FREE CLASSROOM PACK · 2ND GRADE

Gaming

2nd grade Classroom Pack

Ready-to-print activities for **Emily & Aiden, Gaming** by Miss Rose.
Screen-time balance. Read the story aloud, then pick a page.



1. Read-aloud guide
For the teacher

2. Retell the story
Beginning, middle, end

3. Problem and solution
How did they solve it?

4. Math with Aiden
Equal groups from the book

5. Screen fun and outside fun
T-chart and family rules

6. Who are Emily and Aiden?
Character traits with proof

7. What do you think?
Opinion writing

8. Play with me tonight
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9. Level up!
Certificate

10. Bookmarks
Cut out and color

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FOR THE TEACHER

Read-aloud guide

Aiden loves playing online with his friend Noah, and when he is having fun, time flies by like a rocket. He forgets to eat, forgets his homework, and plays late at night. With Emily's help he learns homework first, then play, uses a timer, and finds out a camping trip is the world's biggest playground. About 15 minutes to read aloud.

Before you read

- Read the subtitle, "Balance of Fun, Friends, and Responsibilities." What might be out of balance?
- What is good about video games?

While you read

- **Time flies by like a rocket.** What does the author mean? Has that happened to you?
- **Emily: "It is okay, we all forget things sometimes."** How does Emily make Aiden feel better?
- Stop and predict **Aiden is bored and wants more game time.** What deal will Emily offer?
- **Emily sees lights in Aiden's room at night.** Why is gaming at night a problem?
- **Aiden lists what he loves about gaming.** Puzzles, teams, adventures. Are those good things?

After you read

- How does Aiden change? What caused the change?
- What is the author's message about games? Use a detail.
- Which family rule would work best in your home? Why?

Sing it!

Play **"Level Up!"** from the Adventures in Melody: Kids Songs, Vol. 2 album (listen at authormissrose.com/music). Kids can "level up" with big jumps and stretches, a perfect screen-free break.

2ND GRADE

Name _____

Retell the story

Write what happened at the beginning, in the middle, and at the end. Use words like **first**, **then**, and **finally**.



Beginning



Middle



End

2ND GRADE

Name _____

Problem and solution

Every problem in the story gets solved. How? Write the solution next to each problem.

Problem		How did they solve it?
Aiden plays all evening and does not eat or drink.	→	
Aiden forgets his homework.	→	
Aiden plays much longer than one hour.	→	
Aiden plays late at night.	→	

What is the big lesson of this book?



Answer key: 1. Healthy food for a healthy body, then bedtime. 2. Homework first, then play. 3. Use a timer. 4. Put computers and phones in the kitchen at bedtime.

2ND GRADE

Name _____

Math with Aiden

In the book, Aiden earns extra game time by doing math. Emily asks: “How many stars are there if we have 3 groups of 4 stars in each?”



4 + 4 + 4 = _____ stars

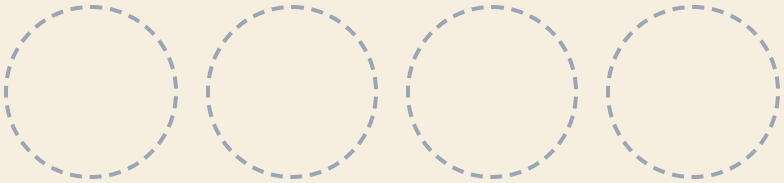
Your turn! Draw the groups. Then add.

2 groups of 5 stars



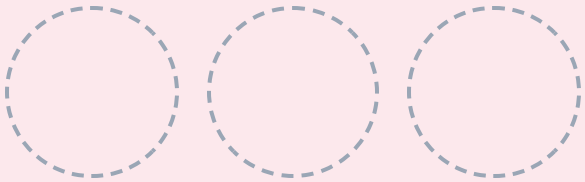
5 + 5 = _____

4 groups of 2 stars



2 + 2 + 2 + 2 = _____

3 groups of 5 stars



_____ = _____

2ND GRADE

Name _____

Screen fun and outside fun

On the camping trip Aiden says: “I did not miss my computer!” He had the lake, stars, and campfires. Write or draw fun things for each side.

Screen fun	Outside fun

Our family screen rules

Emily and Aiden made rules: homework first, use a timer, and put computers and phones in the kitchen at bedtime. Write three rules for your home.



2ND GRADE

Name _____

Who are Emily and Aiden?

A character trait tells what someone is like inside. Pick a word for each character. Then prove it with something they did in the story.

responsible · gentle · fun · smart · honest · excited · learns from mistakes · creative

Emily is

_____

I know because in the story, Emily

_____

_____

Aiden is

_____

I know because in the story, Aiden

_____

_____

How does Aiden change from the beginning to the end?

_____

_____

2ND GRADE

Name _____

What do you think?

Which is more fun: a day of gaming or a day of camping like Aiden's? Tell what you think and give two reasons.

I think

One reason is

Another reason is

That is why

> Opinion writing: state the opinion, give two reasons with an example from the book, and end with a closing sentence.

TAKE HOME · FOR FAMILIES

Name _____

Play with me tonight

Today we read **Emily & Aiden, Gaming** in class. Aiden loves video games, but he learns to use a timer, do homework first, and enjoy time outside. Ask your child to tell you the story!

Questions for bedtime

- Which of the family's new rules would help us most?
- Why do you think Aiden did not miss his computer when camping?
- What is good about games? What is too much?

Our screen-free fun week

Do one screen-free thing together each day: play outside, read, cook, or play a board game. Color the day. Bring this page back to school!

Mon	Tue	Wed	Thu	Fri	Sat	Sun

Aiden's rules (from the book)

Homework first. Then play.

Eat and drink. Healthy food for a healthy body.

Sleep is important. Rest for more fun tomorrow.

Use a timer. One hour goes fast!

Phones in the kitchen. At bedtime, screens sleep too.

Go outside. It is the world's biggest playground!



Emily & Aiden books are written and illustrated by Miss Rose in Arizona. Hardcovers and songs: **authormissrose.com**. 10% of net profit from the Emily & Aiden series funds free reading glasses for local kids.

BALANCE AWARD

Level up!

This award goes to

_____

for balancing fun and responsibilities

_____



“I can balance fun and responsibilities.”

Date _____

Signed _____

CUT OUT AND COLOR

Bookmarks



“Homework first, then play.”

Aiden

This book belongs to

Screen-free fun today

authormissrose.com



“When you are having fun, time flies by like a rocket!”

Emily & Aiden, Gaming

This book belongs to

Screen-free fun today

authormissrose.com



“Being outside is an adventure!”

Emily

This book belongs to

Screen-free fun today

authormissrose.com