

GAME DAY

ROOM TRANSFORMATION

200+ PAGES



2nd grade

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KEEP SCROLLING FOR A CLOSER LOOK!

Why?

Game Day TRANSFORMATION

This classroom transformation pack includes a variety of themed activities to support a fun day of learning! We've done the heavy lifting and included everything you need – from a parent note template to a student completion certificate, and all the fun activities in between!

Need a fun activity for an end of the year activity?

Theme days are a fun change from the routine. With this pack, it will be quick and easy to implement with simple prep!

1

2

3

Looking for an affordable celebration?

Between this pack and a trip to the dollar store, you'll have an exciting celebration that isn't rough on your wallet.

Want motivating skill review activities?

All of the activities are tied to standards and designed with review in mind! Students won't even know they are learning and reviewing because it's fun!

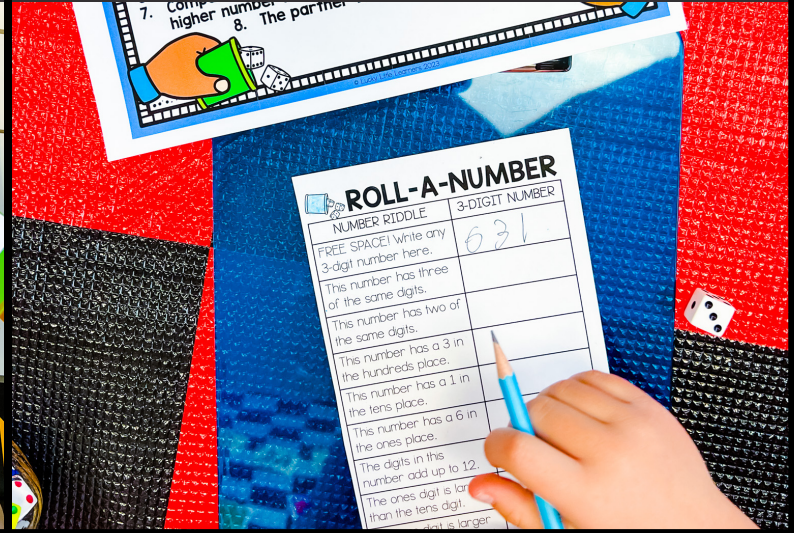


PERFECT FOR...

End of year review



Theme days



Room transformation



Class celebration



Class party



Engaged learning



GAME DAY

schedule



Morning Work	<ul style="list-style-type: none"> I Spy Games activity page
Reading Lesson	<ul style="list-style-type: none"> Read Aloud: <u>The Legend of Rock, Paper, Scissors</u> Comprehension questions Worksheets & activities: character maps, author's purpose, sequencing, game vocabulary crossword puzzle, and game vocabulary word search
Small Groups	<ul style="list-style-type: none"> Diphthong Connect 5 - Diphthongs The Word Game - Sight Words
Literacy Centers	<ul style="list-style-type: none"> Compound Word Puzzles Abbreviation Concentration Mystery Word Headbands Game
Brain Breaks	<ul style="list-style-type: none"> Play board games (includes parent note)
Math Lesson	<ul style="list-style-type: none"> Mental Math Trivia review slides - 1, 2, & 3-digit Addition & Subtraction Stack the Deck – 3-digit addition Game Day Math Review - Mixed Skills Graphing Favorite Board Game – Bar Graphs
Math Centers	<ul style="list-style-type: none"> Gaming Day & Night - A.M. and P.M. Boat Bash - Place Value Go Fishing – Attributes of 2D & 3D Shapes Roll-A-Number – Number Riddles
Science	<ul style="list-style-type: none"> Science Tic-Tac-Toe – Task Card Activity
Social Studies	<ul style="list-style-type: none"> Rubik's Cube Creator Passage & Timeline Rubik's Cube Q&A Rubik's Cube Template
Writing	<ul style="list-style-type: none"> Board Game Brainstorm Pretend Pawn How to Play a Game
Art	<ul style="list-style-type: none"> Game Creation Station
Other	<ul style="list-style-type: none"> Game Day Bingo activity Certificate, parent note, brag tag & snack tag Posters, banner and checklist
Management	<ul style="list-style-type: none"> Connected Classroom Behavior

