

# Highlands Elementary School



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## 2 GRADE ACTIVITIES

### Adventures

<u>SUBJECT</u>	<u>LEARNING ACTIVITIES</u>
<b>LITERACY</b>	<p><b>Day 1: Read Aloud</b> Watch this read aloud of <i>Where the Wild Things Are</i> <a href="#">Link to Where the Wild Things Are</a></p> <p>While watching, think about the adventure that Max goes on.</p> <p>Think about some things Max did on his adventure.</p> <p>You can re-read the story to remember even more details about his adventure!</p> <p>Write, draw, or tell someone about what Max did on his adventure.</p> <hr/> <p><b>Day 2: Independent Reading (Reading on your own for 20-30 minutes)</b></p> <p>Find a book where a character goes on an adventure from your home or Myon.</p> <p>You can explore Myon: <a href="#">Myon</a> or <a href="#">Renton Website</a> and sign into clever</p>

### Day 3: Word Work

At the beginning of *Where the Wild Things Are*, Max's mom calls him "**wild** thing".

The word **wild** is a word Max's mom uses to describe Max. Describing words are called adjectives.

How many words can you think of to describe the Wild Things in *Where the Wild Things Are* ?

After you're done, here are some words you may have used! [Click here](#)

### Day 4: Writing

Max went on a big adventure to where the wild things are. Pick one of the following adventure prompts to write about:

Write about a time you have been on an adventure. Use the questions below to add more detail to your writing:

- Where did you go?
- What did you do?
- How did you get there?
- Who did you go with?
- Why did you go on this adventure?

Write about an adventure you WANT to go on someday. Use the questions below to add more detail to your writing:

- Where would you go?
- What would you do?
- How would you get there?
- Who would you go with?
- Why do you want to go on this adventure?

### Day 5: myOn or RAZ Kids (Reading on your own for 20-30 minutes)

Find another book where a character goes on an adventure. Explore MyOn options. Remember to take a

	<p>sneak peek of the cover and title to think about the main idea. As you read or listen, think about the different things the character does on their adventure.</p> <p><a href="#">Myon</a> or <a href="#">Clever</a></p>
<b>MATH</b>	<p><b>Day 1: Game/Close to 100</b></p> <p><b>Goal:</b> Fluently add and subtract within 100</p> <p><b><i>Close to 100 can be played with playing cards or online.</i></b> If using playing cards, remove the face cards. The recording sheet is included below.</p> <ol style="list-style-type: none"><li>1. Deal out six Digit Cards to each player.</li><li>2. Use any four cards to make two numbers; for example, 6 and 5 could make either 56 or 65. Try to make 2-digit numbers that when added give you a total that is close to 100.</li><li>3. Write these two numbers and their total on the Close to 100 Recording Sheet; for example, <math>42 + 56 = 98</math>.</li><li>4. Find the score. The score is the difference between the total and 100. For example, if the total is 98, the score is 2. If the total is 105, the score is 5.</li><li>5. Put the cards you used in a discard pile. Keep the two cards you did not use for the next round.</li><li>6. For the next round, deal four new cards to each player. Make more numbers that come close to 100. When you run out of cards, shuffle the discard pile and use those cards again.</li><li>7. Five rounds make one game. Total your scores for the five rounds. The player with the LOWEST score wins.</li></ol> <p>Please click here: <a href="#">How to play Close to 100</a></p> <p>You can use any paper you like and draw your own recording sheet just like the one listed below.</p>

# ***Close to 100*** Recording Sheet

<b>Game 1</b>	Score
Round 1: _____ + _____ = _____	_____
Round 2: _____ + _____ = _____	_____
Round 3: _____ + _____ = _____	_____
Round 4: _____ + _____ = _____	_____
Round 5: _____ + _____ = _____	_____
TOTAL SCORE	_____

<b>Game 1</b>	Score
Round 1: _____ + _____ = _____	_____
Round 2: _____ + _____ = _____	_____
Round 3: _____ + _____ = _____	_____
Round 4: _____ + _____ = _____	_____

**Day 2: Play with a partner. Work together.**

**Objective: Fluently add and subtract within 100.**

1. Drag 12 chips to the chart so that each chip is on a different number.
2. Players drag their game pieces anywhere on the chart to start.
3. Tap the deck to deal a Change Card. Deal 5 Change Cards to each player.
4. Use the Change Cards to move the game piece to land on a square with a chip. You can use any number of Change Cards, from one to all five.
5. If you land exactly on a square with a chip, capture it by dragging it off the board to your Collection Box. You can capture only one chip during a turn.
6. Each player should record each move using an equation on the recording sheet. For example, if you begin on 45 and use the cards + 2, + 10, and + 3, you record  $45 + 2 + 10 + 3 = 60$ . Tap on a cell in the table to type your equation.
7. Drag the Change Cards you used to the Discard Pile. Tap the deck to deal cards to replace the cards you used during your turn.
8. Work together to try to capture 5 chips from the board.
9. Tap the "Start Over" button to clear the workspace.

