

CRAFT & DRILL

Fly Fluency SECOND GRADE SET



Directions

This set of resources follows the order of the IMSE second grade scope and sequence. This game can be played as a single-player or with several players. The player(s) will need a timer, a fly swatter (printable swatter included at the end of this file), and pre-cut printed flies.

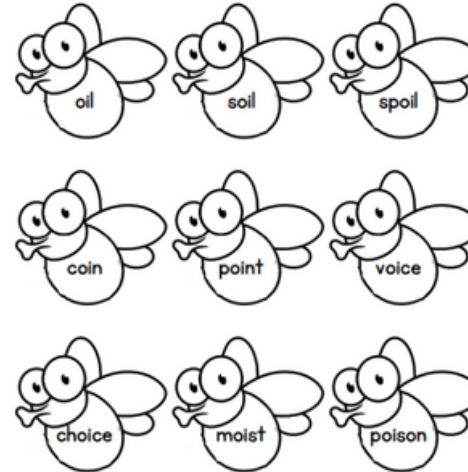
Choose a selection of words including concepts you would like your student(s) to review. Spread out the cut out fly words on the floor or on a table. Set the timer for 30 seconds or one minute. Tell your student(s) to read, then swat, as many words as possible before the timer runs out of time. If there are multiple players, students can alternate by reading one word at a time and passing the swatter back and forth with a teammate.

In the next round, challenge your student(s) to beat his or her previous score by reading more words than the last round in the same amount of time.

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Fly Fluency

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CARD GAMES

Go Fish

SECOND GRADE SET

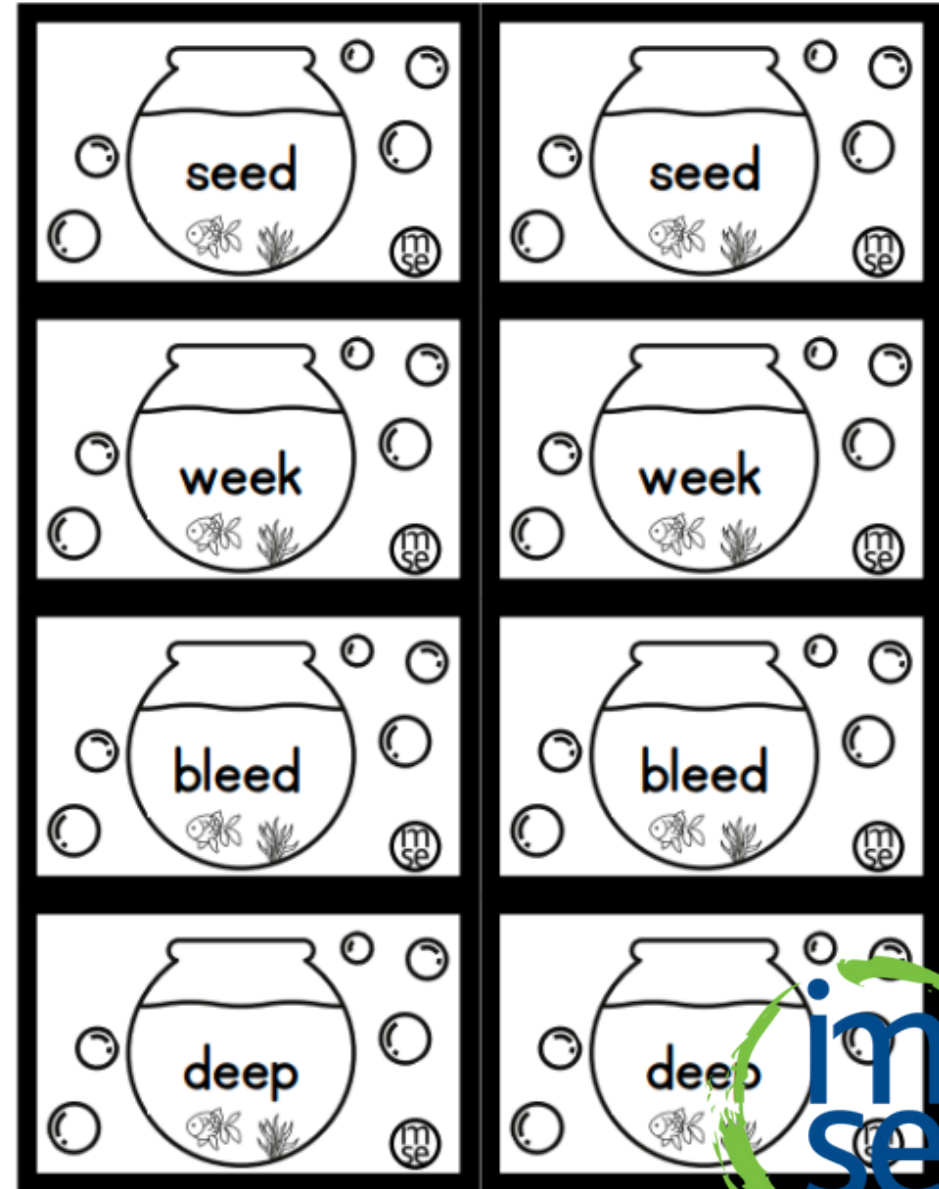


Directions

This set of resources follows the order of the IMSE second grade scope and sequence.

For longest lasting durability, print on cardstock. Cut out along the black lines.

This game can be used to review concepts during small group instruction. Select recently taught concepts to review with students. Include two of each word (a matching pair) in the deck. Shuffle the cards and pass out four cards to each player. Put the rest of the cards in the center of the table facing downward. Player 1 will begin by asking any other player if he or she has a word that matches a word in Player 1's hand. For example, Player 1 may ask: "John, do you have the word mat?" If that player has a match, he or she would give player 1 the matching card. If that player does not have a match, the player will say "Go Fish" and Player 1 will draw a new card from the deck. Take turns moving clockwise until all matches have been made. The player with the most cards at the end wins.



BOARD GAMES

Ice Cream & Tacos SECOND GRADE SET



Directions

This set of resources follows the order of the IMSE second grade scope and sequence.

Print out the boards and the paper dice located at the end of the file. Cut around the solid lines on the outside of the template and fold on the lines inside the template. Glue the flaps to the inside to shape the 3-D cube.

This game can be played with two players or a small group. Each player should use a game piece to keep track of his or her position in the game. Each player should roll one die and move the amount of spaces rolled. As each player moves, he or she should read each word passed. If a player reads any word incorrectly, he or she should stop on that space and read the word again on the next turn. Take turns moving clockwise. If a player lands on a taco space, he or she should move ahead two spaces. If a player lands on an ice cream space, the player will "freeze" and lose his or her next turn. The first player to read all of the words on the board and make it to the castle wins.

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