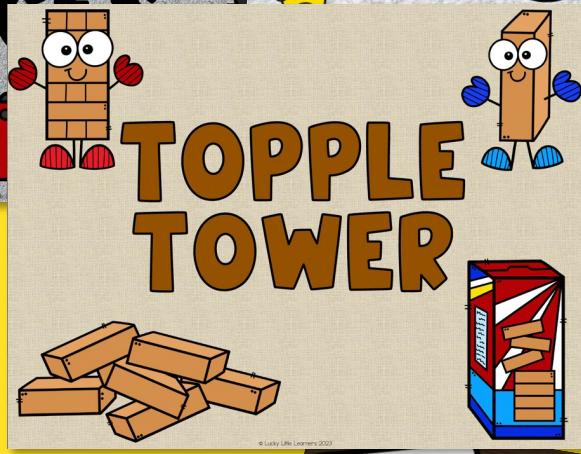
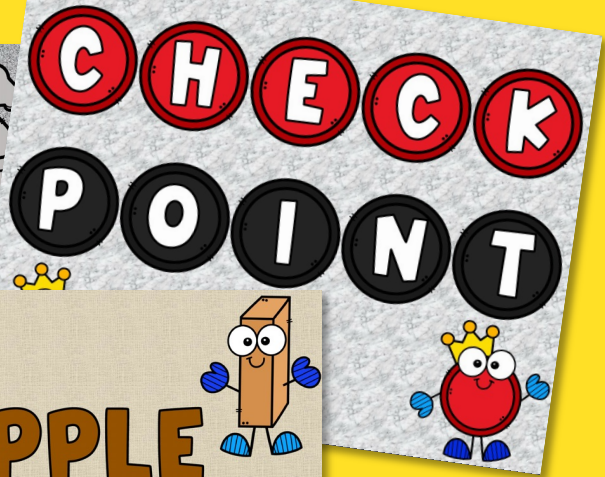
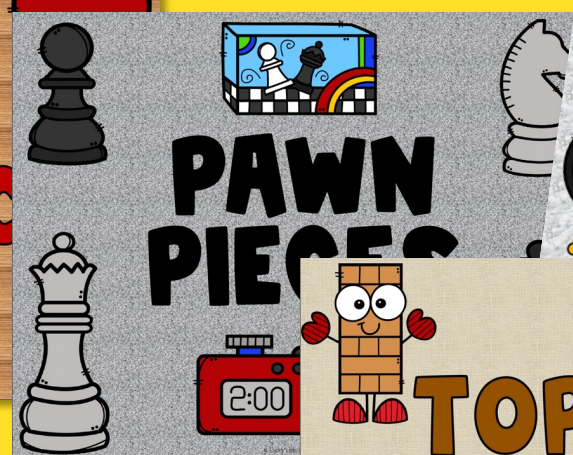
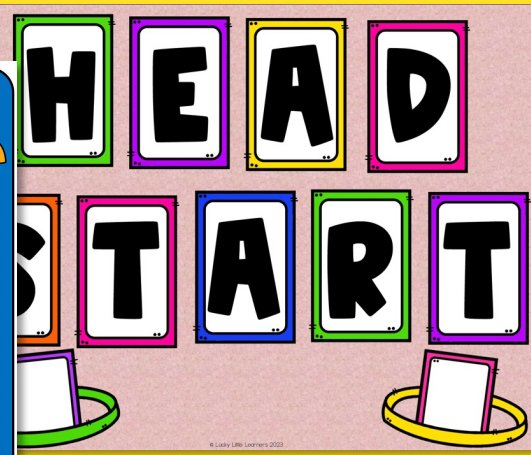
GAME DAY DECOR



GAMING

rules & regulations

- LISTEN TO THE ADULTS
- NO DISRUPTIVE BEHAVIOR
- RESPECT THE AREA
- BE KIND TO OTHERS
- DO YOUR BEST WORK
- HAVE FUN!



Decoration Ideas

Transform your classroom with these simple & cheap decorations!

Decoration	Tips & Ideas
Game piece banners	Use game money, old playing cards, etc to make a banner to hang along bulletins or stream down from the ceiling
Butcher paper letter tiles like Scrabble	Use to make a saying on the wall or on the whiteboard!
Huge dice and/or Rubik's cube	Cover square boxes with white butcher paper and add black dots for large dice, or colored squares for a rubik's cube
Twister game board	Use for a photo backdrop or rug to sit on!
Life-size connect four or checkers	Use tape and colored paper plates for a giant game on the wall or floor
Domino popcorn bags	Use white lunch sacks and paper dots to make popcorn bags look like dominoes
Spinner tablecloths	Use round plastic colored tablecloths. Cut them into fourths. Tape four different colors together to make a round spinner!
Life-size board game	Use colored construction paper or cardstock as the spaces on the floor or wall. Wind them around the room.
Giant playing cards	You can find these on Amazon or at party stores!
Any large games or game pieces	Several games come in "jumbo" or "giant" sizes
DIY large game pieces	Use Styrofoam, cardboard, and spray paint to make your own giant pawns
Prize wheel spinner	If you have one of these in your classroom, set it up for game day!
Game themed paper plates	Party stores and Amazon have Twister and Monopoly themed paper goods!

