenge! Here is a paper folding lesson on how to make a bouquet of Lilies! https://www.youtube.com/watch?v=oQL-kdIuq7A					
Physical Education/Mindfulness: Daily Physical Activity Go for a walk or play outside for at least 30 minutes... while you are outside see if you can do one or all of these things: Find a cool shaped rock, do 15 jumping jacks, walk backwards for 20 steps, run for 30 seconds, take a picture with a flower or tree, pause and take 5 deep breaths and enjoy the beautiful spring air.					

Ru**les for Go Fish!**

Go Fish is a card game where 5 cards are dealt to each player (a group of 2, 3 or 4 people). The remaining cards are messed up, face down between the players. Players hold their cards so they are able to see them, but no one else can. Before starting the game, all of the players put any pairs they happen to have in their hand down and earn a point for each pair. Starting with the youngest player and moving clockwise, the player asks one of their opponents "Do you have a ____" The card requested should be one the player has in their hand.
If the opponent has the card, they must give it to the player who earns a point for making a match. If the opponent does not have the card they say "Go Fish!"
The player must then pick a single card from the messed up, face down pile of cards. If they make a pair, they place it down and earn a point.

If a player runs out of cards, they pick five from the messed up pile.
The game is won one of three ways (depending on how you wish to play):

- by the person with the most points when all the cards are gone, or
- by the person who gets 10 points first, or
- by the person with the most points at the end of a set time limit

Go Fish with a twist: instead of asking do you have a ten you ask: Do you have 5 + 5 or 10-0 or 7 + 3 etc.

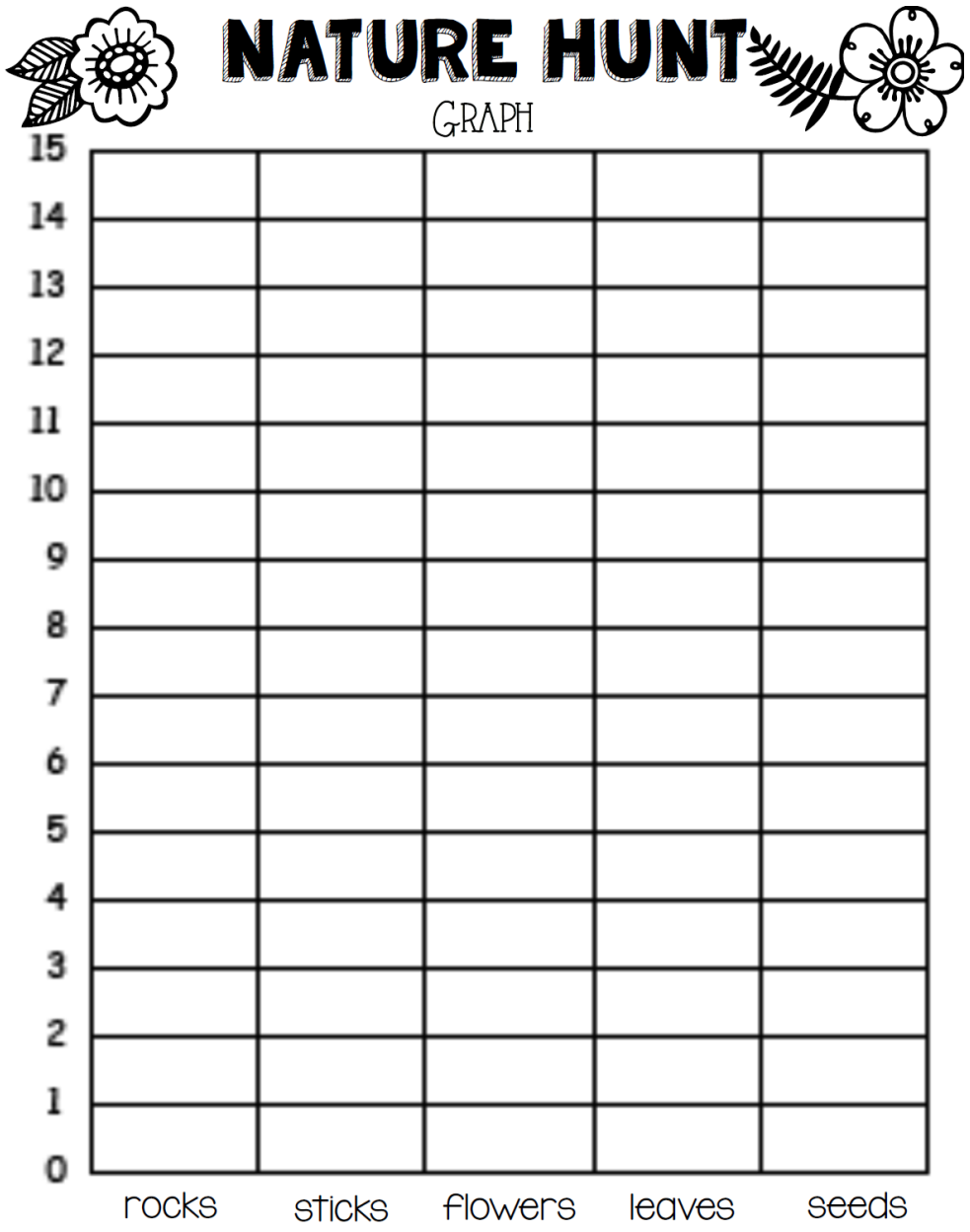
Graphing Activity:

Step 1. Go on a walk outside. Tally how many of the following you see on your walk. Wrtie the total.
Step 2. Fill in the bar graph. Color one box for each item you totaled (ie: 10 rocks-color in 10 boxes on the graph)
Step 3. Answer the questions!
Step 4. Give yourself a pat on the back! Great Job!!!!

Step 1

rocks	sticks	flowers	leaves	seeds
Total:	Total:	Total:	Total:	Total:

Step 2 **Graph your results**



Step 3 Answer the questions

Which had the greatest? _____

Which had the least? _____

How many items did you find in all? _____

Were any equal? _____

How many more sticks than seeds? _____

How many fewer seeds than leaves? _____

How many rocks and sticks? _____