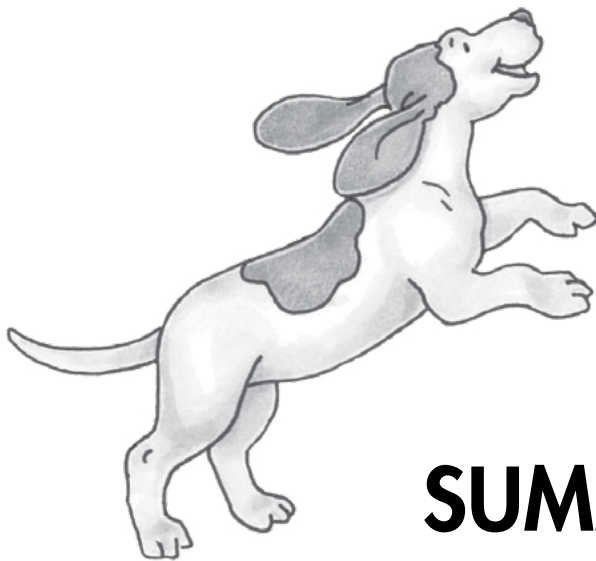




The Superkids[★] Reading Program



SUMMER PACKET

For students who received *Superkids* second-grade instruction in the most recent academic year

SUMMER PACKET

Second Grade

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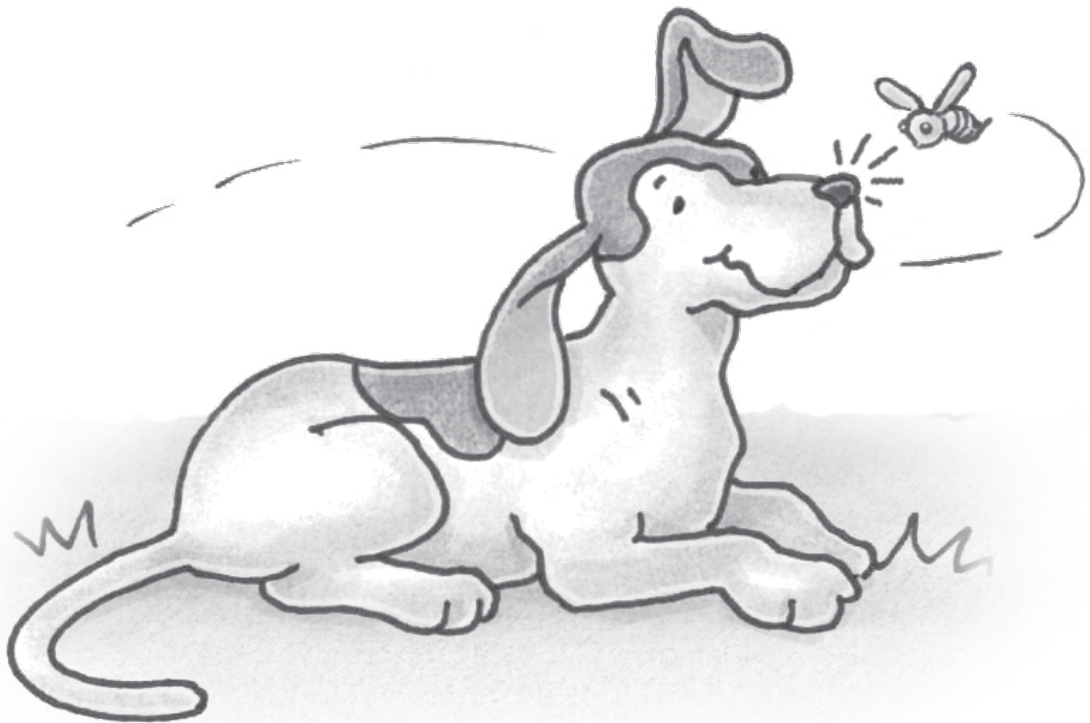
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SECTION 1: Decoding & Spelling Practice


★ Practice Pages 1–13



Circle the words with the **long e** sound. Then list them in the correct group for their spellings.

A Clean Sweep!

defeat
squeeze
piece
cake
funny
kept
tweet
pet
felt
fed
feed
dirty
beach
brief
leaf
chief
yes
happy



ee **ea**

1. _____

7. _____

2. _____

8. _____

3. _____

9. _____

ie

y

4. _____

10. _____

5. _____

11. _____

6. _____

12. _____

Directions: Write the correct homophone on the lines to complete the sentences.

weak week

1. The kids went on a field trip last _____.

heal heel

2. It took many weeks for Cass's leg to _____.



tea tee

3. Iced _____ is refreshing on a hot summer day.

be bee

4. The bumble _____ was attracted to the flowers.



meet meat

5. The kids will _____ at the park.

peeks peaks

6. There is still snow on the highest _____.

see sea

7. Many amazing animals live in the _____!



Directions: Write the word that rhymes with and has the same **long a** spelling pattern as the first word in each box. Then write a sentence or draw a picture to show the meaning of the word you wrote.

1. mail sn_____	2. fable t_____
3. break st_____	4. make c_____
5. gray spr_____	6. plain tr_____
7. wave c_____	8. say p_____

Directions: Circle the words with the **long i** sound. Then list them in the correct group for their spellings.

