Clover School District
Summer Math Learning Packet
Rising Second Grade

These summer math activities will enable your child to review math concepts and reinforce skills learned this year. Just a few minutes each day spent "thinking and talking about math" will help reinforce all the math that has been learned and begin to bridge the foundation for extending to concepts that will be developed next year. The goal is for your child to have fun thinking and working collaboratively to communicate mathematical ideas. While your child is working, ask him/her how the solution was found and why a particular strategy was chosen.

The math practice in this summer packet addresses 4 critical areas:

1. developing understanding of addition, subtraction, and strategies for addition and subtraction within 20
2. developing understanding of whole number relationships and place value, including grouping in tens and ones
3. developing understanding of linear measurement and measuring lengths as iterating length units
4. reasoning about attributes of, and composing and decomposing geometric shapes.

This packet consists of 2 calendar pages, one for June and one for July. There are problems included for each day of the week, excluding weekends. Literature, APPs and websites are also recommended to explore mathematics in different ways. We encourage your child to complete at least 15 math days each month. We hope your child will spend at least 10 minutes a day, 4 to 5 times a week, practicing math. Create a goal with your child to help him/her stay strong in math over the summer. For example, my child will aim to complete at least 200 minutes of math practice over the course of the summer and keep track of his/her learning in a math journal. A math journal records your work either in print or digital format. See the example of a "great" journal entry.

If the activities suggested do not seem to "fit your child" or you have your own websites/literature/math practice you would like to do, please feel free to substitute your own activities that better suit your child's needs or learning style.

Student mathematicians - keep your mathematics skills sharp and have a safe and enjoyable summer. ©

Clover School District
Each Child, Each Day...Excellence

Grade 2 Students Summer Math Ideas

Math Tools You Will Need:

Notebook for math journal Pencil	Coins	Dice
Bottle cap	Crayons	Marbl
Regular deck of playing cards	Play dough	e
	Bubbles	Ruler

DIRECTIONS:

Do your best to complete as many of these summer math activities as you can! Record your work in your math journal every day. In August, share your Math Journal with your second-grade teacher.

Each journal entry should:

- ✓ Have the date of the entry
- ✓ Have a clear and complete answer
- ✓ Be neat and organized

Here is an example of a "Great" journal entry:

June 28, 2024

Today I collected 25 cents. It was easy to count since it was 25 pennies.

Websites:

Pre-K-2 https://www.funbrain.com/grade/1
http://www.aplusmath.com/ http://pbskids.org/cyberchase/math-games/
http://www.gregtangmath.com/
http://www.figurethis.org./index.html https://www.mathplayground.com/

Math Books to Read:

Alexander, Who Used to be Rich Last Sunday by Judith Viorst 100 Days of School by Trudy Harris
The Button Box by Margarette S. Reid The Doorbell Rang by Pat Hutchins
98, 99…Ready or Not, Here I Come! By Teddy Slater Super Sand Castle Saturday by Stuart Murphy
The Coin Counting Book by Rozanne L. Williams
One Cent, Two Cent, Old Cent, New Cent by Bonnie Worth

Worksheets to Practice Math:

http://www.gregtangmath.com/resources
http://www.commoncoresheets.com/

Games to Play: (You will need a deck of cards.)

1. Compare

Remove the face cards from a deck of cards. Remember, an Ace is the same as 1. Pass out all the cards in the deck among all of the players. Each player flips over two cards at the same time and finds the sum. The one with the larger sum takes the cards. If the sums are the same, turn over 2 more cards. The player with the largest sum keeps all four cards.

2. **Tens Go Fish**

Remove the face cards from a deck of cards. Deal 5 cards to each player. Each player looks for cards that make 10, and they draw new cards from the deck to replace them. Players take turns asking each other for a card that will make 10 with a card from their hand. A player's turn is over when no more pairs can be made.

The game is over when there are no more cards. Both players record their combinations of 10.

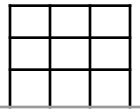
3. **Close to 20**

Deal 3 cards to each player. Face cards serve as 10. Which two cards bring you closest to 10? Which player is closest to 10? Example: You turn over the cards Queen, 4, 3, and your opponent turns over an 9, 8, and 3. You can make 14 (Queen and 4) and your opponent can make 17 (9 and 8) or 11 (8 and 3). Your opponent can get closer to 20!

