

Grade: 2nd		
Remaining Open to Continuous Learning Create your own compliment sandwich. Say something you are doing well, something you could work on, and then something else you are doing well. Have each member in the family share.	Thinking and Communicating with Clarity and Precision Create a dialogue journal. Write a message or question for someone in your family and then have someone in your family respond to it.	Responding With Wonderment and Awe Go on a virtual field trip to the San Diego zoo. Explore the different animals. Write about what you learned! https://kids.sandiegozoo.org/
Managing Impulsivity Make your own board game. See directions on page 2.	Thinking and Communication with Clarity and Precision Write down the steps of how to make a taco. Have a family member follow your exact steps. Make sure that you are clear when you are writing your steps!	Creating, Innovating, Imagining Create a boat out of materials at home then see how many pennies it can hold before it sinks. Try to make your boat hold as many pennies as possible. Test and redesign your boat to try to hold more pennies the second time. Remember to send pictures to your teacher!
Listening and Understanding with Empathy Let's celebrate all of the nurses around us this week! What can you do to celebrate a nurse? (signs, cards, videos, etc.) Be sure to take pictures for your teacher to post on Twitter and use your yard to display your appreciation for nurses.	Thinking about thinking Make a note for your teacher to give to them when you come to pick up your supplies. Write about your favorite things you did this year. It could be about a STEAM project, a science lab, a math game, or a book that we read.	Questioning and Problem Posing Create a word problem with someone in your family. Go outside, draw it, and then solve the word problem.
Finding Humor: Go outside and lay on your back and look at the clouds. Draw a picture of what you saw while looking at the clouds. Make sure to not look directly into the sun!	Persisting Make a prediction of the weather for each day this week. Look at a forecast and see the predictions. Chart the weather each day this week and make a weather announcement to your families and classmates.	Strive for Accuracy and Completion Spend 20 minutes on one of the following. Make sure you are completing lessons. Reading sites/ Math sites.

3 Creek Expectations for the Day

1. Watch announcements on Twitter (@overallcreek)
2. Read & Math 20 minutes everyday
3. Do 1-2 tiles from above, each day



Additional Directions:

Mrs. Thomas: Lexia, I-Ready, Freckle, Happy Numbers
Mrs. Berry: Lexia, I-Ready, Prodigy, and Epic.
Mrs. Pace: Prodigy, Lexia, I-Ready, Epic and Freckle.
Mrs. Spann: Lexia, I-Ready, Prodigy, Freckle, and Epic.
Ms. Beverley: Lexia, I-Ready, Freckle, Epic, Prodigy
Mrs. Harris: Lexia, Epic, iReady, Prodigy
Mrs. Tidwell: Prodigy, I-Ready, Happy Number, Freckle, Lexia, and Epic
Ms. Honaker: Prodigy, I-Ready, Lexia, and Freckle

- Teachers may use Dojo, Zoom, Flipgrid, or Google Classroom to present/showcase student work.

Design a Board Game Challenge - <https://www.tsin.org/-makermondaytn>

- During this period of social distancing and quarantine, board games are a great way to engage with your family or virtually with your friends! Your challenge is to design a board game that can be played either in-person with your family or virtually with a friend.

Step 1: Watch the *10 Steps to Design a Board Game* [video](#) from Jamey Stegmayr, a professional board game designer. What STEM skills and habits do you see in these steps?

Step 2: Design and write down your game's objectives and rules. Think through the following questions:

-How many players can play at one time?

-How do you move forward or advance in the game?

-Is it a collaborative or competitive game?

-If it's competitive, how does someone win the game? If it's collaborative, how does the team know they are finished?

Step 3: Gather materials needed for your design. Think through what materials could be used for the board and the pieces. Use the [Engineering Design Process Guide](#) to help you map out your design.

Step 4: Setup your board and have a family member test your prototype.

What did they like about your game? What did they think could be improved upon? Redesign your board game using their feedback and challenge family members (in-person) or friends (virtually) to a game night!