I Spy

trick slice bright
win pigsty tight reply
felt pig
high fig
tie pie wide
line lie why



igh

ie

- 1. _____
- 2. _____
- 3. _____

- 7. _____
- 8. _____
- 9. _____

Super e

y

- 4. _____
- 5. _____
- 6. _____

- 10. _____
- 11. _____
- 12. _____

Directions: Circle the words with the **long o** vowel sound. Then list them in the correct group for their spellings.

Let it Snow!

goal

note

go



pole

shop



crow

cost



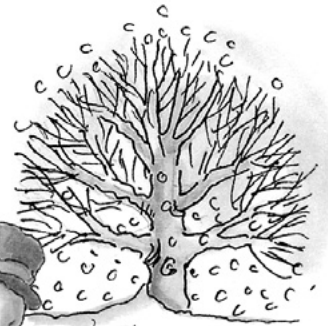
dots

show

knot

groan

toe



hoe



so

oa

ow

Super e

1. _____

3. _____

5. _____

2. _____

4. _____

6. _____

oe

o

7. _____

9. _____

8. _____

10. _____

SECTION 1:
Decoding & Spelling Practice

Directions: Circle the words that have the sound **oo**, as in **moon**. Then write a sentence or draw a picture to show the meaning of each word you circled.

1. soup couch	2. wood spoon
3. saw flew	4. glue green
5. boot book	6. house group
7. fruit bunch	8. hook stool

Directions: Complete each sentence using a word from the box.

bloom glue rule pool noodle
threw scoop fruit soup

1. The pitcher _____ a curve ball.



2. A class _____ is to take turns.

3. Cass swims laps in the _____.

4. Oswald ate chicken _____.

5. Use _____ to stick the ribbon on the paper.

6. Icky had one _____ of ice cream.

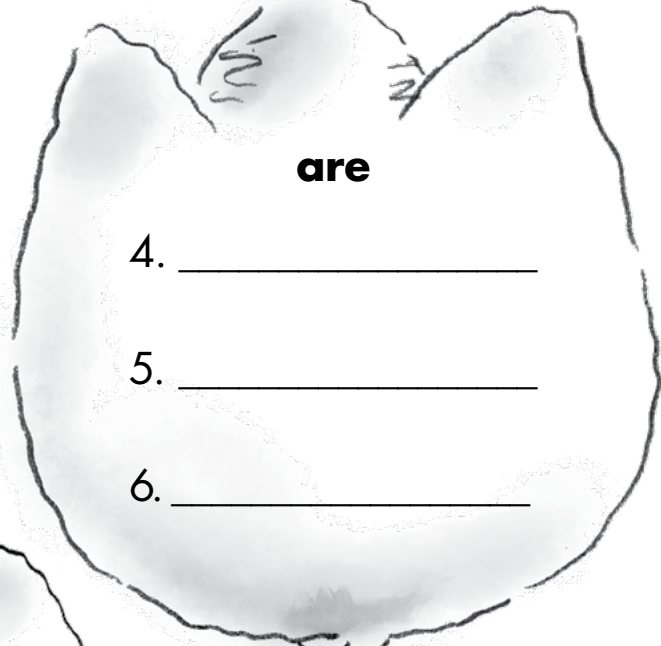
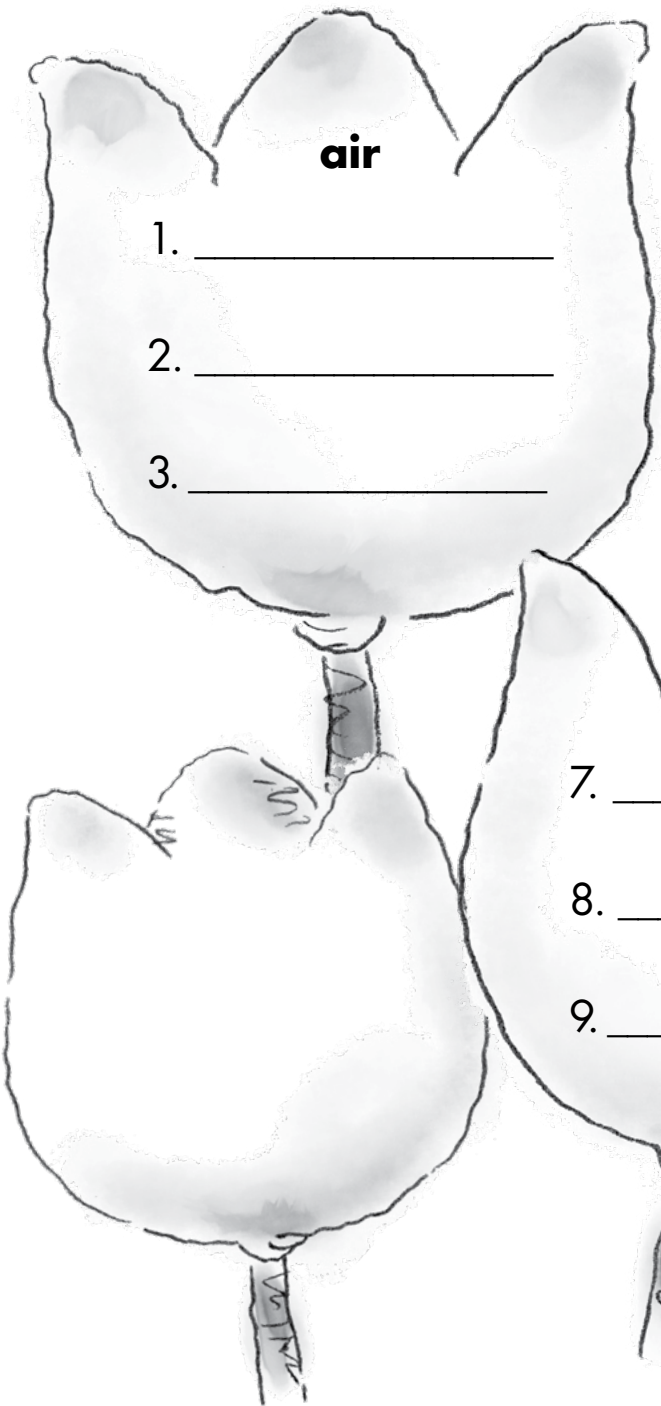
7. Ettabetta made a _____ pie.



