


ABCDEFGHIJKLMNOPQRSTUVWXYZ



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

2nd Grade Literacy
Parent Resources

STAMINA READ

STAMINA

Sticking with it
even when your body
and brain get tired



READ

epic!





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

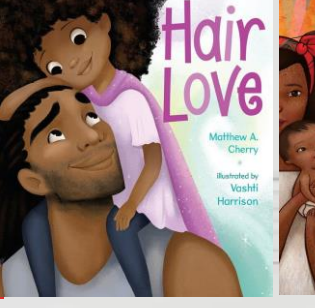
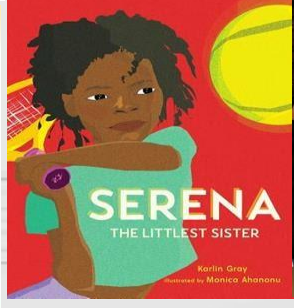
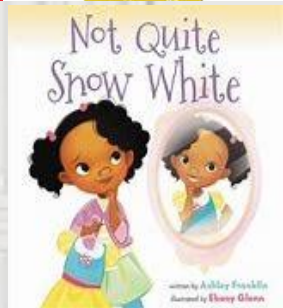
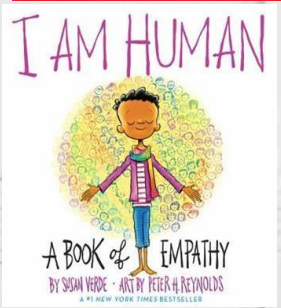
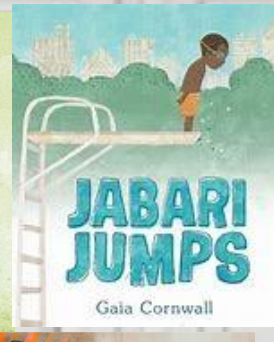
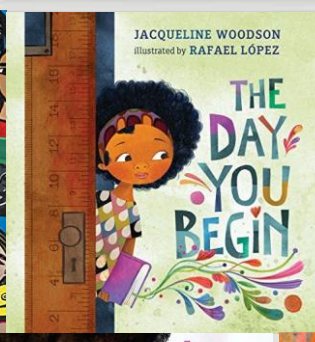
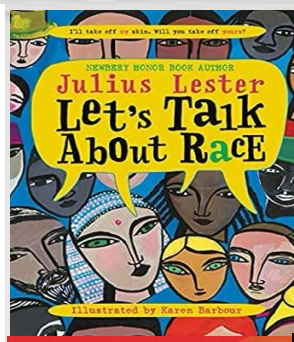
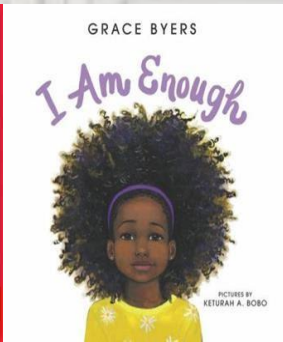
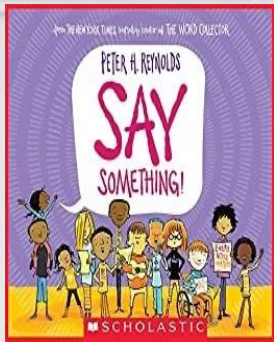
Purpose - Why do I want to
read it?

Interest - Does it interest me?

Comprehend - Do I understand
what I am reading?

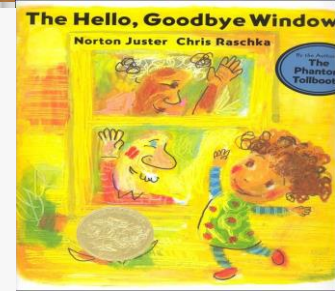
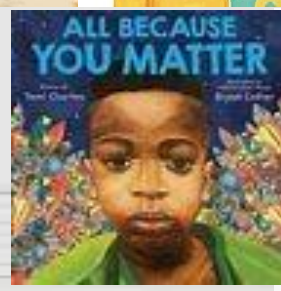
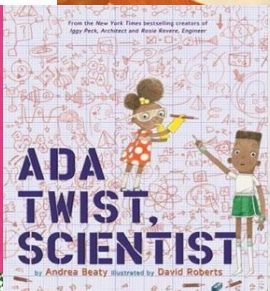
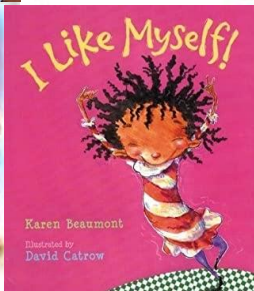
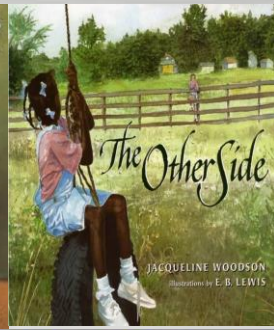
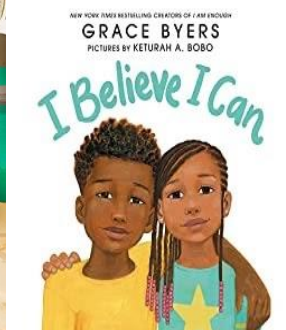
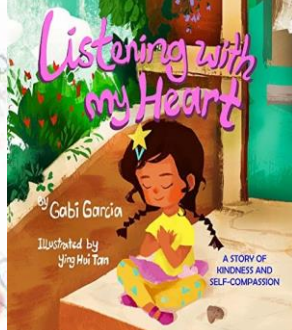
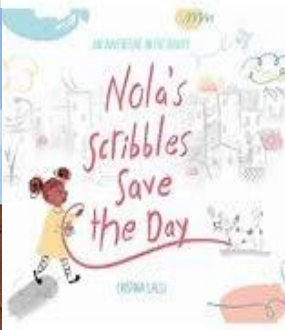
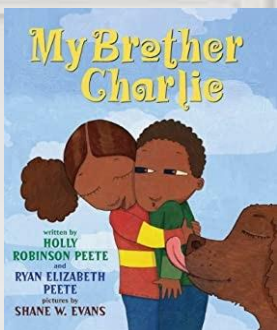
Know - I know most of the words.





