

Future Grade 2 July Activities

<p>Go on a 3D shapes scavenger hunt around your house and outside in nature!</p>	<p>Play Tens Go Fish (directions attached)</p>	<p>How many lessons can you complete on Dreambox today?</p>	<p>Count all the windows in your house. Now add 10 more. Can you add 20 more?</p>	<p>Help make dinner or bake something yummy. Look how much is in 1 cup. How is that different than half of a cup?</p>
<p>Using sidewalk chalk, start at 0 and count by tens all the way to 100</p>	<p>How many lessons can you complete on Dreambox today?</p>	<p>Play a board game with your family</p>	<p>Do you have a coin collection at home? Sort them into quarters, dimes, nickels, and pennies. How many do you have of each?</p>	<p>How many lessons can you complete on Dreambox today?</p>

Future Grade 2 August Activities

Play How Many Am I Hiding? (directions attached)	For one whole day, record what you are doing at every HALF hour! (30 minutes past the hour)	How many lessons can you complete on Dreambox today?	Place value scavenger hunt. (directions attached)	Play a board game with your family
Build something with Legos, blocks, or anything you have in your house	How many lessons can you complete on Dreambox today?	Toe to heel, measure how many feet around one room of your home. All four sides!	Play the Addition Card Game (directions attached)	How many lessons can you complete on Dreambox today?

How Many Am I Hiding?

2 players

Materials: 1-9 playing cards (Remove the face cards from a deck of cards, Ace becomes #1) or 2 dice, pencil, playing sheet

1. Roll the dice or select 2 cards, add them, and that will be your Total Number.
2. Use any small object (pasta, cubes, beans, etc) to represent the Total Number, the students take turns hiding a certain amount under a cup, and leaving some shown. Student guesses how many are under the cup.
 - a. Example: The Total Number is 9. (9 is written on the top of the form)
 - b. Player 1 shows 5 outside of the cup
 - c. Player 2 guesses how many are hidden.
 - d. Encourage counting on from 5, draw pictures, etc.
 - e. Players fill out first section of table.
 - f. Players switch roles and repeat hiding a different number (example: show 6 so 3 are hidden)
3. Play continues until all the spaces have been filled for the Total Number.
4. The goal is for the students to see all the different combinations that can make up a Total Number.

Tens Go Fish

You need deck of cards with face cards removed (Ace is #1)
sheet of paper

Play with a partner. Work together.

1. Each player is dealt 5 cards

Each player looks for pairs from his or her cards that make 10. Players put down the pairs of cards that make 10, and they draw new cards to replace them from the deck.

2. Players take turns asking each other for a card that will make 10 with a card in their own hands.

If a player gets the card, he or she puts the pair down and picks a new card from the deck.

If a player does not get the card, the player must "Go fish" and pick a new card from the deck.

If the new card from the deck makes 10 with a card in the player's hand/ he or she puts the pair of cards down and takes another card.

If a player runs out of cards, the player picks two new cards. A player's turn is over when no more pairs can be made that make 10.

The game is over when there are no more cards.

Addition Card Game

Use a deck of cards with the face cards removed (Ace becomes #1)

1. Both players flip over 2 cards and add them together (Use your addition strategies or cubes, fingers, etc)
2. The player with the larger sum keeps all the cards!
3. Player with the most cards at the end of the game wins. :-)

Place Value Scavenger Hunt

Using newspapers or magazines, cut out numbers that fit with the clue!

1. A number with 4 groups of ten.
2. A number with 8 groups of ten.
3. A number with 0 ones.
4. Make up your own!