Other games to play: Checkers, Memory, jigsaw puzzles, Parcheesi, Fish, Crazy Eights, Connect Four, Legos, K'Nex, Mancala

APPs:

June 2026 Rising Second Grade Mathematics Calendar

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						
	Play **Compare.** (see directions)	Roll a set of dice and practice addition and subtraction by adding or subtracting the two numbers.	Are the equations "true" or "false"? Explain. 3 + 4 + 2 = 4 + 5 5 + 3 = 8 + 1	Order this list of numbers from least to greatest: 49 1 7 50 3 22 100 98	Read Alexander, Who Used to be Rich Last Sunday by Judith Viorst. Keep track of how you spend $1.00.	
	Jump rope and count by tens to 100. Try counting backwards.	Read *The Button Box* by Margarette Reid. Find a collection of buttons at home and sort it. Compare how many in each category.	Play a strategy game like **Mancala** or **Connect Four.** Plan a strategy to win. Would you use the same strategy the next time you play? Why? Play again with a new strategy.	Tell the time that you go to bed to the closest hour or half hour. Draw a picture of the clock's hands for that hour.	Blow a marble, a bottle cap and a pencil across a table. Measure using cereal how far they go. Which goes the farthest? By how much?	
	Today's number is 18. Make 18 by: -Adding two numbers -Subtracting two numbers -Adding three numbers	Try a worksheet from this website: https://www.k5learning.com/free-math-worksheets	Read *98, 99…Ready or Not, Here I Come!* by Teddy Slater. Play hide and go seek counting backwards from different numbers to 100.	Play **Close to 10.** (see Directions) How does this help you practice addition?	How many squares are in this picture? 	
	Gather a handful of coins with a value less than $2.00. Calculate the total.	If you save two cents every day in the month of June, how much money will you have saved at the end of the month?	Play a game from this website: https://tangmath.com/games	Read *Wolf's Chicken Stew* by Keiko Kasza. Find 5 different ways to reach 100. Record each way.	Play **Tens Go Fish**. (See directions) Add up all the pairs. Who has more? How many more?	

	Practice math fact fluency through 10 (adding and subtraction).	Draw 3 analog clocks and record the time at 3 different points during the day.				

July 2026 Rising Second Grade Mathematics Calendar

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
			Go to the park and draw the shapes you see. Do you see more rectangles than triangles?	Read *The Doorbell Rang* by Pat Hutchins. Make cookies with your family. Can you share them equally? How many are left over?	Visit the website www.funbrain.com and do some math. Record what you did.	
	Play with Bubbles - In one blow, how many bubbles can you make? How many blows will it take to get to 100?	How many ways can you cut a sandwich into fourths? Try it with real or paper sandwiches.	Write a story problem to go with 6 + 8. Now write a subtraction story problem for 14 – 6.	Play **Tens Go Fish.** (See directions) Add up all the pairs. Who has more? How many more?	Ask 10 people their favorite kind of pizza. Record your data in a chart or graph. Compare the results.	
	How much do I have if I have 1 quarter, 2 dimes and 1 nickel? Can you show that value with other coins?	Visit the website www.aplusmath.com and play Hidden Picture in the Game Room.	Use these numbers in a story problem:18, 9, 9 Ask an adult to solve your story problem.	Go to the library and read books about money. Ex: *The Coin Counting Book* by Rozanne L. Williams *One Cent, Two Cent, Old Cent*, *New Cent* by Bonnie Worth	Play **Compare.** (see directions)	
	50 is the answer. What could the question possibly be? Challenge yourself to think of more questions.	Solve this problem: If you save two cents every day in the month of July, how much money will you have saved at the end of the month?	Play **Close to 20.**	Hold an ice cube in your hand. Count by 2's until it melts. Did you count to more or less than 100?	Using a ruler, find 3 things longer than 12 inches and 3 things shorter than 12 inches.	

	Ask 5 people their phone numbers. Add the digits of each phone number together. Whose phone number has the highest value?	Go on a Shape Hunt around your home. Look for 2-D and 3-D shaped items. Draw and label what you find (circle, square, triangle, cube, cone, sphere, etc.)	Sort the laundry into categories (owner, color or item). Make a bar graph and compare. Which has more? How many more? Which has less? How many less? Which are equal?	Read *Super Sand Castle Saturday* by Stuart Murphy. Make a sand castle and describe the 3- D shapes	Write down the time you eat dinner to the nearest half hour for each day this week. Ex. 6:30 or 5:00.	