



Second Grade Scoop!

For the Week of Oct 3 - 7

Parent's Points of Interest

Magical Math

The students will be learning about place value of two & three digit numbers. They will use a hundreds chart to solve addition & subtraction story problems.



Reader's and Writer's Workshop

Reading: We will continue building on Schema by making Text-to-Text connections through our literature study of Robert Munsch books.



Writing: In Writing Next week, students will learn to recognize strong Voice in published pieces of writing and how to put strong Voice in their own writing. They will also learn how to revise their writing by adding details and asking questions about the meaning of their writing.



- ◆ Please make sure that your child is wearing or bringing tennis shoes on their assigned day for PE.
- ◆ If you are interested in helping out at school, please go to www.friscoisd.org and fill out a background check.

Super Science

We will demonstrate how using a combination of materials potentially enhances the quality of a project. A friendly competition of bridge building will help formulate our knowledge.



Social Studies

Next week in Social Studies, students will discuss the meaning of urban, suburban and rural communities and be able to describe each set in either the past, present or future.



Teacher Talk

We would like to remind everyone about Parent/Teacher Conference Day on Monday October 10th. Please be on time for

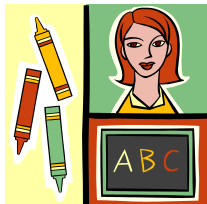
your conference. Conferences run every 15 minutes, so anyone arriving too late, will have to wait for the next available opening. We appreciate all of your support and participation on this day. We are excited to share the great things your kids are learning in Second Grade!

~Second Grade Teachers



Stupendous Spelling

Next week in Spelling, students will be learning to spell words with the following spelling rime patterns: -ack and -ick.



Upcoming Dates

- Oct. 10-No School Parent/Teacher Conferences
- Oct. 14-Walk to School Day
- Oct. 18-Boosterthon Kick-off