



Flashcards

GRADE 2 | TERM 3

ENGLISH

Term 3 Grade 2 HL English Vocabulary

tipper truck

Term 3 Grade 2 HL English Vocabulary

lorry

Term 3 Grade 2 HL English Vocabulary

vehicle

Term 3 Grade 2 HL English Vocabulary

speeding

Term 3 Grade 2 HL English Vocabulary

ocean

Term 3 Grade 2 HL English Vocabulary

waterfall

Term 3 Grade 2 HL English Vocabulary

travel

Term 3 Grade 2 HL English Vocabulary

experiences

Term 3 Grade 2 HL English Vocabulary

errand

Term 3 Grade 2 HL English Vocabulary

dozen

Term 3 Grade 2 HL English Vocabulary

slimy

Term 3 Grade 2 HL English Vocabulary

scrambled eggs

Term 3 Grade 2 HL English Vocabulary

worksheet

Term 3 Grade 2 HL English Vocabulary

expert

Term 3 Grade 2 HL English Vocabulary

confident

Term 3 Grade 2 HL English Vocabulary

overconfident

Term 3 Grade 2 HL English Vocabulary

choreograph

Term 3 Grade 2 HL English Vocabulary

choreographer

Term 3 Grade 2 HL English Vocabulary

routine

Term 3 Grade 2 HL English Vocabulary

academy

Term 3 Grade 2 HL English Vocabulary

gravity

Term 3 Grade 2 HL English Vocabulary

swelling (up)

Term 3 Grade 2 HL English Vocabulary

amputated

Term 3 Grade 2 HL English Vocabulary

adapt

Term 3 Grade 2 HL English Vocabulary

dolphin

Term 3 Grade 2 HL English Vocabulary

rescue

Term 3 Grade 2 HL English Vocabulary

surfboard

Term 3 Grade 2 HL English Vocabulary

surfer

Term 3 Grade 2 HL English Vocabulary

grief

Term 3 Grade 2 HL English Vocabulary

assured

Term 3 Grade 2 HL English Vocabulary

depressed

Term 3 Grade 2 HL English Vocabulary

psychologist

Term 3 Grade 2 HL English Vocabulary

envy

Term 3 Grade 2 HL English Vocabulary

envious

Term 3 Grade 2 HL English Vocabulary

strength

Term 3 Grade 2 HL English Vocabulary

trophy

Term 3 Grade 2 HL English Vocabulary

mistake

Term 3 Grade 2 HL English Vocabulary

accident

Term 3 Grade 2 HL English Vocabulary

spill

Term 3 Grade 2 HL English Vocabulary

messy

Term 3 Grade 2 HL English Vocabulary

dance

Term 3 Grade 2 HL English Vocabulary

ballet

Term 3 Grade 2 HL English Vocabulary

hip hop

Term 3 Grade 2 HL English Vocabulary

traditional dance

Term 3 Grade 2 HL English Vocabulary

therapy

Term 3 Grade 2 HL English Vocabulary

therapist

Term 3 Grade 2 HL English Vocabulary

heal

Term 3 Grade 2 HL English Vocabulary

movement

Term 3 Grade 2 HL English Phonics

ward

Term 3 Grade 2 HL English Phonics

snap

Term 3 Grade 2 HL English Phonics

super

Term 3 Grade 2 HL English Phonics

pretend

Term 3 Grade 2 HL English Phonics

first

Term 3 Grade 2 HL English Phonics

green

Term 3 Grade 2 HL English Phonics

turn

Term 3 Grade 2 HL English Phonics

glass

Term 3 Grade 2 HL English Phonics

short

Term 3 Grade 2 HL English Phonics

bring

Term 3 Grade 2 HL English Phonics

baby

Term 3 Grade 2 HL English Phonics

cross

Term 3 Grade 2 HL English Phonics

she

Term 3 Grade 2 HL English Phonics

clouds

Term 3 Grade 2 HL English Phonics

tiger

Term 3 Grade 2 HL English Phonics

scam

Term 3 Grade 2 HL English Phonics

so

Term 3 Grade 2 HL English Phonics

present

Term 3 Grade 2 HL English Phonics

music

Term 3 Grade 2 HL English Phonics

plenty

Term 3 Grade 2 HL English Phonics

cheer

Term 3 Grade 2 HL English Phonics

want

Term 3 Grade 2 HL English Phonics

fear

Term 3 Grade 2 HL English Phonics

shrink



Term 3 ORF Tests

NHLRP ORF

Language: English

Test 2.3.A

Teacher's copy

60 sounds / 60 seconds

W	i	b	N	r	5
e	t	v	u	D	10
o	c	R	g	X	15
p	a	h	J	F	20
h	x	j	A	N	25
M	E	v	o	I	30
p	Q	O	ck	ph	35
h	ar	O	U	e	40
qu	t	ch	sh	wh	45
aw	th	lt	ck	kn	50
oo	ar	ng	eke	ane	55
ss	ear	ea	ie	zz	60

GRADE 2 | TERM 3 ORF TESTS

NHLRP ORF

Language: English

Test 2.3.A

Learner's copy

60 sounds / 60 seconds

W	i	b	N	r
e	t	v	u	D
o	c	R	g	X
p	a	h	J	F
h	x	j	A	N
M	E	v	o	I
p	Q	O	ck	ph
h	ar	O	U	e
qu	t	ch	sh	wh
aw	th	lt	ck	kn
oo	ar	ng	eke	ane
ss	ear	ea	ie	zz

