

Arickaree School Parent/Student Resources For Homework Assistance Second Grade

The following websites can be used as an additional resource for you and your child throughout the school year. Preschool links encompass all subject matter. The Kindergarten through 5th grade are divided by subject and unit where possible. If you have additional questions, please contact your child's teacher. Please submit any and all bad links to leeh@arickaree.org.

Second Grade



www.pbskids.org

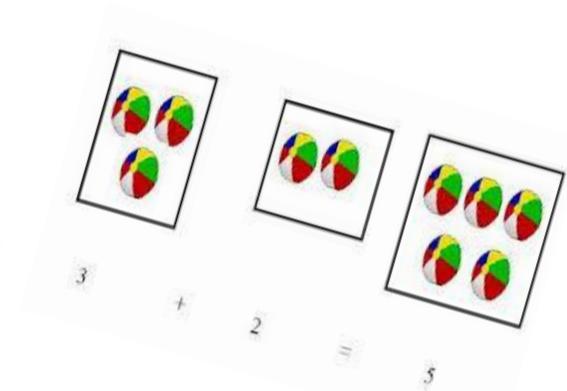
Invite your child to watch PBS Programs like Sesame Street, Cyberchase, Super Why, Word Girl, etc.

Second Grade Math

For each unit are links to websites that support math instruction for the major ideas of the unit. The websites vary in difficulty, and many permit the teacher and/or parent to select a level. After being introduced to the sites, students should be able to work independently or in pairs on each activity unless the annotation states differently. Please click the UNDERLINED link in the left column to be taken to the webpage described in the right hand column.

Numbers & Routines

<u>Compare Amounts</u>	Calculate the value of coins and compare amounts
<u>Make a Dollar</u>	Drag the coins to make a dollar
<u>Money Values Quizzes</u>	Quiz on value of coin combinations; may customize
<u>Addition to 10</u>	Add the numbers and choose an answer - totals only to 10
<u>Rescue the Dog</u>	Fact practice against the clock
<u>Line Jumper</u>	Use a number line to solve problems between 1 and 10 or 1 and 20
<u>Math Magician</u>	Fact drill - 20 problems/minute; Choose level & operation
<u>Test My Addition</u>	Type the answer to an addition problem. Three levels
<u>Place Value Practice</u>	Students use rods and units to make the number
<u>Fun Quiz on Place Value</u>	Answer questions about place value for wacky duck
<u>Place Value Circles</u>	Enter the place value of the tens and ones in a picture graph.
<u>Make the Number</u>	Write the number represented by bags (10s) and marbles (1s).
<u>Place Value Activities</u>	AAA math has a variety of drill activities; can be differentiated
<u>Bead Challenge</u>	Computer questions make students think about place value
<u>Place Number Puzzler</u>	Click on the number in the place value; several levels



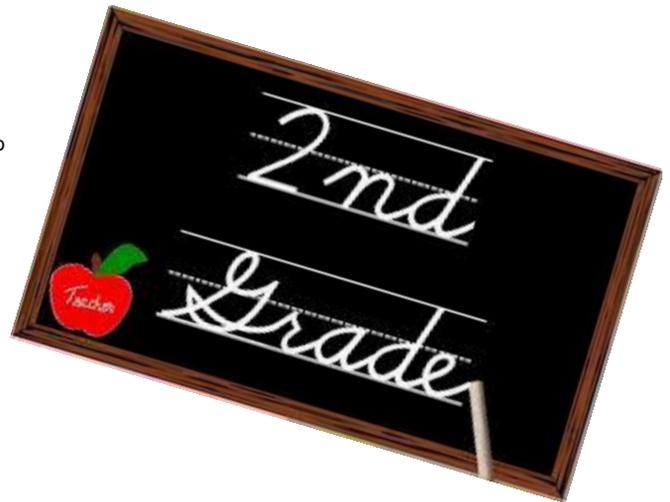
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<u>Fix the Pattern</u>	Choose the numbered fairy that completes the pattern
<u>Number Cracker</u>	Guess the number chosen by the computer
<u>Number Names</u>	Choose the two words that name a number between 10-99
<u>Balance the Equation</u>	Add blocks to one side to balance the scale; student then sees the equivalent equations
<u>Comparing Three Numbers</u>	Use $<$ and $>$ to compare three numbers
<u>Which is More?</u>	Students are given two numbers and have to choose the correct symbol ($<$, $>$, $=$)
<u>Olympic Ordering</u>	Place numbers in order for awards
<u>Graphing with Tallies</u>	Create a graph using shapes and colors. Items are tallied on the data table.