8. Doc waited for the flowers to _____.

Directions: Read the words in the box that have the sound **ā**r. Then list them in the correct group for their spellings for the sound.

fairy	care	pear
stair	bear	dare
share	fair	wear



Directions: Complete each sentence using a word from the box.

chair
stare

hairy
wear

scary
merry

pair
spare

1. The _____ dog's thick fur keeps him warm when it is cold.

2. Which dress will Toc choose to _____?



3. It can be fun to tell _____ stories at a campout.

4. Ettabetta has an extra _____ of glasses.



5. Tic plopped down in the big, comfy _____.

6. Ms. Blossom has a _____ tire in the trunk of her car.

7. We all felt _____ at Frits's birthday party.



8. Lily likes to _____ up at the stars.




Directions: Write the word that rhymes with and has the same spelling pattern at the end as the first word in each box. Then write a sentence or draw a picture to show the meaning of the word you wrote.

1. cork f_____	2. more sc_____
3. thorn w_____	4. soar r_____
5. four p_____	6. floor d_____
7. horn c_____	8. short f_____

Directions: Circle the words that have the same sound as at the end of **for**. Then list them in the correct group for their spellings.

A Short Storm



forty poor your  cone
  wart poke snort 
 oar door  won  rock
 top store  son  bored 
 fourth soar wharf
 

or

ore

ar

1. _____ 5. _____ 9. _____

2. _____ 6. _____ 10. _____

our

oor

oar

3. _____ 7. _____ 11. _____

4. _____ 8. _____ 12. _____

Directions: Circle the words with the **er** sound. Then list them in the correct group for their spellings.

Birthday Surprise!



lizzard



swirl

beat



batter

search

curl

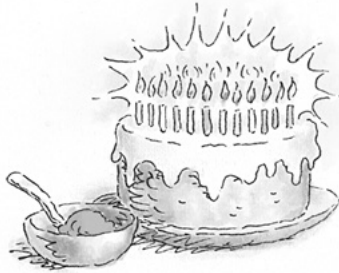
worry

ride

scurry

early

lean



butter

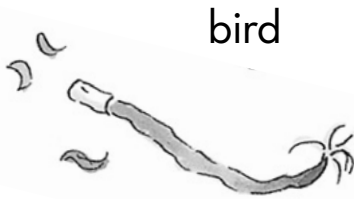


tune

world

bird

sugar



er

ir

ur

1. _____

5. _____

9. _____

2. _____

6. _____

10. _____

or

ear

ar

3. _____

7. _____

11. _____

4. _____

8. _____

12. _____

Directions: Choose a word from the box to complete each sentence.

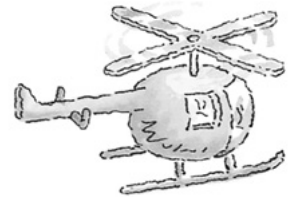
helicopter
orchard

thirsty
earn

hurry
janitor

mustard
shiver

1. The _____ flew low across the sky.



2. Golly was _____ after his long walk.

3. The _____ makes sure our school stays clean.

4. A cold breeze made Lily _____.



5. The Superkids visited an _____ to pick apples.

6. Frits walked dogs to _____ money for a new backpack.

7. Sal likes to put _____ on his hot dog.



8. Alf had to _____ to get to school on time.

SECTION 2: Decoding Games

- ★ Game Directions
- ★ Word Cards
- ★ Game Boards & Pieces



Directions: Use the word cards and game boards on the next pages to play fun decoding games with your child! See the directions below for six different games.

Concentration

Materials: Two copies of at least one page of Word Cards

Preparation: Cut out the cards and mix them up. Spread out the cards with words facedown.

To Play: Two players take turns turning over two cards and reading aloud the words. If the words match, the player should use the word in a sentence and then keep the cards. If the words don't match, the cards should be turned facedown again in their original places. Play continues until all the cards are matched. The player with the most cards at the end wins.

Slapjack

Materials: Two copies of at least two pages of Word Cards

Preparation: Cut out the cards to make two matching sets of cards, one for each player. Players place their cards in a stack in front of them.

To Play: Both players turn over a card from their own set at the same time. If the cards show different words, they turn over a new card. If the same word is shown on both cards, each player slaps a hand on top of the cards and says the word. The first player to do this uses the word in a sentence and keeps the pair of cards. (If you don't want to slap cards, the first player to say the word keeps the cards.) Play continues until all cards are matched. The player with the most cards at the end wins.

Roll and Rhyme

Materials: At least two pages of Word Cards, a die, paper, and a pencil

Preparation: Cut out the cards and place them facedown in a stack. Write each player's name at the top of separate columns on a sheet of paper.

To Play: One player turns over a card, reads the word, and rolls the die. Based on the number rolled on the die, the player must name or write 1–6 words that rhyme with and have the same ending letters as the word on the card. The player receives one point for each rhyming word. Then the next player takes a turn. Play continues until all the cards have been used. Player with the highest score wins.

Road Trip

Materials: At least two pages of Word Cards, a die, and a car cut out from the Game Pieces page or a small toy car for each player

Preparation: Cut out the Word Cards and line them faceup in a long winding path.

To Play: Players take turns rolling the die and driving their car past that number of cards while reading aloud each word. (If children have trouble counting and reading at the same time, have them count the cards first and then read the words while driving their car.) First player to reach the end of the road wins.

Variation: Make it a road race! One player reads aloud each word along the road while you time how long it takes to get to the end. Then players switch roles (or remain the timer if your child is the only player). Players can complete the race multiple times and try to improve on their fastest time each turn. Rearrange the words and path of the road every so often for more challenge.

Parking Lot

Materials: Two pages of Word Cards, a blank Parking Lot game board for each player, and eight cars cut out from the Game Pieces page or eight small toy cars for each player

Preparation: Cut out the Word Cards and spread them out faceup. Each player copies eight words from the Word Card set onto a Parking Lot, writing one word per parking space. Then stack the cards facedown.

To Play: Players take turns reading aloud a Word Card to the group. If any of the players have that word on their Parking Lots, they drive their car into the parking space. Play continues until one player has a car parked in every space.

Bingo

Materials: Two or three pages of Word Cards, a blank Bingo board for each player, and pennies or paper squares to use as markers

Preparation: Cut out the cards and spread them out faceup. Players copy words from the Word Card set onto their Bingo boards, writing one word per square, until their boards are complete. (Each board should end up with some of the same words, but in a different order.) Then stack the cards facedown.

To Play: Players take turns reading aloud a Word Card to the group. If any of the players have that word on their boards, they place a marker over it. Play continues until one player gets four words covered in a row, in a column, or diagonally and shouts, "Bingo!"

SECTION 2:
Decoding Games

Word Cards

Directions: Use the word cards to play decoding games with your child as explained in the Game Directions.

beach

thief

brief

meeting

sneeze

leave

stay

great

table

SECTION 2:
Decoding Games

Word Cards

Directions: Use the word cards to play decoding games with your child as explained in the Game Directions.

cable

weight

played

knife

mind

tight

cried

higher

advice

SECTION 2:
Decoding Games

Word Cards

Directions: Use the word cards to play decoding games with your child as explained in the Game Directions.

wrote

sold

glow

snowy

loaned

open

noodle

fruit

threw

SECTION 2:
Decoding Games

Word Cards

Directions: Use the word cards to play decoding games with your child as explained in the Game Directions.

true

soup

group

chair

stairs

wear

share

berry

scary

SECTION 2:
Decoding Games

Word Cards

Directions: Use the word cards to play decoding games with your child as explained in the Game Directions.

pour

roar

score

floor

door

dollar

search

purple

worry

SECTION 2:
Decoding Games

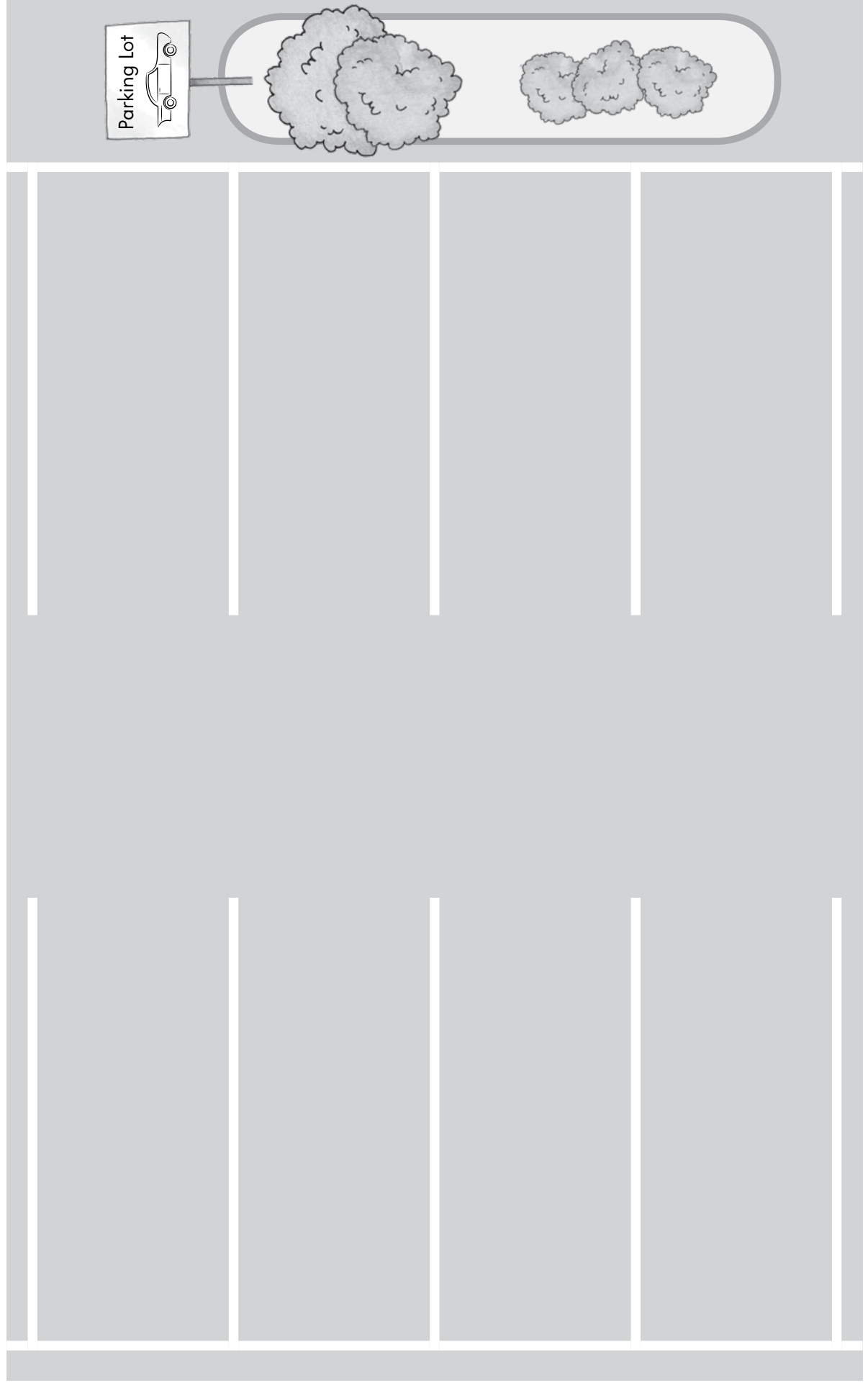
Word Cards

Directions: Use this page to create additional Word Cards. Write the chosen words on the cards and then cut them out.

SECTION 2:
Decoding Games

Game Board

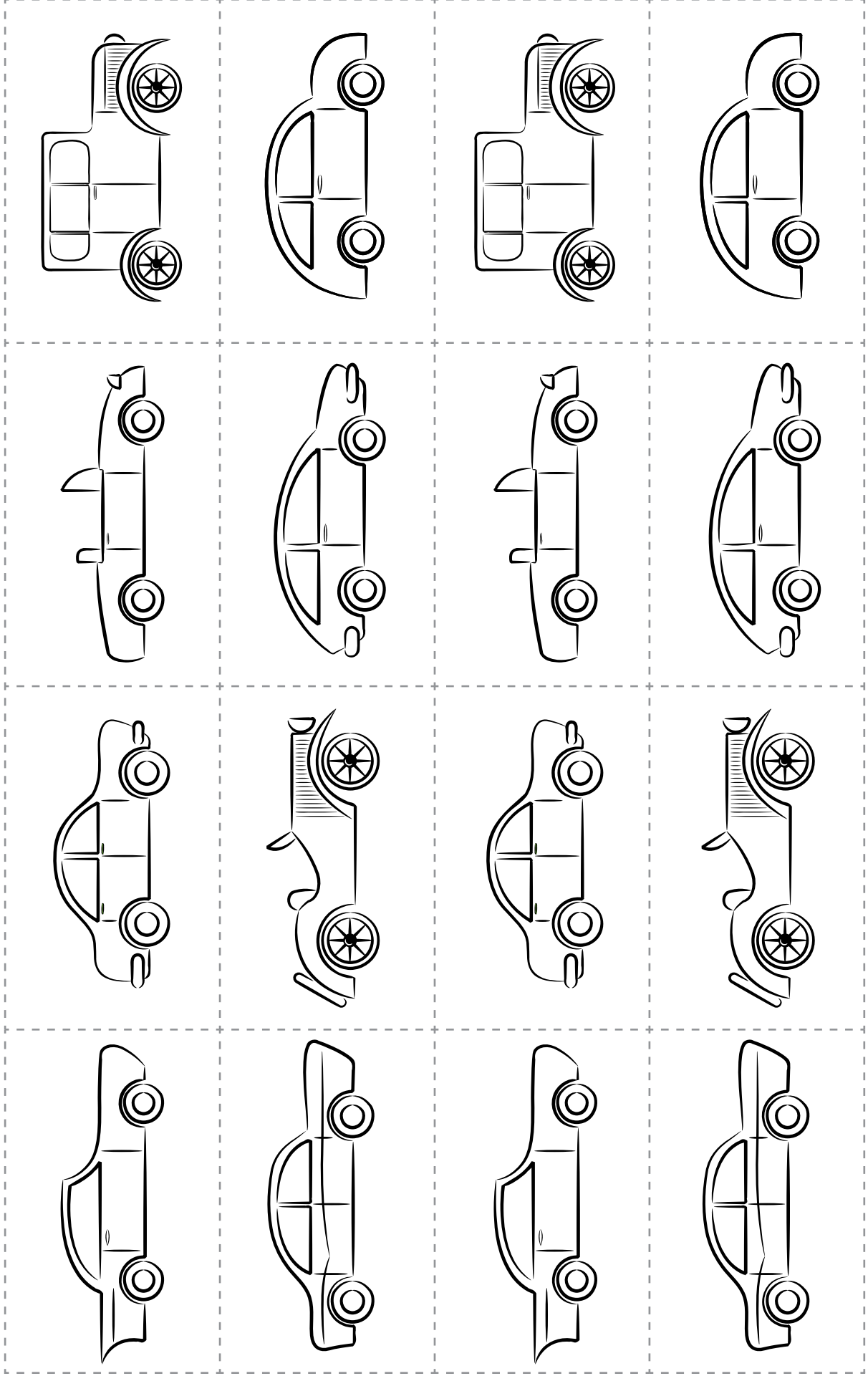
Directions: Use this template to create Parking Lot game boards. See the Game Directions for how to prepare each board and play the game.



