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## **Transcription and Summary: Second Grade Form Drawing Review with Simone: Lesson B**

### **Overview**

This document is a transcription and summary of a Living Lessons Video focused on second-grade form drawing, specifically Lesson B. It includes activities and instructions for students, emphasizing creativity and engagement.

### **Key Activities**

#### **Introduction**

- The lesson begins with a greeting and a song, "Oh Be Joyful."
- Students are instructed to gather materials: a piece of unlined paper and a colored pencil.

#### **Drawing Activity**

- The lesson focuses on drawing a crab, illustrating its behavior of hiding in and coming out of its shell.
- Students are encouraged to visualize the pattern of the crab's movement and practice drawing it in the air or on different surfaces (like snow or dirt) before using paper.

### **Counting Activity**

- Students will practice counting to 1,000, incorporating fun games to maintain engagement.
- Suggested games include:
  - Jumping twice for numbers with a zero.
  - Clapping three times for numbers with a seven.
  - A timed writing challenge to see how many numbers can be written in 20 seconds.

### **Preparation for Zoom Meeting**

- A reminder for students to have all necessary materials ready for the upcoming Zoom meeting to maximize participation and engagement.

### **Conclusion**

The lesson emphasizes creativity through drawing and interactive counting games, aiming to keep students engaged and excited about learning. The instructor encourages students to share their experiences and ideas during the Zoom meeting.

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- 1  
00:00:03.960 --> 00:00:05.450  
Hello, second grade.
- 2  
00:00:06.620 --> 00:00:08.450  
Alright, let's go ahead and start today
- 3  
00:00:08.460 --> 00:00:10.790  
with our Oh Be Joyful song.
- 4  
00:00:38.100 --> 00:00:42.230  
All right, so for this first activity,
- 5  
00:00:42.660 --> 00:00:43.810  
you need a piece of paper.
- 6  
00:00:43.920 --> 00:00:45.990  
It doesn't have to be thin like this.
- 7  
00:00:46.060 --> 00:00:49.870  
It can be just a normal paper too, but  
just make sure there's no lines on it.
- 8  
00:00:50.620 --> 00:00:52.510  
And then you also need a colored pencil.
- 9  
00:00:55.260 --> 00:01:07.640  
Okay, bring this down here so you can see
- 10  
00:01:07.650 --> 00:01:08.480  
my paper.
- 11  
00:01:26.420 --> 00:01:30.890  
Okay, so last week, last week, we talked
- 12  
00:01:30.900 --> 00:01:38.090  
about the seal and how it kind of pokes  
its head out of the water, just like the
- 13  
00:01:38.100 --> 00:01:45.510  
waves and kind of just looks just like  
the waves as they're crashing and coming
- 14  
00:01:45.520 --> 00:01:46.290  
along the shore.
- 15  
00:01:47.120 --> 00:01:48.850  
And today, we're going to talk about
- 16  
00:01:48.860 --> 00:01:50.070  
another animal.
- 17  
00:01:51.970 --> 00:01:53.500  
We're going to talk about another animal
- 18  
00:01:53.510 --> 00:01:55.440  
that also lives in the ocean.
- 19  
00:01:56.290 --> 00:02:00.140  
And this, this animal is a crab.
- 20  
00:02:00.310 --> 00:02:06.620  
And crabs have these nice sturdy shells,  
right, they can hide inside and kind of

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21

00:02:06.630 --> 00:02:08.640

make them look just like all the other shells.

22

00:02:09.470 --> 00:02:11.840

But when they want to, they can also

23

00:02:11.850 --> 00:02:15.980

crawl out of their shell, poke their head out, and they can crawl really, really,

24

00:02:16.050 --> 00:02:18.260

really fast along the shore.

25

00:02:20.350 --> 00:02:22.940

And so today, our drawing is going to

26

00:02:22.950 --> 00:02:23.340

show that.

27

00:02:24.450 --> 00:02:25.960

Alright, so we're going to start with a

28

00:02:25.970 --> 00:02:33.070

line over here, set my paper, start with a line over here.

29

00:02:34.160 --> 00:02:38.130

And the crab is going to go inside the shell.

30

00:02:39.820 --> 00:02:42.030

And then it's going to come back out.

31

00:02:45.270 --> 00:02:50.120

And it's going to go back in the shell when it senses some danger or just needs

32

00:02:50.130 --> 00:02:50.620

a break.

33

00:02:51.310 --> 00:02:53.200

And then it's going to come back out.

34

00:03:00.450 --> 00:03:02.760

And then this continues every day.

35

00:03:03.610 --> 00:03:06.040

Sometimes many times a day, the crab goes

36

00:03:06.050 --> 00:03:16.640

inside the shell, and then comes back out and then goes back inside.

37

00:03:21.660 --> 00:03:23.350

And then it comes back out.

38

00:03:26.600 --> 00:03:26.830

Okay.

39

00:03:33.490 --> 00:03:36.980

Alright, so for this practice, and I'll show you one more time.