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...



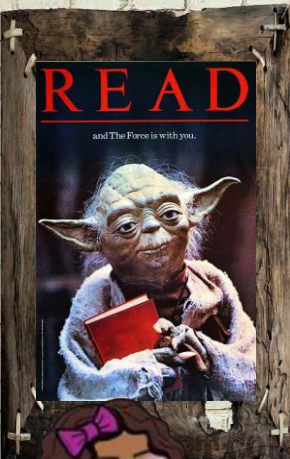
Weekly Reading Log

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's the Author's Purpose?
It's as easy as PIE

Persuade - to convince the reader to do something or believe in something

Inform - to give the reader information

Entertain - to give the reader something to enjoy

Author's Purpose
Reader's Job

To **PERSUADE** - to convince the reader to do something or believe in something

To **INFORM** - to give the reader information

To **ENTERTAIN** - to give the reader something to enjoy

CAUSE AND EFFECT

Little Miss Muffet, sat on a tuffet.
Spinning her webs and singing.
Along came a spider,
Who sat down beside her.
And frightened Miss Muffet away.

CAUSE - A reason for something to happen

EFFECT - What happens because of the cause

FACT ? OPINION

FACT: Something that can be proven true or false.

OPINION: A statement that expresses a person's feelings, beliefs, or preferences.

Main Idea
What the text is about.

Details
The evidence that supports the main idea.

READING SKILLS

AUTHOR'S PURPOSE
The reason why the author wrote the book. Includes: to inform, to persuade, to entertain.

CAUSE & EFFECT
The action or event in the story that causes another action or event.

CHARACTERS
The people, animals, or creatures that are in the story.

COMPARE & CONTRAST
To look for similarities and differences between two things.

DRAW CONCLUSION
Using information from the story to make a judgment about what is not directly stated in the story.

DESCRIBE
To talk about something that includes details about the topic, person, or event!

Everyday With Mr. E.G.

Text Structure
Compare and Contrast

Show how two or more things are alike and/or how they are different!

CONTRAST - different from, however, although, but, on the other hand.

COMPARE - similar to, alike, the same as, not only...but also, as well as, like.

CONTRAST - different from, however, although, but, on the other hand.

Drawing Conclusions and Making Inferences

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

What you know + Clues from the text = Inference

In the text it says...
+
Background Knowledge
=
Text Clues
Inference

CONCLUSION SENTENCE

SUPPORTING SENTENCE 1

SUPPORTING SENTENCE 2

SUPPORTING SENTENCE 3

TOPIC SENTENCE

INFER

Good readers use clues to make inferences about the text by using evidence from the text plus what they already know, to figure something out.

Evidence from the text + Prior Knowledge = Inference

DRAW CONCLUSIONS

TAKING CLUES FROM THE TEXT TO HELP YOU UNDERSTAND THE STORY

I predict...

Types of Context Clues

DEFINITION - The author defines a word or phrase.

SYNONYMS - The author uses a word with a similar meaning.

ANTONYMS - The author uses a word with an opposite meaning.

EXAMPLES - The author gives examples of a word or phrase.