SECTION 2:
Decoding Games

Game Pieces

Directions: Have your child color the cars and cut them out to use in the game Parking Lot (8 cars per player), Road Trip (1 car per player), or Road Race (1 car per player). See the Game Directions for how to play the games.



SECTION 2:
Decoding Games

Game Board

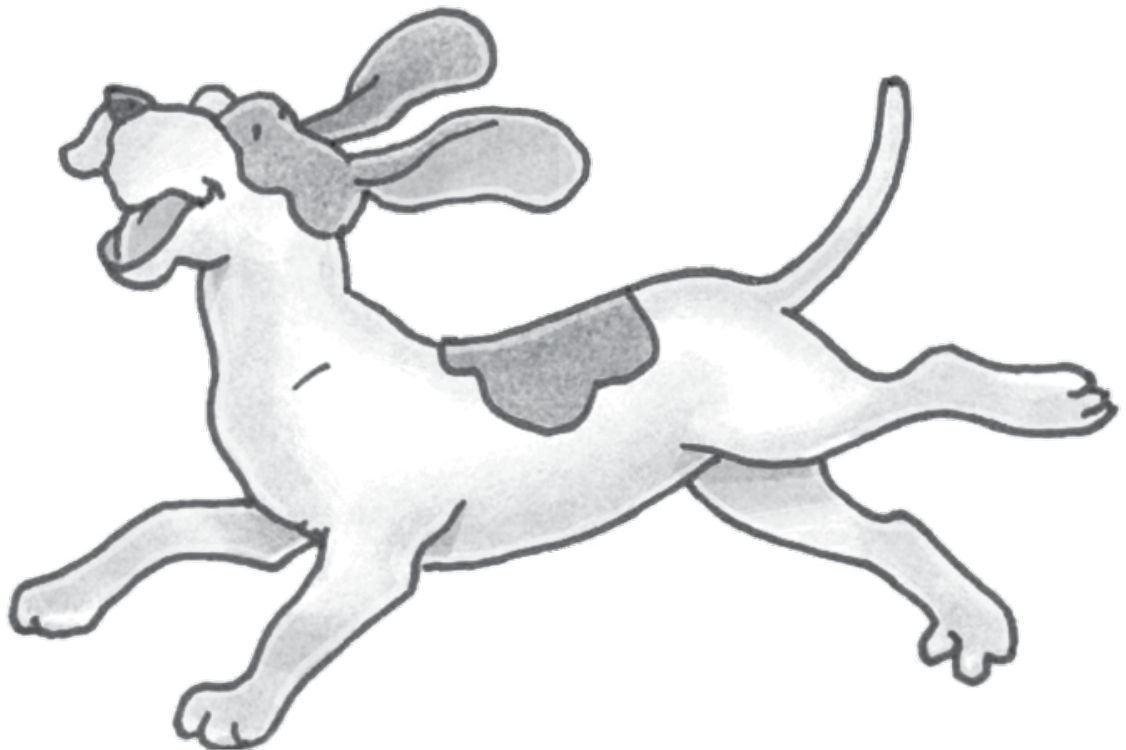
BINGO



Directions: Use this template to create Bingo boards. See the Game Directions for how to prepare each board and play the game.

SECTION 3: Reader Response

- ★ Summer Reading Log
- ★ My Book Review
- ★ About a Story Character
- ★ About an Informational Book
- ★ Book Talk Questions



SECTION 3:
Reader Response

Summer Reading Log

Directions: Have fun reading this summer! Complete a row on the log for each book you read. Here are a few genres to try: realistic fiction, fantasy, historical fiction, fairy tale, informational text, how-to book, biography.

Title	Author	Genre	Rating (4 colored stars = best)
1.			★ ★ ★ ★
2.			★ ★ ★ ★
3.			★ ★ ★ ★
4.			★ ★ ★ ★
5.			★ ★ ★ ★
6.			★ ★ ★ ★
7.			★ ★ ★ ★
8.			★ ★ ★ ★
9.			★ ★ ★ ★
10.			★ ★ ★ ★

Book title: _____

Author: _____

This book is about _____

I think the book is _____

Three reasons why I think so

1. _____

2. _____

3. _____

One supporting example

Character's name: _____

from the book _____

Character's Picture

Character Traits (like brave, smart, silly)

1.

2.

3.

4.

What the character wants most

How the character changes or what he or she learns

Title: _____

Author: _____

Most interesting thing
I learned about:

Fun facts!

1.

2.

3.

Picture it!