Addition & Subtraction Facts

<u>Baseball Math</u>	Addition /Subtraction facts; one or two players
<u>Mathcar Racing</u>	Choose the problem with the highest total
<u>Go Figure</u>	Choose the numbers that added will give total; advanced
<u>Two-Player Addition Game</u>	Solve the problems within the time allotted
<u>Scooby Doo Race</u>	Harder addition problems; multiple choice
<u>Batter Up!</u>	Addition problems in a baseball game; level varies
<u>Rabbit Take Away</u>	Gives picture problems to solve subtraction from up to 20
<u>Space Launch</u>	Solve simple subtraction problems to launch the shuttle
<u>Subtraction Machine</u>	Simple drill; three levels
<u>Single-Digit Subtraction</u>	Timed drill on subtraction facts
<u>Function Machine</u>	Drag numbers to the machine to figure out the rule
<u>What's My Rule?</u>	Must input four numbers before guessing rule
<u>Soccer Shootout</u>	Kick the soccer ball 10 less than the goalie's number
<u>Subtraction Number Hunt</u>	Pick the number 10 less than the target number; timed feedback
<u>Subtraction Number Hunt 11</u>	Pick the number 11 less than the target number; timed feedback
<u>Story Problems</u>	Student-created story problems
<u>Math Magician</u>	Fact drill - choose operation and level
<u>Addition to 10</u>	Add the numbers and choose an answer - totals only to 10
<u>Rescue the Dog</u>	Fact practice against the clock
<u>Line Jumper</u>	Use a number line to solve problems between 1 and 10 or 1 and 20



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Fact Quiz	Set options to practice without regrouping
Fact Families	Given an algorithm, students find the missing number in fact family problem
Stop the Creatures!	Identify the rule in a function box before the clones win
Number Names	Choose the two words that name a number between 10-99

Place Value, Time & Money

Change Maker	Given the purchase price and amount paid, students determine the right amount of change; can set levels
Dynamo Clock	Set the clock to the time shown; level 3 is five minute intervals
Match the Time	Choose the time shown on the clock
Time Match	Match times with clocks to 5 minutes
Place Value Swimming	Identify the correct number by place value for the diver
Place Value Quizzes	Choose a quiz on place value for numbers 10,000 - 100,000
Place Value Activities	Variety of drill activities; can be differentiated
Bead Challenge	Computer questions make students think about place value
Place Value Puzzler	Click on the number in the place value; several levels
Compare Amounts	Calculate the value of coins and compare amounts
Make a Dollar	Drag the coins to make a dollar
Money Game	Choose a helper, look at the total amount needed, drag the coins to the table
Money Values Quizzes	Quiz on value of coin combinations; may customize
Math Magician	Fact drill - choose operation and level
Rescue the Dog	Fact practice against the clock
Space Launch	Solve simple subtraction problems to launch the shuttle
Subtraction Machine	Simple drill; three levels
Single-Digit Subtraction	Timed drill on subtraction facts



Addition & Subtraction

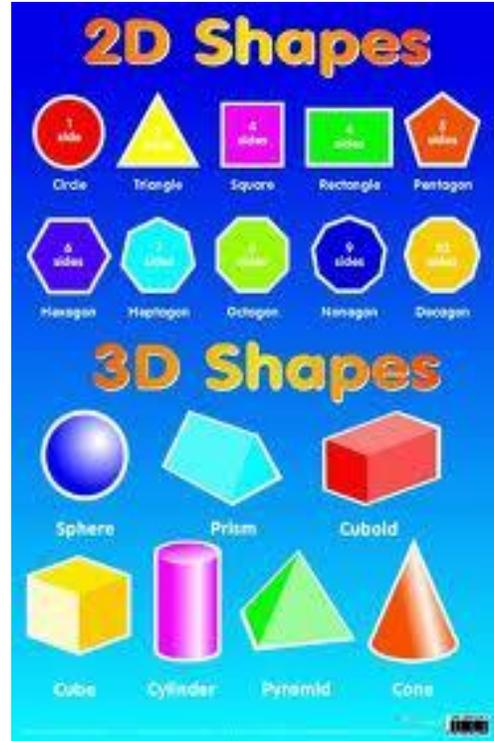
Adding Without Renaming	Math drill on adding two-digit numbers without renaming
Connect Four	Two-player game of Connect Four; must solve problems; set levels
Estimate	Estimate the number on the number line where arrow