GAME DAY CHECKLIST

Name: _____

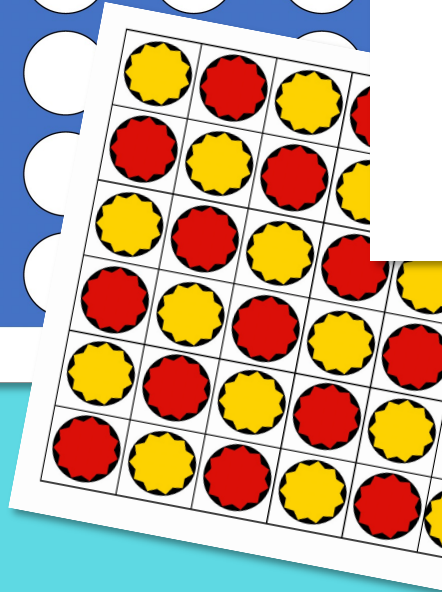
- Head Start
- Hit the Deck
- Pawn Pieces
- Check Point
- Topple Tower
- Domino Doubles
- Spin to Win



BEHAVIOR SYSTEM



Red Player: _____



CONNECTED CLASSROOM

Goal: _____

Reward: _____

is CONNECTED to positive choices!	is CONNECTED to positive choices!
is CONNECTED to positive choices!	is CONNECTED to positive choices!

CONNECTED CLASSROOM

Goal: _____

Reward: _____

How it Works:

1. Start with an empty connected classroom
2. Choose teacher
3. Set a goal
4. Choose earned achievement
5. The class chip for

Reward

1. Extra R
2. Free T
3. Switch
4. No Sho
5. Game

Red Player: _____ Yellow Player: _____

GAMING

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- HAVE FUN!

MATH ACTIVITIES



Name _____

STACK THE DECK BY ADDING 3 ADDENDS

Directions: Solve the addition problems by adding all 3 numbers.

22	52	62	44
$+ 32$	$+ 35$	$+ 34$	$+ 71$
$+ 54$	$+ 23$	$+ 5$	$+ 30$

20	47	19	83
$+ 2$	$+ 31$	$+ 20$	$+ 26$
$+ 64$	$+ 4$	$+ 53$	$+ 8$

24	51
$+ 22$	$+ 38$
$+ 40$	$+ 24$

Name _____

FAVORITE TYPE OF GAME BAR GRAPH

Directions: Survey your classmates using the Favorite Type of Game Survey and use the data to make a bar graph!

15				
14				
13				
12				
11				
10				
9				
8				
7				
6				
5				
4				
3				
2				
1				

Name _____

BE A WINNER AT MATH REVIEW!

Directions: Complete the questions below.

FRACTIONS

Write the fraction of the shaded area for each shape.

MONEY

Circle the coins you would need to buy the chess game.

3-DIGIT ADDITION

Write and solve each addition problem.

$235 + 342 =$ _____

$653 + 264 =$ _____

$377 + 585 =$ _____

3-DIGIT SUBTRACTION

Write and solve each subtraction problem.

$948 - 720 =$ _____

$578 - 292 =$ _____

$724 - 286 =$ _____

NUMBERS

Fill in the missing numbers from the piece of a hundreds chart.

	127	
136		
		148

TIME

Write the time shown on each analog clock.

Name _____

MENTAL MATH TRIVIA GAME

Directions: Play along board and write down answers.

10	10
20	20
30	30
40	40
50	50

MENTAL MATH TRIVIA REVIEW

Basic Math Facts	Add within 100	Subtract within 100	Add within 1,000	Subtract within 1,000
10	10	10	10	10
20	20	20	20	20
30	30	30	30	30
40	40	40	40	40
50	50	50	50	50

BOAT BASH PLACE VALUE

THE RULES:

1. On your turn, do not say a number, instead use place value clues: **EXAMPLE: 34**

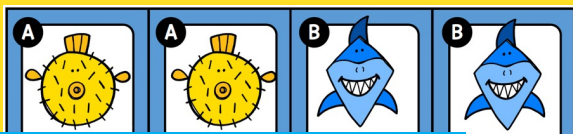
- 3 tens and 4 ones
- $30 + 4$
- 34

In your ocean below, color in these 5 boats:

- 1 that is 5 numbers long
- 2 that are 4 numbers long
- 2 that are 3 numbers long.

When your buddy says "hit", color in that number. If your buddy says "miss" put an X on that number.

MY OCEAN										BUDDY'S OCEAN									
1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100	91	92	93	94	95	96	97	98	99	100



GO FISHING ATTRIBUTES OF 2D & 3D SHAPES

- Shuffle the cards.
- Give each player 5 cards.
- Take turns. On your turn, ask another player for the match by reading the words on a card.
- If they have a match, they give it to you and you put the match aside. Draw a new card.
- If they do not have a match, they say "go fish" and you draw a new card.
- Continue playing until all the cards have been matched up.
- The player with the most matches wins.

Q This shape has 1 vertex and 0 edges.	Q The shape of a party hat.	R This shape has 2 circle faces.	R The shape of a soup can.
S This shape has 6 faces and 12 edges.	S The shape of a block.	T This shape has 0 edges and 0 vertices.	T The shape of a ball.

Name _____

shape. _____

H	
L	
P	
T	
U	
V	
X	

WORD BANK

- circle
- cone
- crest
- cube
- cylinder
- diamond
- heart
- hemisphere
- hexagon
- octagon
- oval
- parallelogram
- pentagon
- rectangle
- rectangular prism
- rhombus
- rhombus
- sphere
- square
- square pyramid
- star
- trapezoid
- triangle
- triangular prism

LITERACY FUN



Name _____
 Directions: Write how to play your favorite board game!



HOW TO PLAY

STEP 1:

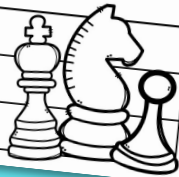
STEP 2:

STEP 3:

STEP 4:

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THE WORD GAME

Directions: Spin the spinner. Move your game piece on the board. When you land of a word, read it and record it under the correct category on your response sheet. The first one to the end wins.

START

house	full	old	feather	sparkly	Lose a turn	listen
run	Move ahead 3 spaces					stinky
tiny	window	walk	icy	paint		
school					mother	dance
Go back 2 spaces					deep	Go back 2 spaces
yell	desk	loud	farm	Lose a turn	swim	cry



END

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IVES

BOARD GAME BRAINSTORM

Directions: Brainstorm a game you would like to create. List the equipment needed, number of players and age range, how to win and the rules. Draw pictures!

GAME NAME:	PLAYERS:
------------	----------

EQUIPMENT:

HOW TO WIN:

DESIGN:

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PAGE 1

BRAINSTORM

DIPHTHONG CONNECT 5

Directions: On your turn, spin the spinner. Choose a circle of the matching color. Read the word. If you read the word correctly, cover it with a counter. The first player to get 5 in a row wins.

royal	clown	joint	thought	lawn	trout	sauce	coil
caught	out	howl	coin	boy	cause	dawn	cloud
autumn	draw	count	point	gown	enjoy	pout	cow
bow	found	joy	saw	soil	claw	toy	because
sound	allow	sauce	employ	fawn	owl	plow	joint
crown	boil	oink	brown	point	round	brawn	about

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word. If
ins.

coil

cloud

cow

because

sound	allow	sauce	employ	fawn	owl	plow	joint
crown	boil	oink	brown	point	round	brawn	about

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4.

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PAGE 2

LITERACY CENTERS



COMPOUND WORD PUZZLES TASK CARDS

1. Set all the game cards face down.
 2. On your turn, flip over two cards.
 3. If you have an abbreviation, keep it made.
 4. Keep play made.

Jan.

Sun.	Mon.	Tues.
Wed.	Thurs.	Fri.
Sat.	min.	wk.

Januc

April	June	July
August	September	October

Minute	Week		
Sunday	Monday	Tuesday	Wednesday
Thursday	Friday	Saturday	

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ABBREVIATION CONCENTRATION GAME CARDS

1. Set all the game cards face down.
 2. On your turn, flip over two cards.
 3. If you have an abbreviation, keep it made.
 4. Keep play made.

Jan.

Sun.	Mon.	Tues.
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Januc

April	June	July
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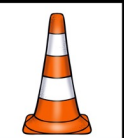
Minute	Week		
Sunday	Monday	Tuesday	Wednesday
Thursday	Friday	Saturday	





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MYSTERY WORD HEADBANDS HARD & SOFT C & G GAME CARDS

- Place the cards face down.
- On your turn, pick up a card but don't look at it.
- Place it in your headband or hold it up to your forehead.
- Ask questions to your partner about the picture on your card.
- The questions should be answered by YES or NO.
- Keep asking questions until you figure out your word. (You can ask for a clue.)
- When you guess your word, place the card in a discard pile and write your word on the response sheet.

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I am a giant.	I am a cub.	I am an orange.	I am a cone.

			
I am cereal.	I am a goat.	I am a gift.	I am a cart.

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MYSTERY WORD HEADBANDS

Name _____

Write it on a line. Mark whether you think the word is hard or soft. Highlight the letter in the word.

Word #2: _____
 Hard
 Soft

Word #4: _____
 Hard
 Soft

Word #6: _____
 Hard
 Soft

Word #8: _____
 Hard
 Soft

Word #10: _____
 Hard
 Soft

Write a sentence using as many of the words as you can.

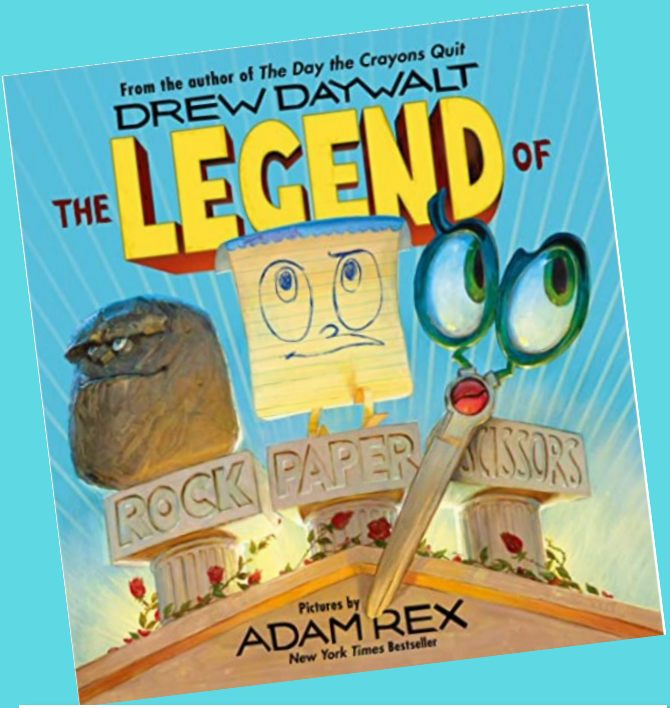
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Am I a place?
 Am I food?
 Can I move?
 Am I big?
 Am I small?
 Do I make noise?
 Can I talk?
 Am I alive?
 Do I have legs?
 Am I heavy?
 Can you hold me?
 Can I swim?
 Could I be a pet?

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 Could I be a pet?



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READ ALOUD ACTIVITIES



The Legend of Rock, Paper, Scissors

Name _____





Directions: Why do you think the author wrote this book? Color the box that shows what you think the author's purpose was. Provide evidence from the text to support your answer.

What was the Author's Purpose?

Inform	Persuade	Entertain
<input type="checkbox"/> Provides Facts <input type="checkbox"/> Gives examples <input type="checkbox"/> Often uses real pictures <input type="checkbox"/> Learned new information	<input type="checkbox"/> Tries to change your mind <input type="checkbox"/> Gives benefits to their opinions	<input type="checkbox"/> Not a true story <input type="checkbox"/> Makes you smile or laugh <input type="checkbox"/> Includes characters and setting

Provide evidence from the text to support your thoughts.




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CHARACTER TRAITS

Name _____


Directions: Write about Rock's external and internal character traits.



CHARACTER TRAITS

Name _____

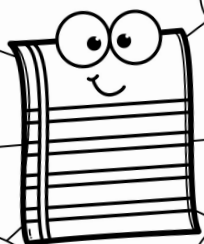
Directions: Write about Scissor's external and internal character traits.



CHARACTER TRAITS

Name _____

Directions: Write about Paper's external and internal character traits.



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SEQUENCING

Name _____

Directions: Read each event. Cut and glue them in the correct order. Draw a picture for each event.

1	2	3
4	5	6

Scissors was victorious over the yummy nuggets.	Rock battles Apricot.	Rock, Paper, and Scissors become friends.
Scissors and Rock battle in Two Car Garage.	Paper wins against Rock.	Paper won against the Computer Printer.

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THE LEGEND OF ROCK PAPER SCISSORS COMPREHENSION QUESTIONS

Look at the front cover of the book. Make a prediction about what might happen.	Have you ever played rock, paper, scissors before?	Why is Rock so sad?
How does the Clothespin say he's going to defeat Rock?	How did Rock beat Apricot?	How does Rock feel after he defeats Apricot?
How did Paper defeat Computer Printer?	Why did Scissors leave the Kitchen Realm?	How did the story end?

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ART & SOCIAL STUDIES



RUBIK'S CUBE CREATOR

ERNO RUBIK

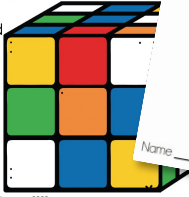
Do you like to solve puzzles? What about a puzzle you can take on the go and solve right in your hands? If so, a Rubik's Cube is the perfect handheld game for you! This toy has been around for nearly 50 years.

In 1944, a man named Erno Rubik was born in the country of Hungary. He was a teacher who wanted a new way to teach his students about shapes. His first model was made in 1974 out of wood blocks, paper clips and rubber bands. It was called "Magic Cube". Mr. Rubik wanted to sell it as an educational toy, had a manufacturer use plastic to make the version that we know today. It was renamed "Rubik's Cube" in 1980 and put on the shelves of toy and game stores all over the world.

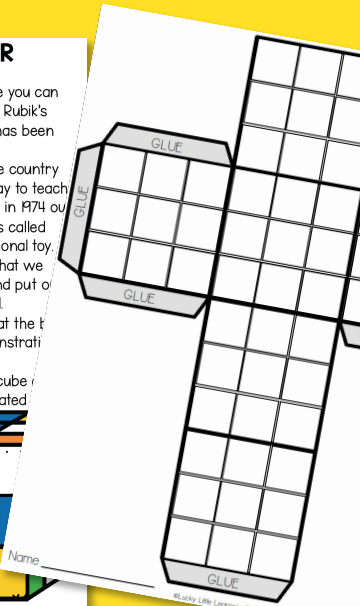
At first, they did not sell well! Mr. Rubik's found that the best way to get people interested in it, was through demonstration. By 1982, over 100 million had been sold.

As the toy grew in popularity, so did solving the cube as possible or "speed cubing". Competitions were created. In 2003, the World Rubik's Cube Championships began being held every two years. Fierce competitors could solve the cube in 50 moves or in only 20 seconds!

Today, Erno is retired but proud of the legacy of his invention.



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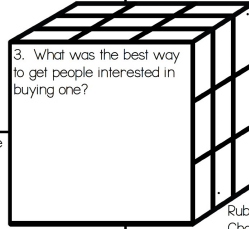


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RUBIK'S CUBE Q&A

Directions: After reading Rubik's Cube Creator: Erno Rubik, answer the questions below.

1. What year and country was Erno born in?
2. What was the first Rubik's Cube model made of?
3. What was the best way to get people interested in buying one?
4. Solving the cube as fast as possible is also known as what?
5. Would you like to compete in the World Rubik's Cube Championships? Why or why not?



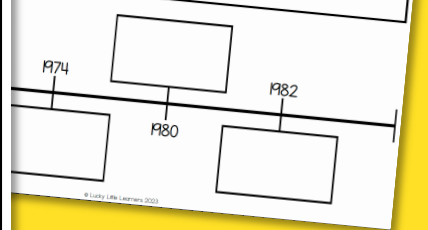
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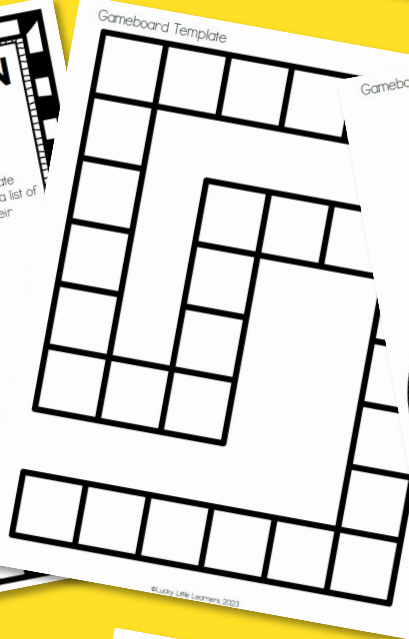
GAME CREATION STATION

TEACHER DIRECTIONS

After completing the writing activity, students can create their own game board for their game idea. Below is a list of materials that you can provide for the students for their game board creation.

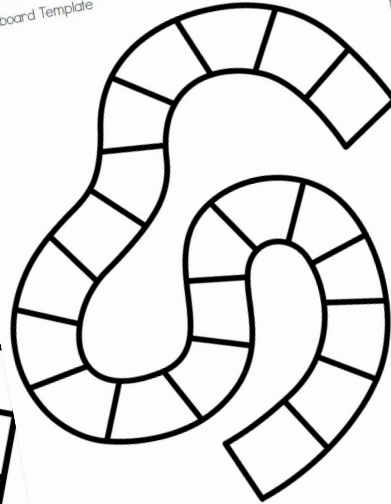
- Index cards
- Blank game boards
- Blank spinners
- Blank dice template
- Paper clips
- Coloring utensils
- Construction paper
- File folders
- Read dice
- Game pieces (markers)
- Game board examples

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Gameboard Template



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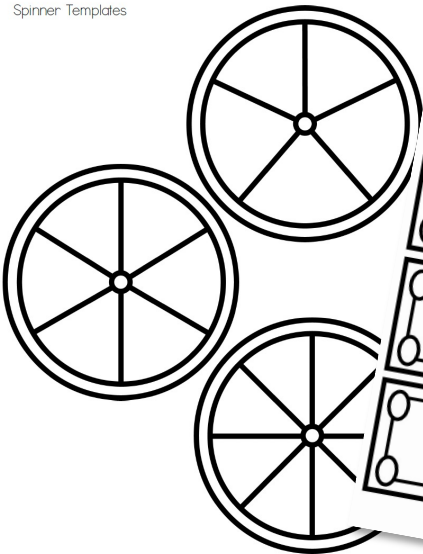
GAME CREATION STATION

Now it's time to make your game!

1. Have your writing activity handy while you create your game board. Choose a game board template that fits your game or make your own using the materials provided. Choose from the different spinner or dice templates to create a way for your players to advance their pieces on your game. Create the game cards, tokens, or money that you might need for your game. When your game board is complete, play it with a friend! Be sure to explain the rules and the objective of the game to your players.

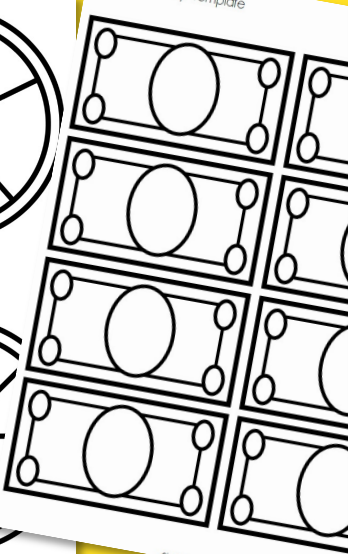
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Spinner Templates



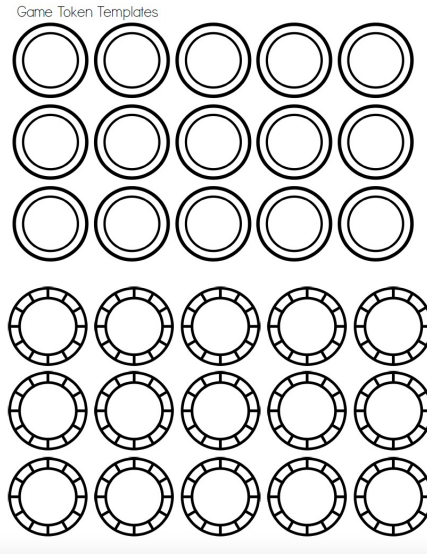
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Game Money Template



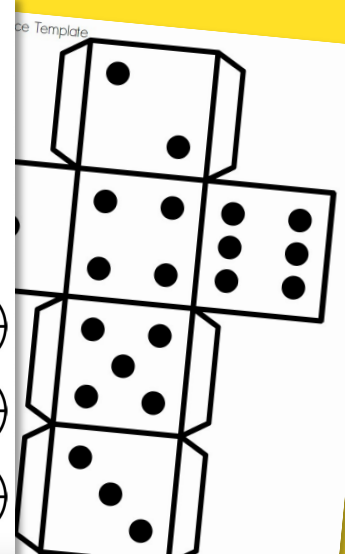
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Game Token Templates



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Dice Template



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SCIENCE ACTIVITIES



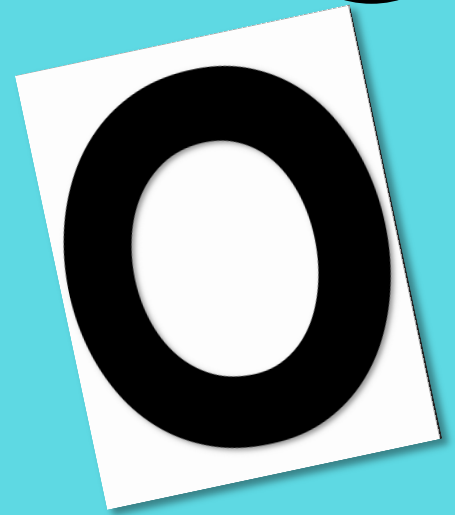
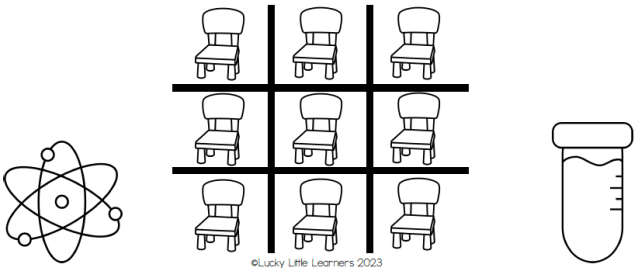
SCIENCE TIC TAC TOE DIRECTIONS


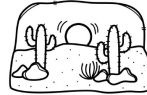


MATERIALS NEEDED:






- Copies of the X page on one color
- Copies of the O page on another color
- 9 classroom chairs
- Science Tic Tac Toe question cards


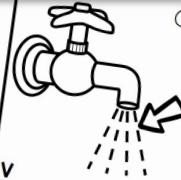


STEPS:

- Set the classroom chairs up like a Tic Tac Toe board in an area of your classroom.
- Divide the class into two teams – the X's and O's.
- Give each team their X or O cards.
- Play Rock, Paper, Scissors to determine which team will go first.
- Ask Player 1 of Team 1 one of the questions.
- If the player answers the question correctly, they can take a seat on one of the chairs holding up their team card.
- If the player cannot answer the question correctly, the question goes to the other team.
- The first team to create Tic Tac Toe wins.



<p>LANDFORMS</p> <p>A feature on the Earth's surface is called a _____.</p>  <p>a) constellation b) habitat c) landform</p>	<p>LANDFORMS</p> <p>A _____ is extremely dry and receives less than 10 inches of rain a year.</p>  <p>a) desert b) mountain c) canyon</p>
<p>LANDFORMS</p> <p>What type of landform can erupt and produce lava?</p>  <p>a) glacier b) mountain c) island</p>	<p>LANDFORMS</p> <p>The tallest landform is called a _____.</p>  <p>a) glacier b) mountain c) island</p>

<p>ANIMAL ADAPTATIONS</p> <p>What do animals use to help blend themselves into their habitat?</p>  <p>a) camouflage b) fur c) homes</p>	<p>ANIMAL ADAPTATIONS</p> <p>When seasons change, birds move elsewhere to live. What is this called?</p>  <p>a) hibernation b) migration c) vacation</p>
<p>ANIMAL ADAPTATIONS</p> <p>What do skunks _____</p>	<p>ANIMAL ADAPTATIONS</p> <p>Claws for digging is an example of an _____ adaptation</p>
<p>HABITATS</p> <p>A habitat is a home or an environment that an animal lives in.</p>  <p>True or False?</p>	<p>HABITATS</p> <p>What is a basic need of an animal?</p>  <p>a) water b) soil</p>
<p>HABITATS</p> <p>What do we call a place where a plant or animal has everything that they need to live?</p> 	<p>HABITATS</p> <p>What is one thing that humans need, but animals do not?</p>  <p>a) shelter b) clothes</p>

<p>MATTER</p> <p>_____ milk?</p>  <p>a) solid b) liquid c) gas</p>	<p>_____ can be a liquid, solid, and a gas.</p>  <p>True or false?</p>
<p>MATTER</p> <p>When water is heated, what does it turn into?</p>  <p>a) solid b) liquid c) gas</p>	<p>MATTER</p> <p>What type of matter has a definite shape?</p>  <p>a) solid b) liquid c) gas</p>

M	R	S	
Q		W	X
U	V		BB
Y	Z	AA	

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About the Author

Angie Olson has many years of classroom experience teaching grades kindergarten, first, and second grade. She earned her master's degree in mathematics and has presented for a variety of conferences at the national, state, and local levels. Over the years, Angie has employed teachers to help with Lucky Little Learners. She is proud of her talented team who strives to support the teaching community with her. Lucky Little Learners has created over 400 resources and is one of the top primary sellers on Teachers Pay Teachers.