GRADE 2 | TERM 3 ORF TESTS

NHLRP ORF Language: English Test 2.3.B Teacher's copy 60 words/ 60 seconds					
end	my	play	rat	let	5
part	meat	glass	market	tree	10
cat	put	hotdog	sip	lip	15
shirt	horse	count	coin	third	20
were	chirp	listen	pants	chord	25
of	she	two	crab	clap	30
pie	glide	baby	tiger	round	35
tilted	hour	crust	uniforms	goat	40
bleak	girl	paper	turning	cheer	45
art	free	read	flop	her	50
instead	student	garden	what	blue	55
bark	dirty	steer	broom	found	60

GRADE 2 | TERM 3 ORF TESTS

NHLRP ORF

Language: English

Test 2.3.B

Learner's copy

60 words/ 60 seconds

end	my	play	rat	let
part	meat	glass	market	tree
cat	put	hotdog	sip	lip
shirt	horse	count	coin	third
were	chirp	listen	pants	chord
of	she	two	crab	clap
pie	glide	baby	tiger	round
tilted	hour	crust	uniforms	goat
bleak	girl	paper	turning	cheer
art	free	read	flop	her
instead	student	garden	what	blue
bark	dirty	steer	broom	found

NHLRP ORF

Language: English

Test 2.3.C

Teacher's copy

Reading passage / 60 & 180 seconds

Andile wanted to go to the park.	7
“Will you come to the park, Hamza?” Andile asked her friend. “We can have fun.”	15 22
“But I am reading.” said Hamza. “My new book is great. It is about a hunter, and a sword, and a big storm.”	30 40 45
Andile felt sad. She thought and thought. And then she clapped her hands - she had a great idea!	53 63 64
Andile climbed into her toybox. She grabbed her blue cloak. She grabbed her black cloak.	71 79
Then she packed a bag. She put two apples and some nuts in her bag. She put two bottles of water in her bag.	88 98 103
Then Andile went outside. She searched and searched for two long sticks.	110 115
When she was done, Andile took the cloaks, sticks and bag to Hamza.	123 128

GRADE 2 | TERM 3 ORF TESTS

“Hamza, you must come to the park!” said	136
Andile. “Look, we can play a game about your	145
book. We can pretend to be hunters. We can	154
wear cloaks. We can pretend these sticks are	162
swords. We can pretend there is a storm. We	171
can eat the food I packed.”	177
“Oh wow! Thanks Andile.” said Hamza. “That	184
will be fun! I will come to the park.”	193

NHLRP ORF

Language: English

Test 2.3.C

Learner's copy

Andile wanted to go to the park.

“Will you come to the park, Hamza?” Andile asked her friend. “We can have fun.”

“But I am reading.” said Hamza. “My new book is great. It is about a hunter, and a sword, and a big storm.”

Andile felt sad. She thought and thought. And then she clapped her hands - she had a great idea!

Andile climbed into her toybox. She grabbed her blue cloak. She grabbed her black cloak.

Then she packed a bag. She put two apples and some nuts in her bag. She put two bottles of water in her bag.

Then Andile went outside. She searched and searched for two long sticks.

When she was done, Andile took the cloaks, sticks and bag to Hamza.

“Hamza, you must come to the park!” said Andile. “Look, we can play a game about your book. We can pretend to be hunters. We can wear cloaks. We can pretend these sticks are swords. We can pretend there is a storm. We can eat the food I packed.”

“Oh wow! Thanks Andile.” said Hamza. “That will be fun! I will come to the park.”



NHLRP ORF

Language: English

Test 2.3.D

Teacher's copy

8 oral comprehension questions

Question Type: Retrieval of Explicit Information

1. Who wants to go to the park?

Answer: Andile wants to go to the park.

Question Type: Retrieval of Explicit Information

2. Why doesn't Hamza want to go to the park at first?

Answer: Hamza is reading. / Hamza is reading a great book. / Hamza is enjoying his book about a hunter, a sword and a big storm.

Question Type: Retrieval of Explicit Information

3. What does Andile grab from her toybox?

Answer: She grabs a blue cloak and a black cloak.

Question Type: Retrieval of Explicit Information

4. What fruit does Andile pack in her bag?

Answer: She packs two apples.

Question Type: Straightforward Inference

5. Why do you think Andile collects her cloaks, two sticks and a bag of food?

Answer: *Learner's own answer, for example:*

I think Andile wants to make up a game like the story Hamza is reading.

I think Andile thinks Hamza will come to the park if the game is like his book.

Question Type: Straightforward Inference

6. Do you think Andile is a creative person? Give a reason for your answer.

Answer: *Learner's own answer, for example:*

I don't think Andile is creative because she copies Hamza's story for her game.

I do think Andile is creative because she makes up a new game that her friend will like.

Question Type: Interpret and integrate

7. Do you think Andile will make the big storm part of the game? How do you think she will do this?

Answer: *Learner's own answer, for example:*

I don't think she will make the storm part of the game because she can't make it rain.

I do think she will make the storm part of the game. She can pretend it is raining and they can look for shelter.

Question Type: Examine and Evaluate

4. Do you think Andile is a good friend? Give a reason for your answer.

Answer: *Learner's own answer, for example:*

I don't think Andile is a good friend because she should leave Hamza to read his book.

I think Andile is a good friend because she makes up a game that Hamza will be interested in.