[Capture 5 Game](#)

**Day 3: Dreambox**

**Please log in to your Clever Account and work on Dreambox for at least 20-30 minutes.**

**Please click here to get started right away. [Dreambox](#)**

**Day 4: 3 Act Task: Sliced UP DAY 2**

**Goal:** Fluently add and subtract within 20

Use the information from today's video to solve your grade level question.

**Think:**

What information do you need to solve the grade level question?

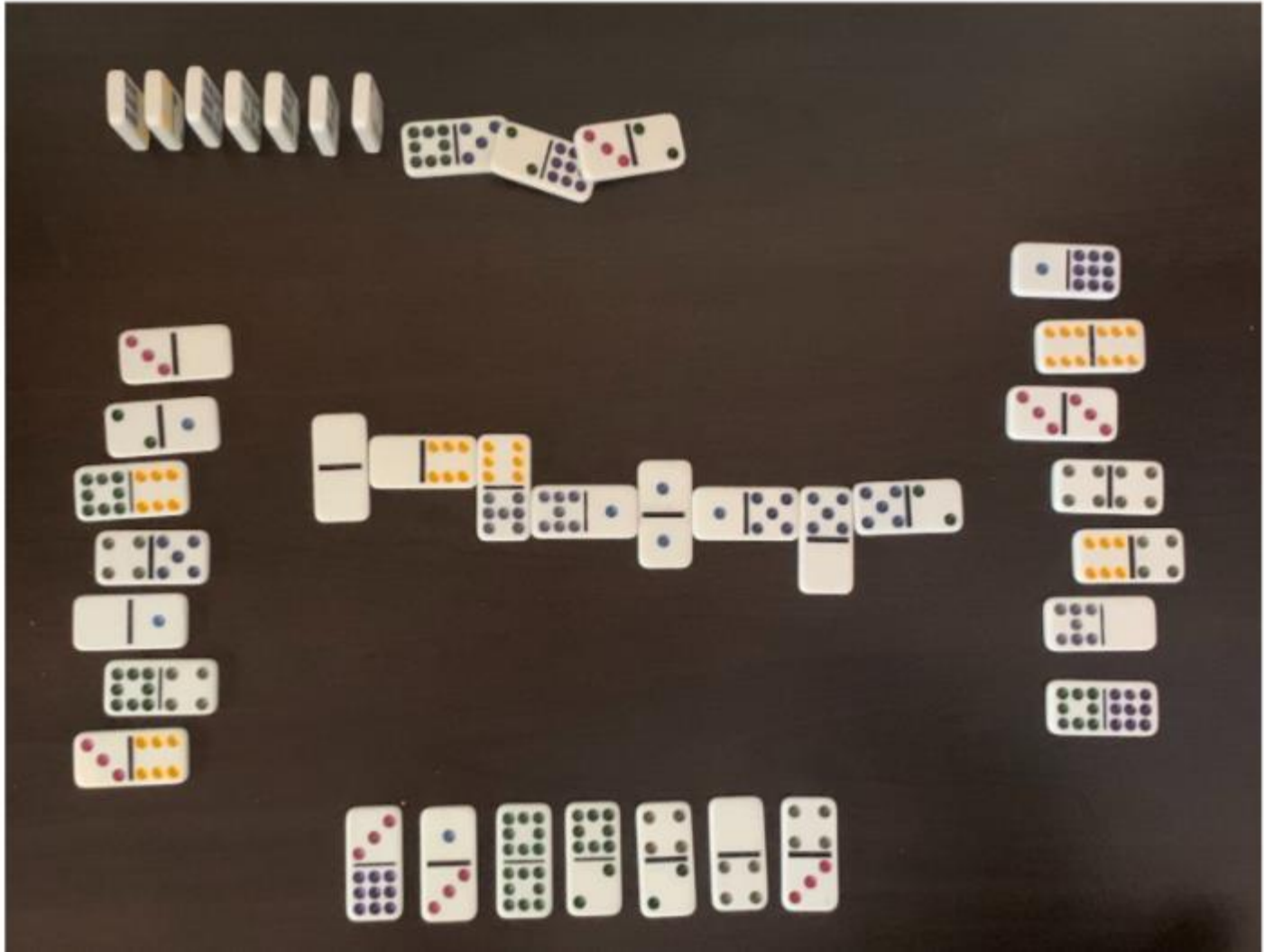
How do you plan to show your thinking?

[3 Act Task Video](#)

On a piece of paper, explain the strategy that you used to answer your grade level question.

### **Day 5: How Many?**

- What do you see that you can count? How many are there?
- How can you show how you counted?
- Does the arrangement of the objects give you ideas?
- What groups do you notice?
- What equations could you write to describe how many?





<b>SCIENCE/SOCIAL STUDIES</b>	Day 1:
	Day 2:
	Day 3:
	Day 4:
	Day 5: