

# **Living Lessons Transcription: Second Grade Form Drawing with Simone: Optional Review Only: Form Drawing and Gnomes**

## **Summary**

The document outlines a lesson plan for second-grade students focusing on form drawing and counting activities, led by an instructor named Simone. The lesson includes engaging activities that incorporate music, drawing, and counting games to enhance learning.

## **Introduction**

- The session begins with a welcome to the second-grade students and a song titled "Oh Be Joyful."

## **Form Drawing**

- Students are instructed to use a piece of unlined paper and a colored pencil for drawing.
- The lesson focuses on drawing a crab, emphasizing its behavior of hiding in and coming out of its shell.
- Students are encouraged to visualize the drawing process and practice it in the air or on different surfaces like snow or dirt before drawing on paper.

## **Counting Activities**

- The lesson includes a counting exercise where students are encouraged to count to 1,000.

- To make counting more engaging, students are introduced to games created by "rain gnomes."
  - For example, when reaching a number with a zero, students jump twice, and when they encounter a number with a seven, they clap three times.
- Another game involves counting to 20 and seeing how many numbers can be written in 20 seconds.

## **Preparation for Zoom Meeting**

- Students are reminded to gather all necessary materials for an upcoming Zoom meeting to ensure a productive session.

## **Conclusion**

The lesson aims to combine creativity with numerical skills, making learning enjoyable and interactive for second graders. The activities are designed to keep students engaged and encourage them to share their experiences in future meetings.

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

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,

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.

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.

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.

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

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.