

*** Current Reading Unit IXL 2nd Grade Activities***

Verb tense

1. **TT.2** Identify verbs in the regular past tense
2. **TT.3** Form and use the regular past tense
3. **TT.6** Identify the irregular past tense I
4. **TT.7** Identify the irregular past tense II
5. **TT.8** Form and use the irregular past tense: set 1
6. **TT.9** Form and use the irregular past tense: set 2
7. **TT.10** Form and use the irregular past tense: set 3
8. **TT.11** Form and use the irregular past tense: set 4
9. **TT.12** Match the -ed and -ing sentences to the pictures
10. **TT.13** To be: use the correct present tense form
11. **TT.14** To be: use the correct past tense form
12. **TT.15** To be: use the correct form
13. **TT.16** To have: use the correct form



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Topic and purpose

1. **S.1** Identify the purpose of a text
2. **S.2** Determine the topic and purpose of informational passages

Challenge! IXL 3rd Grade Enrichment

Sentence variety

1. **R.1** Combine sentences: subjects and predicates
2. **R.2** Combine sentences by adding key details
3. **R.3** Create varied sentences based on models

Idioms

1. **BB.1** Choose the picture that matches the idiomatic expression

Author's purpose

1. **B.1** Identify the author's purpose: mixed media
2. **B.2** Identify the author's purpose: passages

LOOKING FOR NEW APPS?

Literacy Apps Recommended by READING ROCKETS <http://www.readingrockets.org/literacyapps/vocabulary>

A child's vocabulary can be expanded through repeated exposure to new words and by thinking about word meanings. We've found apps that engage young children in crossword and Scrabble type games. Other apps focus on specific word meaning skills by highlighting word opposites, synonyms, and homophones. Many of the games can be played together or side-by-side. Have fun and encourage new words!



Bluster!

Price: Free

Grade level: K, 1st, 2nd, 3rd, 4th

Skill: Vocabulary

Device: iPad

Bluster! is a vocabulary game app that can be played solo, as a team, or competitively against another player. Kids race against time and weather to match as many words as they can. Choose from three levels of play.



Bookworm

Price: \$2.99

Grade level: 2nd, 3rd, 4th

Skill: Spelling, Vocabulary

Device: iPad, iPhone, iPod Touch

Bookworm is a spelling and vocabulary building word search game. Children link letters left, right, up, and down to build words to feed "Lex" the bookworm. The longer the word the higher the score. The game can be played with or without time limits.



Chicktionary

Price: Free

Grade level: 2nd, 3rd, 4th

Skill: Spelling, Vocabulary

Device: Android, iPad, iPhone, iPod Touch

Chicktionary is a chicken themed spelling and vocabulary-building word game. Children create as many words as possible out of seven letters. Completed words can be tapped to view their definition. There are multiple levels and children can choose a timed or untimed mode. *Note: This is a noisy app — incorrect words receive scolding squawks.



Opposite Ocean

Price: \$0.99

Grade level: 2nd, 3rd, 4th, 4th and above

Skill: Comprehension, Vocabulary

Device: iPad, iPhone, iPod Touch

In Opposite Ocean, Luna and Leo must master the magic of words by correctly identify the antonym that is the opposite of the given keyword. Children earn pearls when they drag the correct bubble word to the enchanted clam. Developed in association with the Virginia Department of Education.



Same Meaning Magic

Price: \$0.99

Grade level: 2nd, 3rd, 4th, 4th and above

Skill: Comprehension, Vocabulary

Device: iPad, iPhone, iPod Touch

In Same Meaning Magic students help Luna and Leo, young magicians at magic school, toss word stones into the wishing well to earn gold coins and jewels by choosing the best synonym. Developed in association with the Virginia Department of Education.



Same Sound Spellbound

Price: \$0.99

Grade level: 2nd, 3rd, 4th, 4th and above

Skill: Comprehension, Vocabulary

Device: iPad, iPhone, iPod Touch

Same Sound Spellbound is an adventure designed to help the player understand homophones (words that are pronounced the same but have different meanings, such as "bee" and "be"). Luna and Leo, young magicians at Magic School, must use their spell book to bring animal statues to life. In the game, students must correctly identify the homophone which best completes the puzzle sentence, in a given time. If the word is correct, the animal statue comes to life. If it's incorrect, the statue crumbles. Developed in association with the Virginia Department of Education.

