

Wonders Reading

Grade 2

Newsletters
and/or
Study Guides

Unit 3

Weeks 1-5

By:
Amy
Platt



These newsletters / study guides go along with the McGraw-Hill Wonders Reading program. These were designed to be sent home each week so that parents are well aware of what their child is learning. They can also be used by the student as a quick reference to the information to study. This set includes black and white versions of each newsletter / study guide.

Each newsletter / study guide includes the Essential Question, the Genre, the Comprehension Strategy, the Comprehension Skill, Spelling words, High Frequency words, and the Vocabulary words covered each week.

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Genre:
Expository
Text

Unit 3 Week 1

How do Earth's forces
affect us?

Strategy:

Reread: You may come across words, facts, or explanations that are new to you. Reread these parts to make sure you understand them.

Skill:

Author's Purpose: Authors write to tell information, explain, or describe. Look for clues to the author's purpose.

Spelling List:

1. nail
2. train
3. main
4. hay
5. stay
6. break
7. steak
8. weigh
9. sleigh
10. prey
11. scrape
12. strange
13. good
14. often
15. too

High Frequency Words:

about	around
good	great
idea	often
part	second
two	world

Vocabulary:

amazing: something that is very surprising or makes you feel wonder.

force: a push or pull that makes something move.

measure: you find the size or amount of something.

objects: things you can see or touch.

proved: you showed that something was true.

speed: is how fast something moves.

true: something that is correct.

weight: is how heavy something is.



Genre:
Fiction

Unit 3 Week 2

What can we see in the sky?

Strategy:

Reread: You can stop and reread the parts you do not understand or may have missed. This will help you understand what you read.

Skill:

Sequence: Tells the order of events in the story. You can use the words *first*, *next*, *then*, and *last* to tell the order of what happens.

High Frequency Words:

also	apart
begin	either
hundred	over
places	those
which	without

Spelling List:

1. light
2. sight
3. mind
4. cry
5. tie
6. high
7. wild
8. dry
9. try
10. lie
11. hay
12. steak
13. begin
14. those
15. apart

Vocabulary:

adventure: doing things that are exciting and unusual.

delighted: to have felt very pleased about something.

dreamed: to have imagined something happening.

enjoyed: you liked doing something.

grumbled: something that made a low rumbling sound.

moonlight: the moon's glow.

neighbor: a person who lives near you.

nighttime: the dark part of day.



Genre:
Narrative
Nonfiction

Unit 3, Week 3

How can people help out their community?

Strategy:

Ask and Answer Questions: Asking yourself questions helps you think about information in the selection. You can ask questions before, during, and after you read.

Skill:

Author's Purpose: Authors write to answer, explain, or describe.

Spelling List:

1. told
2. most
3. float
4. coat
5. toast
6. grow
7. mow
8. show
9. Joe
10. toe
11. light
12. mind
13. only
14. our
15. who

High Frequency Words:

better	group
long	more
only	our
started	three
who	won't

Vocabulary:

across: to go from one side to another.

borrow: to take something and agree to return it later.

countryside: land that is away from cities.

idea: a thought or a plan you have for something.

insists: to say firmly that it must be done.

lonely: very few people visit.

solution: a way to answer a problem.

villages: very small towns in the country.



Genre:
Expository
Text

Unit 3, Week 4

How does weather affect us?

Strategy:

Ask and Answer Questions: Asking questions helps you think about parts of the story and understand the key details in the selection.

Skill:

Main Idea and Key Details: The main idea is the most important point an author makes about a topic. Key details tell about and support the main idea.

High Frequency Words:

after	before
every	few
first	hear
hurt	old
special	would

Spelling List:

1. we
2. bee
3. need
4. queen
5. mean
6. leaf
7. thief
8. chief
9. pony
10. keys
11. grow
12. toe
13. after
14. every
15. special

Vocabulary:

damage: injury or harm that happens to something.

dangerous: not safe and can harm you.

destroy: to break something so it cannot be used anymore.

event: something that happens.

harsh: it is difficult and does not feel good.

prevent: to stop it from happening.

warning: something that lets people know that something dangerous may happen.

weather: is what the air is like at a certain place and time.



Genre:
Expository
Text

Unit 3, Week 5

How do you express yourself?

Strategy:

Ask and Answer Questions: Asking questions helps you think about the key details of the text that you may have missed or do not understand.

Skill:

Main Idea and Key Details: The main idea is the most important point an author makes about a topic. Key details tell about and support the main idea.

High Frequency Words:

America	beautiful
began	climbed
come	country
didn't	give
live	turned

Spelling List:

1. cute
2. cube
3. fumes
4. music
5. unit
6. menu
7. few
8. pew
9. fuel
10. cues
11. pony
12. queen
13. began
14. come
15. give

Vocabulary:

cheered: shouted with happiness or praise.

concert: a musical performance played by a number of musicians.

instrument: a tool used to make music.

movements: the ways of moving.

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sounds: noises that can be heard.

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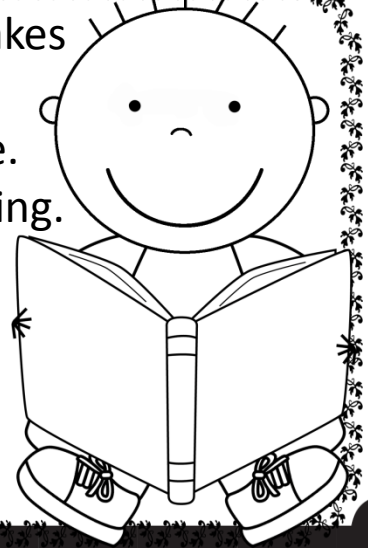
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