ACADEMY OF THE SACRED HEART

Incoming Second Grade Summer Enrichment

Write a small moment story about a real, true moment of something that happened to you over the summer.	Write a How-To book. Remember to include a list of materials and detailed steps!	Write a nonfiction teaching book about your favorite summer activity.
Write a letter to a former teacher at Sacred Heart.	Write a nonfiction teaching book about your favorite animal.	Write a poem inspired by today's weather!
Write a story about two characters from different books meeting each other.	Write a book review about your favorite book you've read over the summer. What makes this book great?	Write a review of a place you visited this summer. It could be a restaurant, vacation site, or even a friend's house!
Write a fiction story. Use your imagination.	Write a list of 101 things that make you feel happy.	Write a letter to Mrs. Hammet or Dean Adams.

Letters can be sent to 4301 St. Charles Avenue, New Orleans, LA 70115

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Summer Reading Menu

We hope that you and your child can enjoy lots of books-both fiction and nonfiction-this summer! Engaging your child in productive talk about the books she reads is a very important part of the reading process. Please use these prompts as reading conversation starters. Happy Reading!

Fiction

Who is your book about? What is the character doing? I learned that my character _____	I thought the ending of the book was ___ because ____	If you could give your story a new title, what would it be? Why?
As I was reading, I felt ____ I think it was because _____	Describe the setting of your story. Draw a picture to go with your description.	What was the author's purpose in writing this book?
The story I am reading is similar to ___ because ___ The story I am reading is different from ___ because ___	Stop in the middle of one of your books. Make a prediction. What might happen next? What makes you think that?	After reading this book, I would recommend (not recommend) it because...

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Nonfiction

Make a list of any keywords you noticed in your reading.	What was the author's purpose for writing this book? Did he or she write it to persuade, inform, or entertain you?	How did your ideas about the topic change after reading this book?
What new fact(s) did you learn from reading this book?	Two questions I have about today's reading are_	What did the author do to make this book interesting?
Which part of the book was your favorite? Why?	What type of special text features do you see in your non-fiction book? (Ex. How to, Lists, Timeline, Life Cycle, Question/Answer, etc.)	Draw a picture of a diagram, photo, or illustration from your book. Be sure to give it labels.

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Summer Math Menu

Use this menu for ideas on how to engage in math activities over the summer. Don't forget that everyday life has lots of opportunities for practicing counting, addition, and subtraction! Have a wonderful summer!

Make a number line outside using sidewalk chalk. Give a friend directions like "hop up two" or "hop to the number that is 5 more."	Write your own number story. Find the answer and write a number model to go with it.	Practice your math facts. Roll two dice and add the numbers together. Write a number bond to match your fact!
Ask an adult to give you a number. Then list the 10 numbers that come next. This will help you practice counting on from any number.	Look around your house for 2D and 3D shapes. Make a list of what you find.	Measure objects around the house using your hand. Then measure them again using a ruler. Which is bigger, your hand or your rule? Predict how big your object will be before you measure it.
Borrow a watch from a friend. Have an adult give you a time. Set the watch to match that time.	With an adult, cut food (pizza, celery, carrots, sandwiches, or pies) into equal parts (halves, thirds, fourths, etc). Compare the different parts.	Use a regular deck of cards to play a math game! See the back of this page for ideas.

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RACE TO 50 or 100

How to Play: Grab a deck of cards, a piece of paper, and a pencil. Place cards face down in a stack. On your turn, flip the top card. Write your number down. On your next turn, add to your previous number. Keep flipping and adding on to your previous sum. The first player to reach a sum of 50 or 100 (or go above 50 or 100) is the winner! Each face card is worth 10.

FLIP FOUR ADDITION or SUBTRACTION

How to Play: Flip 4 cards (remove all 10s and face cards). Take the numbers from the four cards and make 2 two-digit numbers. Add or subtract the numbers that you created.

*Note: If your student is not ready to add or subtract two-digit numbers, you can have them use 3 cards to make a two-digit number plus or minus a one-digit number.

PLACE VALUE WAR

How to Play: On a blank sheet of paper, draw a line for each place value (hundreds, tens, and ones). Place cards (take out 10s and face cards) in a stack. On your turn, flip the top card. Decide which place value you want to put your card in. You may not move or switch this card once it's been placed! On your next turn, flip another number. Decide which place value you want to put your card. The player who builds the largest two-digit or three-digit number gets a point. The first player to get five points is the winner!

MAKE TEN or TWENTY GO FISH

How to Play: Deal each player 5 cards. Place the rest of the cards face down in the middle of the group. On your turn, ask another player for the card you need to make a sum of 10 or 20. For example, if you have a 3, you would ask another player for a 7 to make a match. The player with the most matches at the end of the game is the winner.

*Note: If you play Make 20 Go Fish, players may use 3 or 4 cards to make 20.

HIT THE TARGET

How to Play: Place cards face down in a stack. Flip the top card. This is the target number. Next, each player will flip four cards in front of him or her. Create an addition or subtraction problem to hit the target number (or get as close to the target number as possible). The player who gets the closest to or hits the target gets a point. Repeat and play again. The first player to get five points is the winner!

I SPY SUMS or DIFFERENCES

How to Play: Lay out 5 cards in a line. Using the cards in the line, create an addition or subtraction problem. Do not tell your partner the problem you've created! Give your partner a clue: I spy two numbers that make a sum of 12. Your partner will try to figure out which numbers you used to make your sum. Once he or she figures it out, switch roles and play again!

FLIP & SOLVE

How to Play: Flip two cards. Create and solve an addition or subtraction sentence. Face cards are worth 10. Aces are worth 1.

NUMBER ORDER

How to Play: Flip ten cards. Use the cards to make 5 two-digit numbers. Then, put the numbers in order from least to greatest.