



## 2<sup>nd</sup> Grade Math & Activities

**Competency Goal 1: The learner will read, write, model and compute with whole numbers through 999. 1.03 Create, model, and solve problems that involve addition, subtraction, equal grouping, and division into halves, thirds, and fourths (record in fraction form).**

**Ghost Town Site: All areas of Ghost Town in the Sky**

**Activity:** Ask students to...

- Count how many people are in the incline railway car with you.
- Count how many store fronts there are on Main Street
- Count the number of street posts

**Activity:** Have the students add the number of pews in the Chapel to the chandeliers in the Silver Dollar Saloon. ( $21 + 21 = 42$ )

**Competency Goal 2: The learner will recognize and use standard units of metric and customary measurement. 2.01 Estimate and measure using appropriate units. Length (meters, centimeters, feet, inches, yards).**

**Ghost Town Site: Ghost Town Main Street**

**Activity:** Estimate the length of the Ghost Town Music Hall, the Red Dog, and the Silver Dollar singly. Then estimate the total length of all three. Measure each using tape measures. Using these measurements, have the students estimate the length of Ghost Town Main Street from the church to the depot to the closest 10 yards. (120 yards)

**Competency Goal 2.02: Tell time at the five-minute intervals.**

**Ghost Town Site: incline railway**

**Activity:** Determine how long it takes for the ride in the incline railway from the lower level to Ghost Town in the Sky.

**Competency 4 4.01: Collect, organize, describe and display data using Venn diagrams (three sets) and pictographs where symbols represent multiple units (2's, 5's, and 10's).**

**Ghost Town Site: all over Ghost Town**

**Activity:** Have the students count the number of buildings and rides in Ghost Town. Back in the classroom have them compare the two by designing a graph with a pictographs for each five buildings and each five rides.