DICKSON COUNTY SCHOOL DISTRICT

Every Student Every Day

Preparing for 2nd Grade Math
May 2020

Dickson County math teachers have indicated key skills that would help students be prepared for 2nd grade math. These skills can be practiced at home in a variety of ways – through skills practice, games, and online resources.

District Packets will remain on the Dickson County Schools website through the summer. These packets contain skills practice pages with answers attached that students could practice. Students can download these and work on their paper without the need for the internet or printing. Go to www.dcstn.org, choose Parents and Students tab, then select Online Learning, Instruction, and Technology Resources. Choose 1st grade, Math, and select from the 3 printable District Packets which include foundation skills needed for success in 2nd grade. Students can work on practice pages based on the skills listed below.

Additional options to prepare your rising 2nd grader to be successful in math class next year, here are skills that can be practiced from home along with games or online ideas to get you started:

- Fluently add and subtract within 20. Know from memory all sums up to 10.
    - Addition (or Subtraction) War: Use a deck of cards. Remove the face cards (if subtracting, keep face cards. Jacks = 11, Queens = 12, and Kings = 13). Aces = 1 and jokers = 0. Shuffle the cards. Each player gets 2 cards. Players add (or subtract) their numbers. Players should say their number sentences out loud. (Ex. Player gets a 4 and 7. Player would say 4 + 7 = 11 and 7 + 4 = 11. If subtracting, player would say 7 – 4 = 3.) Player with the largest sum (or smallest difference) wins the cards. Player with the most cards at the end of the game wins.
    - https://www.splashlearn.com/addition-games-for-1st-graders
    - https://www.splashlearn.com/subtraction-games-for-1st-graders

- Place Value: Know that the digits of a two-digit number represent groups of tens and ones (e.g., 39 can be represented as 39 ones, 2 tens and 19 ones, or 3 tens and 9 ones).
    - Place Value War: Use a deck of cards. Remove the 10s and face cards. Aces = 1, jokers = 0. Each player gets 2 cards. Players lay the cards side by side to make a two-digit number. The player with the largest number gets a point. The first player to reach a certain number of points (you decide) is the winner. To change it up a little, for one game the number with the largest value in the tens place is the winner of each round, or the number with the largest value in the ones place gets a point, etc. Players should say their number out loud, say how many tens and how many ones they have, then say/write at least one other way the number could be represented. (see the e.g. above)
    - https://www.mathplayground.com/place_value_party.html
    - http://www.mathchimp.com/1.2.2.php

- Money: Identify and state the value of a penny, nickel, dime, and quarter. Count the value of a set of like coins less than one dollar using the ¢ symbol only.
    - Show a certain amount of pennies and have students count to tell the value. Do this for values up to $1. Do the same thing with nickels, dimes, and quarters – always one type of coin at a time. For those wanting a challenge: have students count coins up to 9 dimes and up to 9 pennies together.
    - https://www.splashlearn.com/counting-money-games-for-1st-graders

For students who enjoy online practice and would like to challenge themselves by attempting 2nd grade content or reviewing 1st grade skills, here are a few websites that will allow you to pick and choose topics.

- Prodigy (Gr1-8) – offers a unique, adaptive learning platform that keeps students highly engaged with math. If your student doesn't already have an account, go to https://www.prodigygame.com/ and click on "Get your free account."
- Khan Academy (K-12) – offers free lessons where students can use exercises, quizzes, and instructional videos to learn and master skills. Students will get immediate feedback and encouragement. https://www.khanacademy.org/
- Dreambox Learning (K-8) – offers an adaptive learning platform that keeps students engaged and adapts based on student needs. Go to www.dreambox.com/at-home to register for a free, 30 day trial.
- SplashLearn (K-5) – practice and game opportunities that are engaging and can adapt based on student needs. Go to https://www.splashlearn.com/math-skills/fourth-grade/place-value/read-and-write-numbers Parents can sign up for free.

Preparing for 2nd Grade Science

Elementary science is designed to build on the natural curiosity of children. Asking questions about why something happens (phenomena) then exploring the idea through hands-on activities while building problem-solving and thinking skills are keys to understanding the world around us.

Topics for Exploration include:

* Energy Transfer: How strong a push or pull is can make things go faster and create bigger change in shape when a collision occurs.

* Environmental changes: What are some examples? How do such changes cause animals to move into or out of a region or cause changes in population sizes?

* Observe how blowing wind and flowing water change the shape of land (slowly over time and suddenly) How does this affect the habitats of living things?

This is a very short list from the numerous topics students will explore next year. To see the complete list of standards (topics), visit: TN Academic Standards for Science