40

00:03:38.690 --> 00:03:44.740

For this practice, we do leave just a little bit of a space as you can see in

41  
00:03:44.750 --> 00:03:51.120  
some of these examples, we leave just a little tiny bit of a space before the

42  
00:03:51.130 --> 00:03:52.380  
crab comes out again, right?

43  
00:03:52.430 --> 00:03:53.880  
Because it takes a little break in its

44  
00:03:53.890 --> 00:03:55.380  
shell, and then it comes back out.

45  
00:03:56.750 --> 00:03:58.260  
So I'll show you one more time.

46  
00:03:59.070 --> 00:04:07.080  
So first, the crab hides inside its shell, and takes a little break.

47  
00:04:07.570 --> 00:04:09.200  
And then it comes back out.

48  
00:04:14.380 --> 00:04:18.510  
And then it goes back inside and takes a

49  
00:04:18.520 --> 00:04:19.150  
little break.

50  
00:04:20.080 --> 00:04:22.330

And then comes back out.

51  
00:04:24.900 --> 00:04:26.930  
And it goes back inside again.

52  
00:04:30.430 --> 00:04:32.800  
And then it comes back out.

53  
00:04:34.970 --> 00:04:41.780  
Alright, so before you try drawing this on paper, we're going to do we're going

54  
00:04:41.790 --> 00:04:43.140  
to do something else first.

55  
00:04:46.350 --> 00:04:49.820  
So now that you've seen this a couple of

56  
00:04:49.830 --> 00:04:53.920  
times being drawn out, I want you to think now about it in your mind, what

57  
00:04:53.930 --> 00:04:55.280  
does that pattern look like?

58  
00:04:56.070 --> 00:04:57.780  
And then I want you to take your finger

59  
00:04:57.790 --> 00:04:59.260  
and draw it.

60  
00:04:59.770 --> 00:05:03.640  
So first, the crab goes inside the shell,

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- 61  
00:05:03.930 --> 00:05:06.060  
and then it comes back out.
- 62  
00:05:07.390 --> 00:05:09.080  
And practice drawing it like that in the
- 63  
00:05:09.090 --> 00:05:10.460  
air a few times.
- 64  
00:05:11.190 --> 00:05:13.840  
And then again, before you draw on paper,
- 65  
00:05:15.770 --> 00:05:21.300  
I'd like you, you can go outside, if it's not too too cold, and try drawing it in
- 66  
00:05:21.310 --> 00:05:23.200  
some leftover snow with a glove.
- 67  
00:05:23.550 --> 00:05:25.520  
Or if it's not really snowy out, you
- 68  
00:05:25.530 --> 00:05:28.360  
could try drawing this in dirt with a stick.
- 69  
00:05:30.470 --> 00:05:33.820  
And just draw the crab going into the
- 70  
00:05:33.830 --> 00:05:36.860  
shell, and then taking a break and coming back out.
- 71  
00:05:38.150 --> 00:05:44.420  
And then, I'd also like you to try closing your eyes and walking the way the
- 72  
00:05:44.430 --> 00:05:45.780  
pattern is.
- 73  
00:05:46.290 --> 00:05:49.840  
So going into the shell, and around that
- 74  
00:05:49.850 --> 00:05:54.180  
circle, and then pausing and coming back out.
- 75  
00:05:57.210 --> 00:06:00.900  
And just try walking, try walking down a
- 76  
00:06:00.910 --> 00:06:05.940  
hallway and just doing that over and over, so that the image is really in your head.
- 77  
00:06:06.110 --> 00:06:12.080  
And then you can practice drawing it on paper like this, and practice it a few times.
- 78  
00:06:15.550 --> 00:06:18.780  
Okay, and so if you need a little bit of time to practice that, go ahead and pause
- 79  
00:06:18.790 --> 00:06:21.440  
the video before we move on to the next activity.

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80  
00:06:25.870 --> 00:06:27.880  
So we are going to practice counting to

81  
00:06:27.890 --> 00:06:29.100  
1000 again today.

82  
00:06:30.050 --> 00:06:33.260  
But the gnomes, our rain gnomes back here

83  
00:06:33.270 --> 00:06:35.100  
are also counting to 1000, right?

84  
00:06:35.170 --> 00:06:36.460  
They're traveling through the forest

85  
00:06:36.470 --> 00:06:37.440  
counting to 1000.

86  
00:06:38.350 --> 00:06:41.760  
And they've gotten to about the 500s.

87  
00:06:41.810 --> 00:06:43.380  
And some of them are getting a little tired.

88  
00:06:45.970 --> 00:06:50.770  
We've got over here, Puddles, the yellow

89  
00:06:50.780 --> 00:06:56.030  
rain gnome, and Droplet, the orange rain gnome, and Sprinkles, the green rain gnome.

90  
00:06:56.140 --> 00:06:58.770  
Those three, they're just a little exhausted.

91  
00:06:58.880 --> 00:07:00.290  
They don't really want to keep going.

