



Resource Sample

Grade 2

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Sample Game Cards (3 cards)





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Learning & Creating Guide

for Grade



Hello, second graders! We made this learning guide just for you! It's packed with fun activities for you to do over break. You'll find two books, a deck of cards, and this learning guide.

- Start with a book. You can choose which one you want to read first.
- After you read the books, go to pages 2–5. There are many book activities.
- On pages 6–7, you'll find math games.
- Pages 8–11 have more fun learning activities for you to do with your family.

Book Summaries

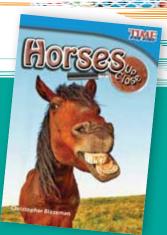
Fiction—Fast Winter Sports

Kim has never seen snow before. She has always lived in sunny Vietnam. Then, Kim visits Chicago in the winter. She goes sledding, tries skiing, and watches the Winter Olympics!



Nonfiction— **Horses Up Close**

Horses are amazing animals! This book is chock-full of facts about horses. You'll learn what horses eat, how they act, and more!



Clockwork Conductor (2-4 Players)

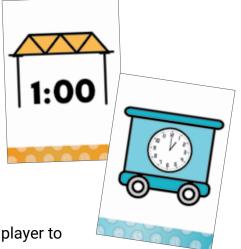
Goal: Match cards that show the same time.

Setup: Mix the station cards, and put them in a pile face up so one card is showing. Mix the train cards, and give three to each player. Place the rest in a draw pile in the middle of the group.

Rules

- 1. The player with the next upcoming birthday goes first.
- 2. To start your turn, draw one card.
- 3. If you have a train card in your hand that matches the station card time shown on the pile, pick up the station card. Then, put both cards in your score pile, and your turn ends.
- If you do not have a card that matches, your turn ends and the player to your left goes next.

How to Win: The first player who makes three matches wins, and the game stops.



Choo Choo Chain (2-4 players)

Goal: Play three cards in time order.

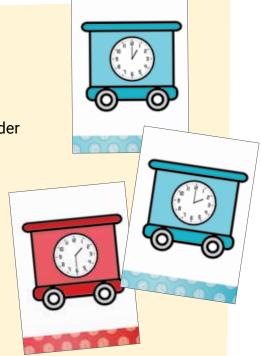
Example: Three cards show the pattern: hour, half hour, hour in order (1:00,1:30, 2:00).

Setup: Remove the station cards from the deck. Mix all the train cards together, and give each player 4 cards. Place the rest in a draw pile, face down.

Rules

- 1. The player who woke up the earliest goes first.
- 2. To start your turn, take one card from the draw pile.
 - If you are able, play 3 cards in time order, and take 3 new cards from the draw pile.
 - If you can't play, your turn ends.
- 3. The player to your left starts their turn.

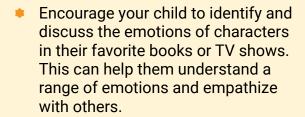
How to Win: The first player who plays 3 sets of cards wins, and the game stops.



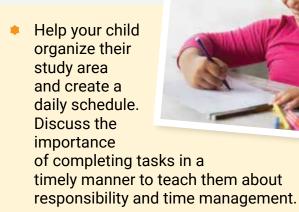
Family Time

Supporting Your 2nd Grader

In second grade, your child is advancing their understanding of emotions and relationships, learning to navigate social situations, and beginning to understand the importance of organization and personal responsibility. Have fun with these social development activities.



- Create a monthly calendar with your child where they can record one act of kindness they did each day to promote empathy and positive actions.
- Provide your child with a journal where they can draw or write about their feelings each day to help them understand their emotions.



 Establish a regular bedtime routine, and discuss the importance of getting enough sleep for overall well-being and academic performance.







TICK TOCK TRACKS

TCM Teacher Channel Water St.

2-4 players

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979-8-7659-9569-3