Caption: _____

Directions: Have fun talking about books with your child! Tell each other the name and author of a fiction book you've read recently. (Note: You don't need to have read the same book.) Then take turns answering the questions below. You can roll a die or draw a number from a hat to determine which question to answer during your turn.

1. Tell about one of the main characters in the book. What is the person like?

4. Describe a setting where the story takes place. Why is this setting important for what happens in the story?

2. Who makes the most trouble for the main characters in the story? Tell what this character is like.

5. Describe how a character changes or learns a lesson in the story. What can you learn from this for your own life?

3. Describe a problem the main character has. How does the problem get solved?

6. Would you recommend the book to others? Why or why not?

SECTION 3:
Reader Response

Book Talk Questions
FOR INFORMATIONAL TEXT

Directions: Have fun talking about books with your child! Tell each other the name and author of an informational book you've read recently. (Note: You don't need to have read the same book.) Then take turns answering the questions below. You can roll a die or draw a number from a hat to determine which question to answer during your turn.

1. What was the most interesting thing you read about in the book?

4. What did you think of photographs, illustrations, or diagrams in the book? How did they help your understanding?

2. Share two or three interesting facts from the book.

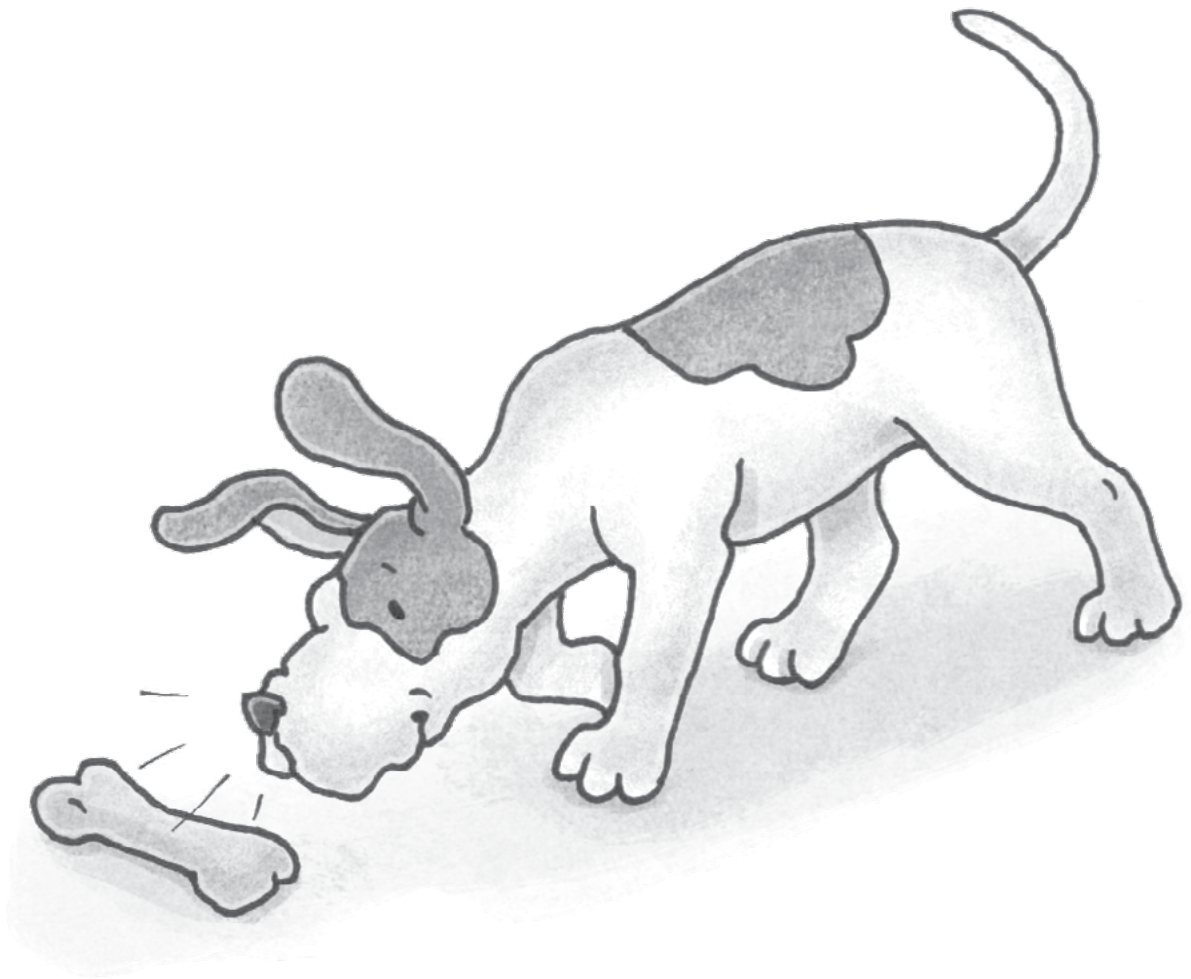
5. What idea do you think the author wants readers to remember most after reading the book?

3. Would you like to read another book about the same topic? Why or why not?

6. Would you recommend the book to others? Why or why not?

SECTION 4: Reading

★ Reading Passages 1–8



The Garden Thief

There once was a queen who grew her own garden. She planted seeds. She plucked the weeds. Soon she had beets, beans, and sweet peas to eat. But the queen had a problem that gave her grief.