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	points
<u>Estimate the Angle</u>	Try to match the angle shown; multiple choice
<u>Estimation Quiz</u>	Estimate the size of common objects
<u>Estimating Temperature</u>	Good explanation and practice with estimating temperatures in Fahrenheit
<u>Spooky Subtraction 10's</u>	Find the number to complete the subtraction sequence by 10s
<u>Hunt the 10's</u>	Find ghosts that are multiples of ten
<u>Octopus 10's</u>	Find the number that is 10 more
<u>Robin Hood Doubles</u>	Find the doubles of multiples of 10

3-D and 2-D Shapes

<u>2- and 3-D Shapes</u>	Several activities for identifying shapes and their characteristics; may be downloaded
<u>3-D Shape Explanation</u>	Mini lesson on shapes and their attributes
<u>Incredible Symmetry Pictures</u>	Multiple short activities that illustrate where to find symmetry in daily living
<u>Quadrilateral Properties</u>	Find the shape that doesn't fit the criteria
<u>What's My Attribute Rule?</u>	Sorting shapes by colors, sizes, or other attributes
<u>Shape Caper</u>	Learn about describing the attributes of shapes
<u>Sort the Triangles</u>	Very short activity on triangles
<u>Sort by Angles</u>	Very short activity on sorting shapes by angles
<u>Sort by Attributes</u>	Very short activity on sorting shapes by color and type
<u>Identify 2-D Shapes</u>	Take a quiz on 2-D shapes
<u>Challenge Shapes</u>	Click on the matching shape; challenging and fast



Whole Number Operations & Number Stories

<u>Making Equal Groups</u>	Count equal groups to get a total
<u>Multiplying by Adding</u>	Convert an addition statement to a multiplication statement
<u>Groups of Dogs</u>	Modeling multiplication with arrays
<u>Cuisenaire Online</u>	Modeling multiplication with Cuisenaire rods and arrays(need to download plugin)
<u>Multiplication Grid</u>	Teacher planning; click two numbers on multiplication grid; shows array and totals
<u>Click on Bricks</u>	Thinkquest practice with colored legos in groups, multiplication up to 4
<u>Rectangle Division</u>	Use blocks and arrays to demonstrate division
<u>Baseball Math</u>	Choose subtraction, medium difficulty for two-digit



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	subtraction problems
<u>Modeling 2-Digit Addition</u>	Students place numbers on the board, and regroup as necessary
<u>3-Digit Addition E-Lab</u>	Enter two numbers; decide whether to regroup or not; check answers
<u>Even Trading Lesson</u>	Lesson on trading cubes, longs, and flats
<u>Estimator</u>	Set the parameters for how close the estimate must be
<u>Guess The Number</u>	Use ballpark estimates to find a number between 0 and 100
<u>More or Less Estimator</u>	Estimate whether the items are more or less than the number given
<u>Interactive Arrays</u>	Teacher creates problems up to 10 x 10; student adjusts array to find total
<u>Modeling Multiplication</u>	Use a model to find a multiplication product
<u>Multiplication Rectangle</u>	Manipulate grid; shows arrays, lattice, and common multiplication methods
<u>Multiplication Applet</u>	Applet shows the array for any multiplication problem; various applets available
<u>Soccer Shootout</u>	Kick the soccer ball 10 less than the goalie's number
<u>Subtraction Number Hunt</u>	Pick the number 10 less than the target number; timed feedback
<u>Subtraction Number Hunt 11</u>	Pick the number 11 less than the target number; timed feedback
<u>Math Magician</u>	Fact drill - choose operation and level
<u>Rescue the Dog</u>	Fact practice against the clock
<u>Go Figure</u>	Find the sequence of numbers that will give the right total
<u>Operation Order</u>	Solve addition + subtraction problems with three 1-digit numbers
<u>Mental Math Drill</u>	Can you do ten problems quickly?
<u>Rock Hopper</u>	Jump the frog from rock to rock to reach the given total

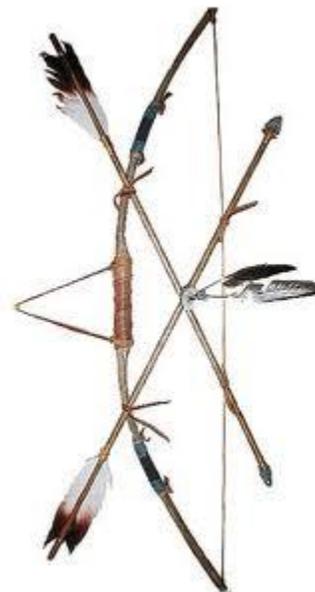
Patterns & Rules

<u>Mad Math Minute</u>	Choose the level of difficulty, number of problems and range of numbers
<u>Fairy Fogs by 10s</u>	Decide which number comes next in a number line by 10s
<u>Octopus 10s</u>	Pick the number that is 10 more
<u>Find the Median of 1-Digit Numbers</u>	Students identify the median from a data set of 1-digit numbers
<u>Find the Median of 2-Digit Numbers</u>	Students identify the median from a data set of 2-digit numbers
<u>Train Race</u>	Use median, range, and mean to see which train is fastest
<u>Adding 2-Digit Numbers</u>	Visual lesson on adding 2-digit numbers



