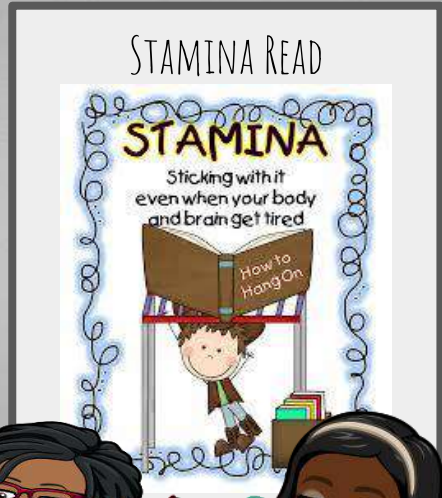


ABCDEFGHIJKLMNOPQRSTUVWXYZ



READING
gives us
someplace
to go when
we have to stay
where we
ARE

2nd Grade Literacy
Parent Resources



READ





STAMINA

is doing
anything for a
long period of
time without
getting tired
or **giving up**.



THREE WAYS

To Read A Book

- 1.** Read the pictures.
- 2.** Read the words.
- 3.** Retell the story.



I PICK

I choose a book

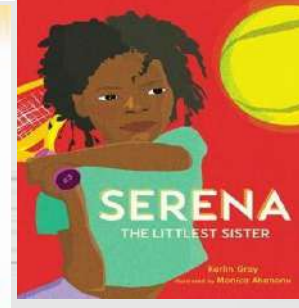
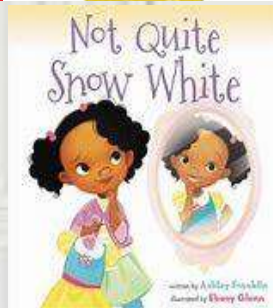
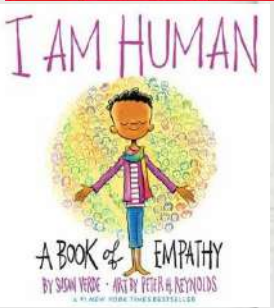
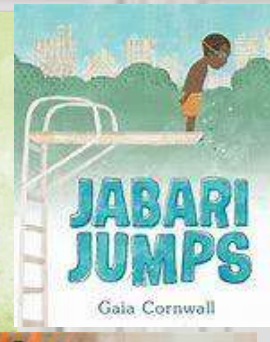
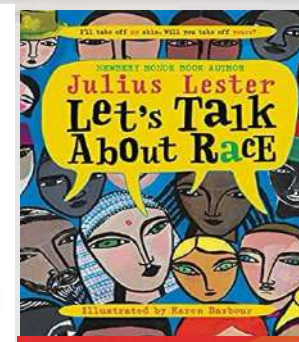
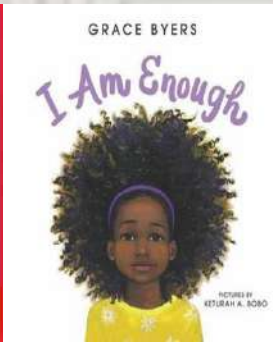
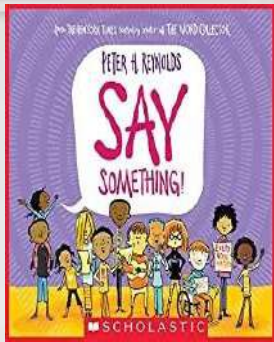
Purpose - Why do I want to
read it?

Interest - Does it interest me?

Comprehend - Do I understand
what I am reading?

