Student Name Grade				_
Select one activity to	-	row. You may notice that son ivity, cross it off. If further info	•	•
SINCE TOMORROW V	VOULD HAVE BEE	N A MUSIC DAY, THE ART AND	PHY. ED. ACTIVITI	ES ARE OPTIONAL!
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Google Form link en	e watch for inform nailed to you fron o call to confirm t	must be returned by Tuesday, nation about submitting "atten the office. IF YOU DO NOT Rethat you understand the proce and again, enjoy this unusually	idance" for your chespond THROUGH dure and options f	THAT LINK, we have
•		mpleted the tasks marked		
Signatur	·		Date _	
Prin	ted Name			

Below you will find reference to some Media Center links. Further directions and help on accessing these can be found on this <u>link</u>.

Select <u>one</u> activity from the SCOREcard to complete in each row.

Grade 2	S = Stretch	C = Choice	O = tech Options	R = Reinforce	E= Everyday
Language Arts	Find a book that you will enjoy reading. Go on a hunt for this week's spelling pattern (words with "bossy r" spelled with "ar.")		Do some <u>Online</u> <u>Story Writing</u>	Read 30 minutes and log your minutes for the Read-A-Thon. If you haven't signed up for the Read-A-Thon app, go to www.readfor myschool.com (Invite codes: Larsen 7F593 Miles 23C23 Tyree 81876)	Write a story about a snowman and the adventures you could have together. Use correct capitalization & punctuation. You can even illustrate it and make it into a real "book" if you wish.
			Read about inventors on PebbleGo	Write your spelling words on Post-It notes. Have someone place them around the house. Go on a hunt to find them and put them into alphabetical order. Your words are on the back of your newsletter or click here	
Math	Create a February Calendar. Use "stars" and "hearts" for the pattern, but it doesn't have to be the same pattern as the one at school.		Practice Counting Money online This option is also available with great challenges: Money Concepts	Play "store." Find some items around your house, label them with prices (under \$1). Using coins (real or fake), and practice "paying" for the items.	Write 4 word problems about money. Problems can use pennies, nickels, dimes, and quarters. (Example: Jill wanted to buy a candy bar for \$0.83 cents. Draw the coins that she could use to pay for the treat. As a challenge, show a couple different ways to pay the \$0.83.)

Science & Social Studies	Place snow into a clear container. *Measure the amount of snow before it melts and after it melts. How does the measurement of snow compare to the measurement of melted snow? *Note the time you bring in the snow. How long does it take to completely melt? *What else do you notice about your snow? Make observations like a scientist. Draw pictures and label important information.		When Como Zoo came for our Everything Ecosystem program, we learned about Producers and Consumers. Play the Producers, Consumers & Decomposers Game Learn about States of Matter online	We have been learning about Inventors and their inventions from the past. Think about something that you could "invent." Create a design for something that would be useful to someone like you.	Make a list of solids and liquids you can find at home. Draw pictures of each item and label them "solid" or "liquid."
Music (REQUIRED)	Sing two of your favorite songs or warm-ups and keep the beat by patting your legs, clapping your hands, or making up your own moves.		Go to the Young Person's Guide to the Orchestra (http://listeningadve ntures.carnegiehall.o rg/game.aspx) and play one or more orchestra family games	Sing one of your favorite warm-ups (m&m's, mumbling mice, or TTTT) and write out the rhythm of the words using quarter notes, eighth notes, half notes, or quarter rests.	Using items you find around the house, make an instrument that can keep a steady beat.
Art (OPTIONAL)	Draw a picture about your favorite thing you did today.	Create any kind of art with any kind of materials.	Watch a video from one of the three following YouTube Channels: Art with Mati & Dada Art for Kids Hub Harptoons (Steve Harpster)	Teach someone how to draw something you learned in art class.	Read a book together and discuss how the illustrator of the book matched their images with the story.
Physical Education (OPTIONAL)	Help to prepare a healthy snack or meal. Invent a game to play with friends or family.		Pick a song from www.gonoodle.com and dance to it (register for free)	Play a game and discuss why there are rules and sportsmanship.	Do a chore that will help someone. (like vacuum the house or something else that burns energy)