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<u>Problem Drill</u>	2-digit addition problems
<u>Measure the Teddy Bear</u>	Measure the height of the teddy bear; ten questions
<u>Ruler Game</u>	Choose from whole numbers to sixteenths -- timer can be on or off
<u>Measure It!</u>	Measure in inches or centimeters
<u>Fish Tales</u>	Measure the fish; variety of measurements, including comparisons
<u>Dot-to-Dot Count</u>	Count by twos, fives, and tens; fun
<u>Soccer Shootout</u>	Kick the soccer ball 10 less than the goalie's number
<u>Subtraction Number Hunt</u>	Pick the number 10 less than the target number; timed feedback
<u>Subtraction Number Hunt 11</u>	Pick the number 11 less than the target number; timed feedback
<u>That's a Fact!</u>	Fact drill to 10 or 20
<u>Find the Missing Addend</u>	Finish the problems by finding the missing addends
<u>My Backpack Can Hold..</u>	Using data on a graph, solve addition problems
<u>Multiple Matrix</u>	Solve multiplication factor problems on a matrix, see patterns
<u>Multiple Mystery</u>	Solve factor problems with a grid
<u>Graph Your Data</u>	Free, government sponsored site for making a graph with own data
<u>Using Tally Marks</u>	Sound support; students make a tally chart based on sports preferences
<u>Bugs in the System</u>	Capture the bugs to create a bar graph
<u>Pattern Generator</u>	Generates a pattern for completion; right pieces 'stick', wrong pieces won't; challenging
<u>Safe Cracker</u>	Use shape, color, and number patterns to crack the safe



Fractions

<u>Pizza Game</u>	Fill the pizza orders with fractions of toppings
<u>What is a Fraction?</u>	Lesson with activities that follow; not very interactive
<u>Flowering Fractions</u>	A fraction lesson with activities to check understanding
<u>Match the Model</u>	Matching game where fractions and visual representations are matched
<u>Bowling for Fractions</u>	Color in part of a figure and identify it as a fraction
<u>Identify Fractions</u>	Shapes are shaded in; students write the fraction
<u>Fraction Identity</u>	Name the shaded portion -- denominators change
<u>Parts of a Whole</u>	Shade a fraction, computer names it
<u>Cross the River</u>	Help the man cross the river by identifying the correct fraction



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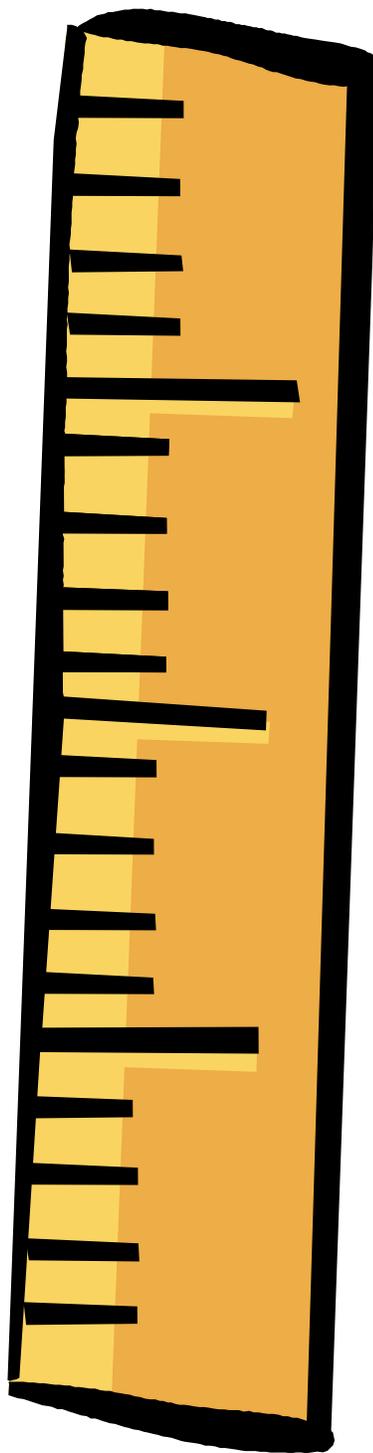
<u>Equivalent Fraction Demo</u>	Not an activity; move the mouse to find equivalent fractions
<u>Fresh Baked Fractions</u>	Given four fractions, find the one that is not equivalent
<u>Fraction Frenzy</u>	Speed drill on finding equivalent fractions
<u>Magic Potions</u>	Match equivalent fractions; progressively harder
<u>Visualizing Fractions</u>	Given a fraction name, students create it
<u>Naming Fractions</u>	Fraction parts are shaded; students write the correct fraction
<u>Fraction Shading</u>	Name the fraction that is shaded