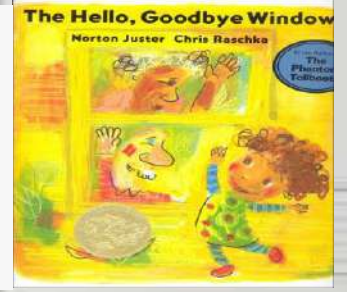
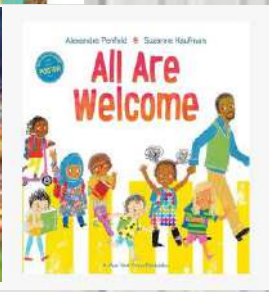
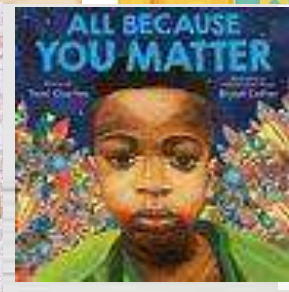
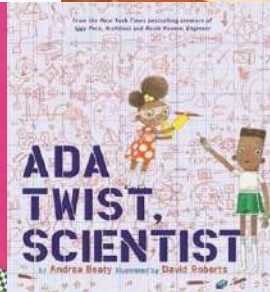
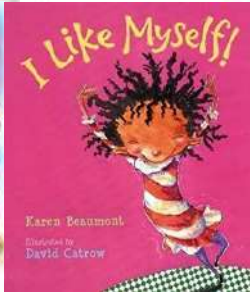
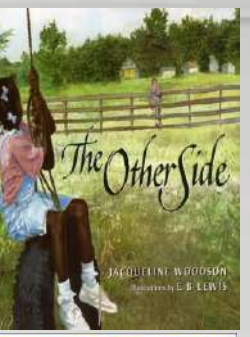
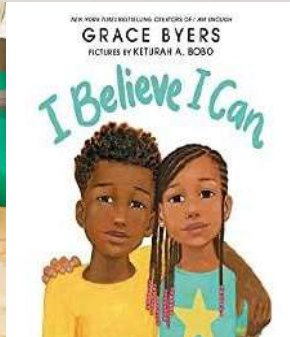
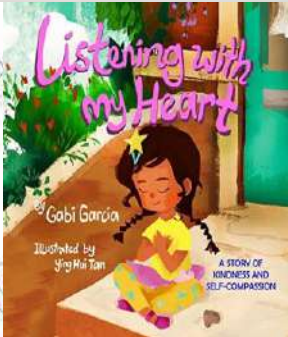
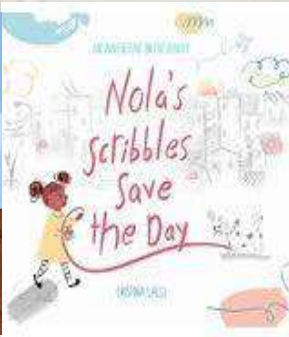
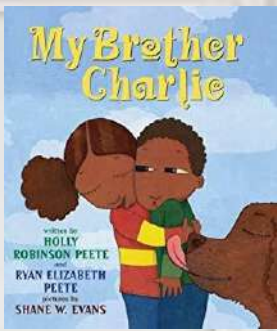
Know - I know most of the words.





read! Anytime.
Anywhere.
Anyhow.





read! Anytime.
Anywhere.
Anyhow.





Weekly Reading Log

Name _____



Date	Title	Page started	Page ended	Date finished/"A" for abandoned	My stamina during this reading time: 1 to 5 stars...



Weekly Reading Log

Name _____



Date	Title	Page started	Page ended	Date finished/"A" for abandoned	My stamina during this reading time: 1 to 5 stars...



Weekly Reading Log

Name _____



Date	Title	Page started	Page ended	Date finished/"A" for abandoned	My stamina during this reading time: 1 to 5 stars...



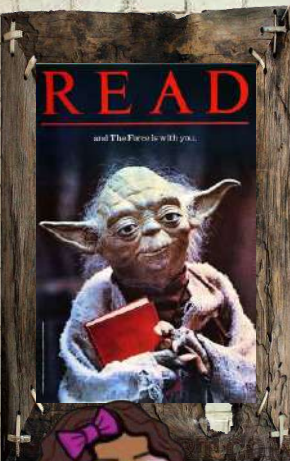
Weekly Reading Log

Name _____



Date	Title	Page started	Page ended	Date finished/"A" for abandoned	My stamina during this reading time: 1 to 5 stars...

Reading Skill Games & Videos!!!



What is the Author's Purpose?
It's as easy as Pi!

Persuade - to convince you to do something or believe something

Inform - to give you information

Entertain - to amuse you

Author's Purpose
Reader's Job

TO PERSUADE - to convince you to do something or believe something

TO INFORM - to give you information

TO ENTERTAIN - to amuse you

CAUSE AND EFFECT

What happens because of something else?

CAUSE - something that makes something else happen

EFFECT - what happens because of something else

FACT ? **OPINION**

Main Idea
What the text is about.

Details
The evidence that supports the main idea.

READING SKILLS

AUTHOR'S PURPOSE The main reason why the author wrote the book includes setting, characters, and plot.	CAUSE & EFFECT The action caused by the book includes setting, characters, and plot.	CHARACTERS The people, animals, or creatures that are in the story.
COMPARE & CONTRAST To look at similarities and differences between two things.	DRAW CONCLUSION To look at information from the text and make a meaning of what you read.	DESCRIBE To talk about something that includes details about the topic, person, or event.

Version With Ms. K.O.

Text Structure
Compare and Contrast

Good readers find a main thing and take notes on how they are different.

COMPARE - to look at similarities between two things

CONTRAST - to look at differences between two things

Drawing Conclusions and Making Inferences

Good readers are like detectives. You need to look close in the text to work out what the author might be saying.

What you know + Clues from the text = Inference

Inference

Background Knowledge + Text Clues = Inference

Top Bun: Main Idea
Cheese: Details
Bread: Text Clues
Meat: Inference
Vegetables: Drawing Conclusions
Bottom Bun: Text Clues

INFER

Good readers use clues to make inferences about the text by using reason. Here are the clues that they already know, to figure something out.

Text Clues + Prior Knowledge = Inference

DRAW CONCLUSIONS

LOOKING FOR CLUES FROM THE TEXT TO HELP YOU UNDERSTAND THE STORY

I predict...

Types of Context Clues

1. **Definition** - The author explains the meaning of a word or phrase.

2. **Restatement** - The author repeats the meaning of a word or phrase in other words.

3. **Example** - The author gives an example of a word or phrase.

