

## Year 2 Maths at home

During Year 2 your children will be learning to...

- Count to at least 100, and read and write numbers to 100
- Given any six numbers up to 100, put them in order
- Know ten more or less than any two digit number
- Recognise odd and even numbers
- Add and subtract two digit numbers mentally
- Know pairs of 'tens' numbers that make 100, e.g. 30 + 70
- Double and halve numbers within 20 e.g. double 9 is 18, and half of 18 is 9
- Know by heart the 2, 5 and 10 times tables
- Find the total value of a handful of coins to £1
- Measure or weigh using metres, centimetres, kilograms or litres
- Use a ruler to draw and measure lines to the nearest centimetre
- Tell the time to the half and quarter hour
- Name and describe common 2-D and 3-D shapes
- Solve simple number problems, and explain how to work them out

There are also lots of ways that you can support your child at home through fun activities and games that you can do or include in your everyday routines!

Here are a few ideas to help you...

### Shopping maths

After you have been shopping, choose 6 different items each costing less than £1. Make a price label for each one e.g. 39p, 78p. Shuffle the labels. Then ask your child to do one or more of these:

- Place the labels in order, starting with the lowest.
- Say which price is an odd number and which is an even number.
- Add 9p to each price in their head.
- Take 20p from each price in their head.
- Say which coins to use to pay exactly for each item.
- Choose any two of the items, and find their total cost.
- Work out the change from £1 for each item.



### Number facts

You need a 1–6 dice.

Take turns. Roll the dice. See how quickly you can say the number to add to the number on the dice to make 10 e.g. and 6

If you are right, you score a point.  
The first to get 10 points wins.

You can extend this activity by making the two numbers add up to 20 or 50.



### How heavy?

You will need some kitchen scales that can weigh things in kilograms.  
Ask your child to find something that weighs close to 1 kilogram.

Can he / she find something that weighs exactly 1 kilogram?  
Find some things that weigh about half a kilogram.

### Out and about

During a week, look outside for 'thirties' numbers, such as 34 or 38, on house doors, number plates, bus stops, etc.

How many can you spot? What is the biggest one you can find?

Next week, look for 'fifties' numbers, or 'sixties'...

### How much?

Once a week, tip out the small change from a purse and count it up with your child.

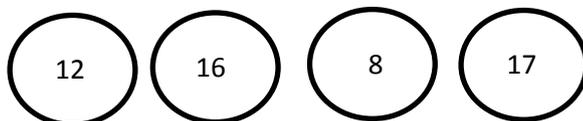
### Circle trios

Draw four circles each on your piece of paper. Write four numbers between 3 and 18, one in each circle.

Take turns to roll a dice three times and add the three numbers.

If the total is one of the numbers in your circles then you may cross it out.

The first to cross out all four circles wins.



### Speedy pairs to 10

Make a set of 12 cards showing the numbers 0 to 10, but with two 5s.

If you wish, you could use playing cards.

Shuffle the cards and give them to your child.

Time how long it takes to find all the pairs to 10.

Repeat later in the week. See if your child can beat his / her time.

### Guess my shape

Think of a 2-D shape (triangle, circle, rectangle, square, pentagon or hexagon). Ask your child to ask questions to try and guess what it is.

You can only answer Yes or No. For example, your child could ask:  
Does it have 3 sides? or Are its sides straight?

See if he can guess your shape using fewer than five questions.  
Now ask them to choose a shape so you can ask questions.

### Car numbers

Each person chooses a target number, e.g. 15.

How many car numbers can you spot with 3 digits adding up to your target number, e.g. K456 XWL?  
So  $4 + 5 + 6 = 15$ , bingo!



### Bean subtraction

For this game you need a dice and some dried beans or buttons.

Start with a pile of beans in the middle. Count them.  
Throw a dice. Say how many beans will be left if you subtract that number.  
Then take the beans away and check if you were right!

Keep playing.  
The person to take the last bean wins!

### Dominoes

Use dominoes to show 2 digit numbers.  
e.g. 4 and 9 becomes 49 (or 94 if you turn it round)

Pick two dominoes and add together the two digit numbers.

### Top Trumps or Match Attack cards

Use the numbers on the cards to practise reading, ordering and comparing numbers, e.g. which number is larger?

Fun Online Games and Activities:

<http://www.coolmath.com/>

[http://www.bbc.co.uk/schools/websites/4\\_11/site/numeracy.shtml](http://www.bbc.co.uk/schools/websites/4_11/site/numeracy.shtml)

<http://www.primarygames.com/math/mathsearch/>

<http://www.bbc.co.uk/bitesize/ks2/maths/>

<http://www.mad4maths.com/>

<http://www.topmarks.co.uk/maths-games/7-11-years/ordering-andsequencing-numbers>

<http://www.amathsdictionaryforkids.com/>