

COUNTRYSIDE e-LEARNING: SECOND GRADE

Read and Reflect

Read a book for 25 minutes.
Write two I wonder Sentences. Write an inference about a character. Directions for making an inference are on the following page.



Creative Story

Write a story about what a snowperson does on a Snow Day. Or make up your own story.



Make a List

Write a list of 20 words that deal with today. Example: shovel, slippery, etc.



Measure It

Fill a small container with snow. Predict how much water will be in the container when it melts. Find out.



Snow Day Comparison

Call a friend or family member and compare your snow day with his/hers. Write two ways how they are the same and two ways how they are different.



Record It

Use a thermometer to record different temperatures. Measure next to a window, in a hallway, in your kitchen. Are the temperatures the same or different?



Math Games

Using a deck of cards play Addition top-it, Subtraction top-it and Name that number with a family member. Find the directions for the game on the following page.



Observe Snow

Draw or take some pictures of snowflakes you see.



5 Senses Writing

Complete these sentences with some details.
Today I saw:
Today I felt:
Today I heard:
Today I smelled:
Today I tasted:



Name: _____ Parent Signature: _____

Directions for the math games:

Addition Top-it: Put a deck of cards stacked in the middle. Each player draws 2 cards and adds them. The player with the highest total gets all of the cards. Continue to play until the cards are gone. The player with the most cards wins. Jacks= 11, Queens= 12, and Kings = 13. To make it more challenging draw 3 or 4 cards to add up.

Subtraction Top-it: Put a deck of cards in the middle. Each player draws 2 cards and subtracts them. The player with the lowest total gets all of the cards. Continue to play until the cards are gone. The player with the most cards wins. To make it more challenging draw 4 cards to make two 2-digit numbers. If you draw 4, 6, 7, and 8 you could do 78-46.

Name that number: Deal out five cards per player. Put the rest of the cards stacked in the middle. Flip one card from the middle stack. Let's say it is a 9. Using the cards in your hand add or subtract the cards to make that number (9). So if you have a 10 and 1 you can subtract to equal 9. If you have more than 2 cards which make the number that works too. Keep the cards you make the number with in a discard pile beside you. After everyone has had a turn, draw more cards so you have five cards in your hand again. Flip another card from the middle and go again. Play until the cards in the middle are gone. Player who collects the most cards wins.

Directions for Making an Inference:

Character Inference- use clues from the text to write one trait about a character and provide proof.

List of example character traits: fun, rude, mean, kind, brave, athletic, shy, adventurous.

A character inference sentence will look like this:

I think _____ is shy because_____.