

Grade 2 Asynchronous Instruction Day TASKS: MARCH

Directions: For each inclement weather asynchronous day, students should 1) complete one task per curriculum area: 1 Math, 1 ELA, 1 Content (either Science or Social Studies), and 1 Related Arts task for that color day; 2) circle the completed tasks on this document or make a list of completed tasks on a piece of paper; 3) submit this document or the completed tasks list to their teacher at the end of the month to get marked for asynchronous day attendance. For asynchronous days occurring less than nine days before the end of the month, tasks completion lists will be collected at the end of the *next* month. Attendance for asynchronous days will be updated monthly.

MARCH: Content Task Choices for Inclement Weather Asynchronous Days

Subject	Option 1	Option 2	Option 3
Language Arts	Write and draw a comic. Be sure to use periods, exclamation points, and question marks to help tell what's happening in the comic.	Write 10 words using the prefix un (example: un + tie = untie). Underline the prefix in each word.	Read or listen to a story. Write about the beginning, middle, and end of the story.
Mathematics	Create three random 2-digit numbers using playing cards, dice, or make them up. Add two of the numbers and subtract the third. Repeat two times.	Create two random 2-digit numbers less than 30 using playing cards, dice, or make them up. Subtract both numbers from 90. Repeat two times.	Make up a random one-digit number and record it. Add or subtract one and add the new number to your first number. Example: 8 is the first number and 7 is the second number. Repeat 15 times.
Science: Earth's Changing Landscape Unit	Think about the changes a volcano can make to the land around it, compared to the changes a glacier is making to the land. Write or draw to compare and contrast how a volcano versus a glacier can affect the landscape.	Write to answer the question, "Do you think Earth's land features change over time?" Use evidence from investigations and research we have done in class to support your thinking.	Think about the Engineering Design Process: <i>Ask, Imagine, Plan, Create, Test, Improve</i> . Write about, and/or draw and label to show, a tool or structure that could help stop or slow water from washing away soil (erosion).
Social Studies	A market is a place where people can buy and sell things. Write or draw to show a market where you have shopped with your family.	A decision is the action or process of deciding something when having two or more choices. Write or draw about a decision you had to make.	Write or draw to tell why it is important to be a smart shopper.
Health	Write or draw two safety rules for being safe in the car.	Write or draw two safety rules for being safe around fire.	Write or draw a picture of a community helper who can help when there is an emergency.

MARCH: Related Arts Task Choices for Inclement Weather Asynchronous Day

Subject	Option 1	Option 2	Option 3
Art	<i>These are for you!</i> Trace an outline of your hand on a piece of paper. Add details like lines between your fingers. Using crayons or markers, draw lots of beautiful, colorful flowers at the top of the page. Draw stems down to your hand to make it look like your hand is holding the flowers. Who might you give these flowers to?	<i>Let's move it, move it.</i> Dance around the room to your favorite song. Create a drawing of you dancing. Think of what it felt like. Draw yourself multiple times in different poses. Add bright, bold colors to your drawing to express how you felt.	<i>Crazy hair day!</i> Some days we all feel a little crazy. Draw a picture of yourself including your eyes, nose, and mouth. Using all different kinds of lines, patterns, and colors add crazy hair!
Library Media	The call number for an Everybody book by Carole Boston Weatherford is E WEA. Write the call number for an Everybody book by Margarita Engle. (The call number for an Everybody book is E followed by the first three letters of the author's last name.)	Write a different letter of the alphabet on slips of paper or index cards. Practice alphabetizing the letters. How fast can you put 10 different letters in alphabetical order? Write down your fastest time.	Read a book or magazine or have someone tell you about something they know. Practice taking notes on what you learned.
Music	Practice singing a song from music class in silly voices (monster voice, queen voice, whisper voice, etc.)	Listen to a song on the radio or other device and draw the contour of the melody. When the singer's voice goes up, your line goes up and when the voice goes down, your line goes down.	Put on some music and have a 5-minute dance party! Tell a family member if the music has a fast or slow tempo (speed).
Physical Education	Find a ball, sock ball, or ball up a piece of paper and practice tossing to a target. If you can't find a safe target, practice tossing to yourself, friend, or family member. Write a sentence or draw a picture that describes how you felt practicing your tossing.	Create two safety rules that people should follow when moving their bodies. Share them with a friend or family member. Write a sentence or draw a picture that shows how a person feels if they follow safety rules.	Create a galloping race! Pick a distance and challenge a friend or family member to gallop with you. No running!
Technology	A conditional statement tells the computer to execute a set of actions depending on a specific event. You are the <i>Programmer</i> - find someone to be the <i>Computer</i> . The <i>Programmer</i> gives the commands, "If I ____ (fill in the blank), Then you ____ (fill in the blank)." For example, the Programmer could give the command, "If I turn in a circle, Then you turn in a circle." Or they can give challenging instructions like, "If I touch my nose, then you touch your legs."	Play a game of rock, paper, scissors with a friend. The winner is decided using a set of conditional statements: <ul style="list-style-type: none"> ● First, If rock and scissors are played, then rock wins ● Then, If scissors and paper are played, then scissors wins ● Next, If paper and rock are played, then paper wins ● Finally, If the same object is played, then the round is a tie Play three rounds. Using the conditional statements listed above, players will determine the winner of each round.	Create a dance routine with three physical actions (i.e. spin, clap, and wiggle). Decide how many times each action should be repeated, or "looped" (for example, "spin 2 times, clap 5 times, wiggle one time"). Perform the routine all together, looping each action the designated number of times. Then, try looping the entire routine at least twice!