92  
00:07:01.800 --> 00:07:08.110  
And so, and then Splash, the blue rain gnome over here, he's kind of good to do

93  
00:07:08.120 --> 00:07:09.770  
whatever the other ones want to do.

94  
00:07:10.280 --> 00:07:13.830  
But Stormy, the red rain gnome, over

95  
00:07:13.840 --> 00:07:23.090  
here, and Violet and Drizzle over here, they do not want their brothers and

96  
00:07:23.100 --> 00:07:24.090  
sisters to give up.

97  
00:07:24.260 --> 00:07:26.090  
They really want to keep going.

98  
00:07:26.620 --> 00:07:28.210  
And so they really try encouraging them.

99  
00:07:28.520 --> 00:07:30.150  
But nothing really seems to be working.

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100  
00:07:30.320 --> 00:07:31.570  
Nothing they say seems to work.

101  
00:07:32.400 --> 00:07:35.490  
And so Stormy, Drizzle, and Violet decide

102  
00:07:35.500 --> 00:07:36.530  
to come up with a game.

103  
00:07:37.020 --> 00:07:40.790  
And they decide as they keep counting  
and

104  
00:07:40.800 --> 00:07:47.390  
writing the numbers through the pathway  
in the forest, every time they get to a

105  
00:07:47.400 --> 00:07:54.890  
number that has a zero or a number that  
has a seven in it, they're going to do

106  
00:07:54.900 --> 00:07:55.790  
some different activities.

107  
00:07:56.000 --> 00:07:58.030  
So anytime they get to a number that has

108  
00:07:58.040 --> 00:08:00.750  
a zero, they need to jump twice.

109  
00:08:02.280 --> 00:08:03.930  
And then anytime they get to a number

110  
00:08:03.940 --> 00:08:07.010  
that has a seven in it, they're going to  
clap three times.

111  
00:08:08.800 --> 00:08:15.090  
And then just this way, they'll play a  
game to see how well they can remember  
as

112  
00:08:15.100 --> 00:08:17.430  
they keep going to 1 ,000 to make it a  
little more fun.

113  
00:08:18.280 --> 00:08:22.590  
And then another game they came up  
with  
that they want to try is to have one or

114  
00:08:22.600 --> 00:08:25.230  
two of them count to 20.

115  
00:08:25.700 --> 00:08:28.730  
So like 1, 2, 3, 4, all the way up to 20.

116  
00:08:29.760 --> 00:08:33.910  
And then to see how many numbers they  
can  
write down just in those 20 seconds.

117  
00:08:34.540 --> 00:08:36.390  
And then they'll switch to someone else.

118  
00:08:36.860 --> 00:08:39.310  
And that person will write for 20 seconds.

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119  
00:08:39.440 --> 00:08:42.750  
And they'll see how many numbers that person can write in 20 seconds.

120  
00:08:44.180 --> 00:08:48.070  
So these are just a few ideas the rain gnomes had to make it a little bit more

121  
00:08:48.080 --> 00:08:53.010  
fun so that they wouldn't get really sleepy and kind of tired and bored of

122  
00:08:53.020 --> 00:08:57.190  
counting all the way to 1 ,000 because they've just written so many numbers already.

123  
00:08:58.160 --> 00:09:04.890  
So today, when you spend 10 or 15 minutes counting to 1 ,000 and writing your

124  
00:09:04.900 --> 00:09:07.650  
numbers, I'd like you to try one of the rain gnomes games.

125  
00:09:08.380 --> 00:09:13.350  
Or you could also come up with your own game and later share in the zoom meeting too.

126  
00:09:13.900 --> 00:09:17.450  
But I'd like you to try a game to see if it makes it a little bit more fun for you

127  
00:09:17.460 --> 00:09:19.230  
as you're counting to 1 ,000.

128  
00:09:21.060 --> 00:09:23.150  
So go ahead and spend those 10 or 15

129  
00:09:23.160 --> 00:09:25.450  
minutes on that.

130  
00:09:26.720 --> 00:09:28.850  
And then we've got one more activity.

131  
00:09:30.220 --> 00:09:30.210  
Okay.

132  
00:09:30.980 --> 00:09:31.530  
All right.

133  
00:09:31.580 --> 00:09:35.650  
So the next activity isn't really another assignment.

134  
00:09:35.760 --> 00:09:38.130  
It's just a reminder to make sure that

135  
00:09:38.140 --> 00:09:41.590  
you have all your materials when we're getting ready for the zoom meeting.

136  
00:09:42.560 --> 00:09:47.010  
Our zoom meetings are so, so tiny and short, but we just want to make sure

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137

00:09:47.020 --> 00:09:48.230

we're super prepared.

138

00:09:49.080 --> 00:09:50.710

And so make sure you have everything  
that

139

00:09:50.720 --> 00:09:55.350

you need so that later on we can spend  
more time doing things together.

140

00:09:56.440 --> 00:09:57.910

And that will be really fun.

141

00:09:58.520 --> 00:09:58.670

Okay.

142

00:09:59.440 --> 00:10:00.770

I will see you guys later.