Each night, a thief would creep in and steal her crops! This would not do. So one night, the queen hid in a bush by the garden. She waited to see who was making a meal of her plants.

Just as she was getting sleepy, she saw a little bunny squeeze under the fence. It began to eat the leaves of the queen's prize pumpkin!

The queen peeked out from her hiding spot and said, "So you are the thief!"

"Yes," said the bunny (who could talk). "I need these beans and peas to feed my family."

"Okay," said the queen. "But don't be greedy! Leave some for me."

Your Amazing Brain

The brain doesn't take up much space, but it is able to do amazing things. It's like the main computer for your body!

Your brain is small and soft. It's mostly made of liquid and fat. This is sometimes called "gray matter." Your skull protects your soft brain. Your brain does not feel pain, but it helps sense pain in your body. If you scrape your knee, your brain will tell you something hurts.

Your brain helps you see, hear, smell, feel, and taste. Making your heart and lungs work is another important job for your brain.

The brain is also where you remember things, such as the rules for a game or your teacher's name. In fact, your brain holds everything you learn. Your brain lets you think.

You aren't able to do anything without your great brain!

Two Nice Mice

Two mice, Meg and Mike, crept into the kitchen by the light of the moon. It was Mike's first time going with Meg to find human food.

"I will teach you how to eat what you like without getting caught," Meg told Mike. "The trick is to be nice and polite."

"Okay," said Mike. "What's your advice?"

"Always arrive late at night. Try not to make any noise," Meg whispered. "Take only what you need to survive. And don't make a mess."

Mike took one grape from a vine. He nibbled it neatly.

"That's just right!" said Meg. "We leave most of the food behind. But never leave anything you've eaten part way. The humans do not like food that has been bitten."

"Got it!" said Mike as he ate the last bite of his grape.

"You can dine with me any time," said Meg with a smile.

These Goats Are Wild!

You may have pet tame goats at a zoo. But wild goats are very different! A wild goat is really more like an antelope.

Wild goats live high up in the hills. They grow a thick coat to keep warm when the cold winds blow. In spring, a wild goat will molt, or shed its thick coat.

A boy goat is called a “billy,” a girl is a “nanny,” and a baby is a “kid.” Billy goats and nanny goats both have thick beards and long horns. The horns have growth rings that show how old the goat is.

Wild goats eat low plants, like ferns and shrubs, that grow on stony slopes. The goats are good at walking around the cliffs. They are nimble and can jump about 12 feet in a single leap.

It’s not easy to live so high up. But these hardy goats aren’t kidding around!

How the Kangaroo Got Her Pouch

One afternoon, a kangaroo was grooming her baby in the outback. Along came a wombat, looking for food.

“Do you know where I can find some fruit or roots to eat?” he asked the kangaroo.

“Yes, I can help you. There are some bamboo shoots not too far from here,” the kangaroo replied. She led the wombat to where the juiciest plants grew.

But then she heard a cry! It was her baby, loose in the bush. She had been helping the wombat and forgot to look after the baby. ZOOM! Off she went to rescue it.

The wombat followed. “You were a true pal to help me find food,” said the wombat. “I will use my powers to make a pouch to hold your baby. That way he will never get lost again.”

And that is the true story of how the kangaroo grew a soft pouch for her babies to ride in.

Staying Safe Around Bears

It's fun to camp in the woods or at a park. But in some big parks and forests, you must beware of bears! Black and grizzly bears live in many parts of America.

It is rare for a bear to attack. Most bears want to stay away from humans. To be safe, always hike in a pair or a group. Try to be aware of what is around you when you are in the forest. Be careful around streams and creeks where a bear might not hear you coming.

If a bear starts coming towards you, the best thing to do is make loud noises. You don't have to blare a horn. You just need to shout, clap your hands, or even sing loudly. This will scare the bear away.

Spotting a bear can make an ordinary hike a bit scary! But most campers who see a bear live to tell the tale.

An Indoor Garden

Jordan's grandpa loved his garden. He liked working in the garden under the warm sun. He enjoyed looking at the growing plants from his porch. So when Grandpa was in the hospital, Jordan had a plan to make him feel better.

Jordan went to the store and bought poster board and paints. Then he went to Grandpa's hospital room. While his grandpa was snoring away, Jordan sat on the floor and got to work.

First, Jordan painted some tall stalks of corn. He stuck the painting on Grandpa's door. Then he drew a rose bush, taking care to show every leaf and thorn. He painted more and more plants and hung them all up. Soon, the walls of Grandpa's room looked like a garden!

When Grandpa woke up, he began to smile. "Jordan, you've filled every corner of my room with all sorts of plants," he said. "It's a splendid indoor garden!"

In the Desert

You might think nothing can live in a desert. But if you visit a desert, you'll find out many critters thrive there!

A desert can be hot in the day and cool at night. Wear layers when you visit. A desert is dry, so you'll get thirsty. Bring lots to drink! Then look and listen as you go forward.

A jackrabbit may surprise you as it scampers by. Or you may spot a turtle nesting in the dirt. What is that chirp? It might be a hummingbird, sipping the nectar from a cactus flower. Look up and see a great horned owl perched on a rocky cliff. At night, it will hunt for rodents that burrow in the earth.

Desert animals have to adapt to live in their hot, dry home. Some can go days without a drink. Others only come out when it's dark and cool. For many animals, the desert is the perfect home.