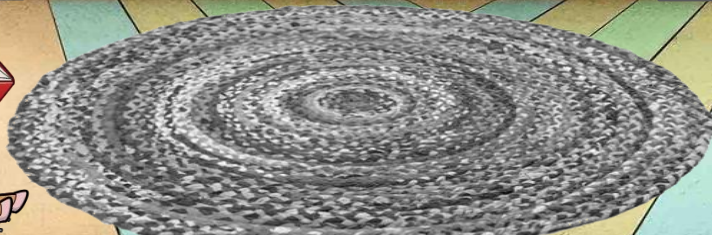
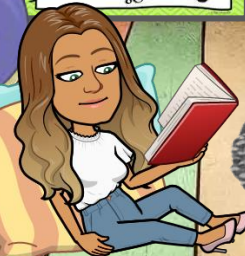
STORY ELEMENTS

CHARACTERS - The people, animals, or objects in the story.

SETTING - Where and when the story takes place.

PROBLEM - The main conflict or challenge in the story.

SOLUTION - How the problem is solved.



VOCABULARY



2nd Grade

**Click on Vocabulary for more
information.**

Sight Words make Reading fun.

Click here to learn more.



2nd Grade

Alphabet
Sound and Formation Chart

Aa	Bb
Cc	Dd
Ee	Ff
Gg	Hh
Ii	Jj
Kk	Ll
Mm	Nn
Oo	Pp
Qq	Rr
Ss	Tt
Uu	Vv
Ww	Xx
Yy	Zz



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

ABC Trace

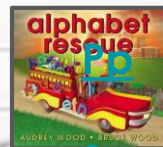
Aa	Bb	Cc	Dd	Ee	
Ff	Gg	Hh	Ii	Jj	
Kk	Ll	Mm	Nn	Oo	
Pp	Qq	Rr	Ss	Tt	
Uu	Vv	Ww	Xx	Yy	Zz



<u>Aa</u>	<u>Bb</u>	<u>Cc</u>	<u>Dd</u>
<u>Ee</u>	<u>Ff</u>	<u>Gg</u>	
<u>Hh</u>	<u>Ii</u>	<u>Jj</u>	<u>Kk</u>
<u>Ll</u>	<u>Mm</u>	<u>Nn</u>	

Short Vowels

Oo



Ss



Tt



Uu

Ww

Xx

Yy

Zz



2nd Grade



Short Vowels: CVC

/a/

/e/

/i/

/o/

/u/

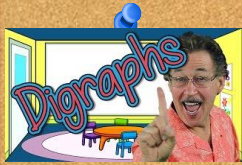


[Printable Games](#)

[Printable Activities](#)



2nd Grade



Digraphs

Digraphs:



[Printable Chart](#)

[Digraph Puzzles](#)

[Digraph Crafts](#)

[Printable Games](#)



2nd Grade

What is a Blend?
br cr dr fr

What is a Blend?
bl cl gl sl



FirstStepReading.com

Blends

sw cr
fl dr
squ
sk cl pl fr sc bl sn
ar

end

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

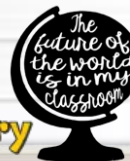
CVCe: a_e i_e
o_e u_e

SoftSchools.com

Vowel Teams:



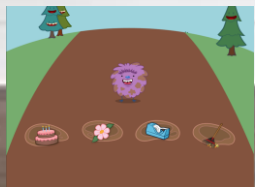
TurtleDiary



Printable
Game

Printable
Sort

Printable
Booklets



2nd Grade

The Diphthong Song



@teachableTEACHER

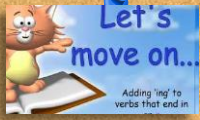
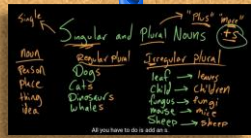


Diphthongs

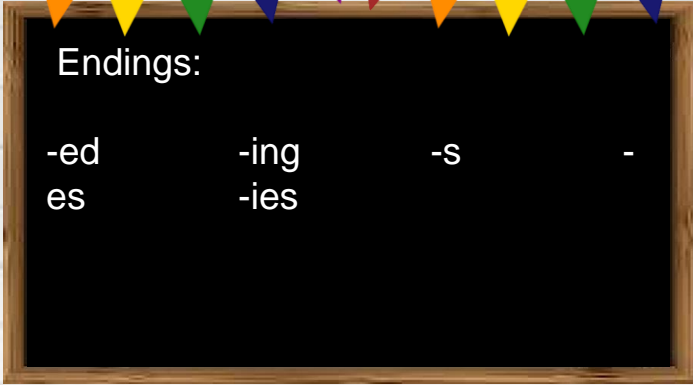
Diphthongs:



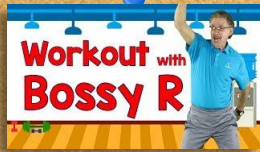
2nd Grade



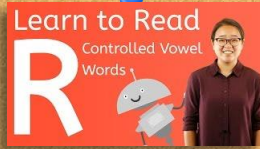
The Doubling Rule
shop (base word)
shop + ed = shop ed
shop + ing = shop ing



2nd Grade



Turtle Diary



R controlled vowels

R Controlled Vowels:

/ar/

/er/

/or/

/ir/

/ur/