4. **Comparison** - The author compares a word or phrase to something you already know.

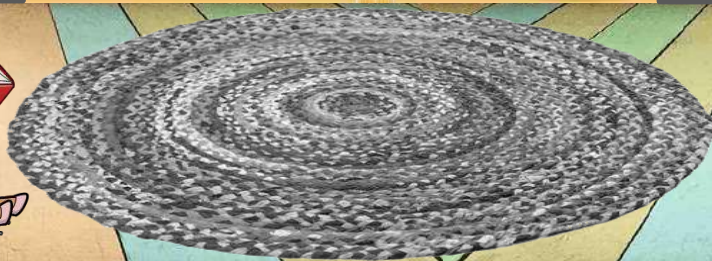
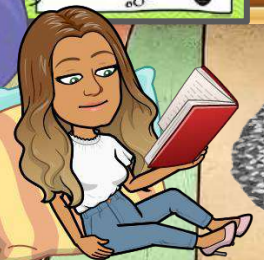
STORY ELEMENTS

CHARACTERS - the people or animals in the story

SETTING - where the story takes place

PROBLEM - what the characters in the story have to solve

SOLUTION - how the characters solve the problem



VOCABULARY



2nd Grade

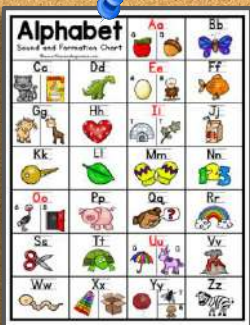
**Click on Vocabulary for more
information.**

Sight Words make Reading fun.

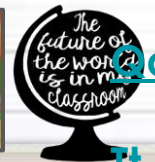
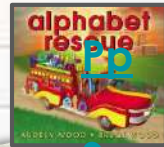
Click here to learn more.



2nd Grade



Word Work Fun!
Choose the area your team is focusing on!



2nd Grade



Short Vowels: CVC

/a/

/e/

/i/

/o/

/u/



[Printable Games](#)

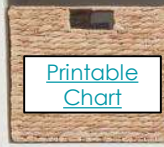
[Printable Activities](#)



2nd Grade

A corkboard displaying six cards with a woman making a 'sh' sound, each featuring a different digraph: 'sh', 'ch', 'wh', 'ph', and 'th'. The cards are pinned with blue pushpins. Below the cards are two resources: a book titled 'Simply Phonics' with a 'ck' sound focus and a green sticky note that says 'Digraphs'.

Digraphs:



A wooden table with a laptop displaying colorful letters and numbers. On the table are two containers: one with colorful pencils and one with wooden pencils.



2nd Grade

What is a Blend?
br er dr fr

What is a Blend?
bl cl gl sl



FirstStepReading

Blends

sw cr
fl dr
squ
sk cl pl fr sc gl sn
br er dr fr

S Blends: sc, sk, sl, sm, sn, sp, st, sw
R Blends: br, dr, pr, gr, tr, cr, fr
L Blends: bl, cl, fl, gl, pl, sl



Printable Chart
Printable Game



2nd Grade

Silent e



Phonics Long Vowels
ai ay



When 2 Vowels
Go walking

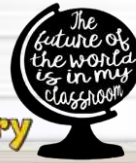
Vowel Sound
Workout

Long Vowels
CVCe and
Vowel Teams

CVCe: a_e i_e
o_e u_e

SoftSchools.com

Vowel Teams:



TurtleDiary

Printable Game
Printable Sort
Printable Booklets



2nd Grade

The Diphthong Song



@teachableTEACHER

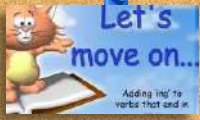
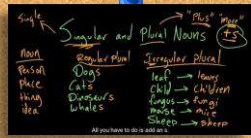
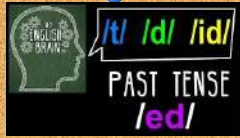


Diphthongs

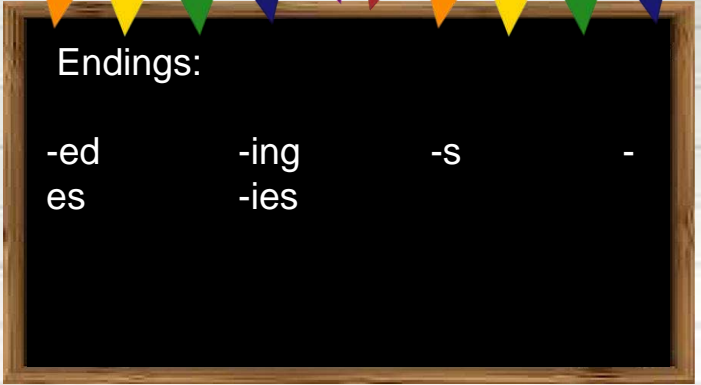
Diphthongs:



2nd Grade



The Doubling Rule
shop (base word)
shop + ed = shop ed
shop + ing = shop ing



2nd Grade



Turtle Diary



R controlled vowels

R Controlled Vowels:

/ar/

/er/

/or/

/ir/

/ur/