Measurement

<u>Metric Measures</u>	Measuring length and volume in metric
<u>Measure It!</u>	Measure lines in metric or inches
<u>Interactive Teaching Measurement</u>	Large group demonstration tools and worksheets
<u>Estimation Video</u>	Video on measurement -- using logical estimates to measure
<u>Area Explorer</u>	Using a grid, find the area of a block of color
<u>Shape Surveyor</u>	Calculate the area, perimeter or both
<u>Perimeter Explorer</u>	Using a grade, find the perimeter of a block of color
<u>Length Measurement Equivalencies</u>	Multiple choice for converting inches, feet, and yards

Decimals & Place Value

<u>Change Maker</u>	Choose the level of play and US coins to play
<u>Count Grandpa's Change</u>	Count the coins from Grandpa's pocket
<u>Which Coin is Missing?</u>	Amy has some money; which coin will get her to the total
<u>Estimator Four</u>	Two person game on estimation; 3-digit numbers
<u>Estimating Sums</u>	Estimating sums of 2-digit numbers in multiple choice drill
<u>Knowing Numbers</u>	Given expanded notation, must write the number
<u>Base 10 Numbers</u>	Use cubes, bars, and flats to show the number given
<u>Matching Sums</u>	Add up coins and match them with the decimal notation
<u>Piggy Bank Totals</u>	Coins drop and player must click coins to make a total before column fills; two levels
<u>Show Me the Money!</u>	Adding money in standard notation; program lines the amounts up; calculator could be used
<u>Buying Rocks</u>	Pay the frogs for rocks by dragging money bags to right place value



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<u>Place Value Video</u>	A video that explains place value, followed by activities
<u>Place Value Game</u>	Try to make the largest number possible with the digits given one at a time
<u>Identifying Place Value</u>	Given a number, must identify which digit is in a particular place (tens, etc.)

Review

<u>Digital & Analog Times</u>	Choose the digital time that matches the clock face
<u>Multiplication Fact Drill</u>	Choose the factor you wish to practice and a speed for flashcard drill
<u>Flash Drill</u>	Choose multiplication and factor to practice for drill
<u>Range of 3-digit Numbers</u>	Find the range of a group of 3-digit numbers
<u>Find the Range</u>	Find the range of a group of numbers
<u>Find the Mean</u>	Find the mean of a group of numbers
<u>Math Drill (individualized)</u>	Choose multiples of 2, 5, or 10 and drill on math facts
<u>The Factor Game</u>	One or two person game with factors
<u>Multiplication Fact Drill</u>	Choose the factor you wish to practice and a speed for flashcard drill
<u>Flash Drill</u>	Choose multiplication or division and factor to practice for drill
<u>Baseball Math for One</u>	Fact practice in a game
<u>Baseball Math for Two</u>	Two-person fact practice in a game setting
<u>Mathcar Tic Tac Toe</u>	Fact practice in a game
<u>Math Mayhem</u>	Fact practice against the clock
<u>Puzzle Pieces</u>	Practice fractions and multiplication with puzzle pieces
<u>Set the Time</u>	Set the time on the clock and check
<u>Clockwise</u>	Set the clock; three levels, easy
<u>Calendar Questions</u>	Choose a year to answer standard questions -- birth year might be fun



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Challenge

<u>Robo Packer</u>	Use slides, rotation, and flips to pack the robots into the case
<u>Guess the Pattern</u>	Guess the pattern of cars (MasterMind)
<u>Math Lingo</u>	Matching activity for math vocabulary; changes
<u>Guess My Number</u>	Guess a number between 1-100
<u>Even or Odd?</u>	Choices to 10, 30 or 100



Teacher/Parent Resources

<u>Online Quiz</u>	Web-based service for creating quizzes and tests, which the computer then scores for you
<u>Curricular Links</u>	Best web collection of links for all content areas by grade level and skills