



Rising Second Grade Resource Guide

Cornerstone's resource guide to help reinforce reading, writing and math skills over the summer



Reading With Your Child

Before, During and After

Before Reading:

1. Read the title and author.
2. Ask your child what he/she thinks the book will be about.
3. Look through the pictures of the book together.
4. As the two of you are looking through the pictures, make guesses about what might happen in the book.

During Reading:

1. Have your child read to you.
2. Stop and talk from time to time about the guesses you two made and how they compare to what actually happened in the story.

After Reading:

1. Discuss with your child his/her favorite parts, funny parts, sad parts or whatever is appropriate.
2. Ask your child if he/she liked the book and why or why not.
3. Encourage your child to read the book to other family members.

What to say to your child when they are having difficulty figuring out a word:

1. Before saying anything, give your child plenty of time to try and figure it out on his/her own.
 2. Say, “Try that again.”
 3. Say, “Look at the picture.”
 4. Say, “Think about what would make sense.”
 5. Say, “Look for digraphs (or chunks) that you know.”
- *an example of a digraph would be the “sh” sound

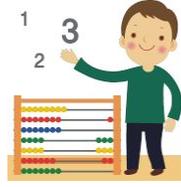
Activities

- Join the summer reading program at your local library.
- Play Letter-Sound Hopscotch
http://www.education.com/activity/article/letterhopscotch_first/
- Play Syllable I Spy (can play in the car)
http://www.education.com/activity/article/syllableispy_first/
- Look through a cookbook with a family member. Make the most interesting dish you can find in the cookbook. Don’t forget to write your grocery list first!
- If you are going on a trip this summer, read about the place you are visiting in a guidebook or by using the Internet, brochures, maps or books from the library. You can even mark your travel route on a map.
- Plan a family “booknic” at your favorite outdoor spot, such as the beach, a park or the woods. Be sure to pack a lunch and plenty to read!
- Collect shells at the beach or rocks along a trail. Use a nature guide to identify them.
- Have a treasure hunt. Leave word clues for your child to follow to a treasure.
- Keep books in the car for your child to read on long trips.



Writing With Your Child

- Set up a corner with fun materials for writing - colored pens, fun notepads, dry erase boards, blank greeting cards, markers, stickers, post-it notes, etc.
- Practice writing and spelling sight words from the past school year. There are a variety of fun ways to do this. Your child can write them in shaving cream, chocolate pudding or sand. They can write them with sidewalk chalk, spray them with a water bottle, use the Glow Draw app, etc.
- Play Sight Word Water Game
http://www.education.com/activity/article/meltaway_sight_words_first/
- Play Punctuation Red Light, Green Light
http://www.education.com/activity/article/punctuation_green_light_red_light/
- Create a scrapbook with family photos and write captions to go with each page (*optional: use Drawing Pad app*).
- Send postcards and letters to friends.
- Make the grocery list for the week. While shopping, keep track of the items purchased by crossing them off your list.



Math Activities

- Develop an understanding of fractions when eating or making a pizza by discussing how many slices there are and what fraction of the pizza they are eating.

Games you can play as a family:

Guess My Number

This game is played similarly to 20 questions. Player 1 selects a number between 1 and 100, writes it on a piece of paper and keeps it hidden.

Player 2 asks "yes" or "no" questions to narrow the possibilities and come close to the selected number. Some possible questions might include: Is it odd? Is it even? Is it less than ___? Is it greater than ___? Is it between ___ and ___? With each question the number becomes easier to guess.

Race to a Quarter

You need 1 die and some coins (pennies, nickels, dimes, quarter).

1. Player 1 rolls the die and takes that amount in coins. (If you roll a 5, you could take 5 pennies or 1 nickel.)
2. Player 2 rolls the die and takes that amount in coins.
3. Keep taking turns. You can trade in coins (Ex. trade a nickel and 5 pennies for a dime). At the end of each turn, figure out how much money you have.
4. The game is over when the first player trades in for a quarter.

Variations:

Play Race to 50 Cents, or Race to a Dollar as your skills improve.

Double Compare

Play with a partner. Use an ordinary deck of cards with the face cards removed.

1. Deal all cards face down.
2. Both players turn over their top two cards.
3. The player with the larger total says "Me" and takes the cards.
4. Keep turning over two cards. Each time, the player with the larger total says "Me" and takes the cards.
5. The game is over when there are no more cards.

Variations:

*The player with the smaller total says "Me".

*Play with 3 players.

*Play with jokers as wild cards. A wild card can be any number.

Close to 20

You will need a deck of ordinary playing cards with the face cards and 10s removed. Play with a partner.

1. Deal 5 cards to each partner.
2. Take turns. On each turn choose 3 cards from the 5 cards in your hand, that make a total as close to 20 as possible.
3. Record the total of the 3 cards. Your score is the difference between your total and 20. (If your total is 18, your score is 2). You are trying to get a low score.
4. Put those cards aside and take 3 new cards.
5. After each player has taken 5 turns, total your scores.
6. The player with the lowest total score wins.

Make the Highest Number (challenge)

You need an ordinary deck of cards with the face cards and 10s removed. Each player will also need a sheet of paper with four spaces on it similar to what you see below:

_____ _____ _____ _____
thousands hundreds tens ones

1. Deal 5 cards face down in a pile to each player.
2. At the same time, each player takes the top card from their pile and places it in the thousands, hundreds, tens or ones place. Once a card is laid, it can not be moved.
3. Then the players take the next card from the top of their piles and place it in one of the three remaining spaces. Play continues until all 4 cards are placed.

Note: One card can be discarded as soon as it is drawn.

4. After all 5 cards are used (either laid or discarded), each player reads their number. The player with the highest number wins.

Variations:

*Play "Make the Lowest Number".

*Increase the number of place value spaces.

RAZ kids/Cornerstone website

RAZ kids (app and website)

Your child has been using this website and app throughout the school year to read leveled books. Cornerstone has purchased the membership for your student to continue using RAZ kids throughout the summer. This is a great resource for nonfiction and fiction reading material.

<https://www.raz-kids.com/main/ViewPage/name/index>

Math fact practice games on Cornerstone website

Games are on the right side of the screen

http://www.cornerstonecougars.org/math_fact_resources

Educational Technology for Kids to Explore

Please note that the apps listed below are *optional*. Please do not feel like you have to purchase them.

ABCya.com (app and web - web free)

Website full of games that reinforce math and phonics concepts.

<http://www.abcya.com/>

ABC magnets (app \$0.99)

App great for practicing sight words.

Addition and Subtraction Top-it (app \$1.99)

App great for practicing addition and subtraction.

Drawing Pad (app \$1.99)

App used to upload pictures and make a book. Can be used to make a travel journal of trips or activities throughout the summer.

Greg Tang Math

Fun, challenging math games and apps (free)

This year they played Numtanga and Kakooma.

<http://gregtangmath.com/games.html>

Number Pieces (free app)

App great for practicing place value.

Pic Collage (free app)

App that can be used to make a travel journal.