

Year 2 - Maths at home

During Year 2, your child will be learning to:

- Read and write numbers in numerals up to 100
- Place numbers in order up to 100
- Know 10 more or 10 less than any two digit number
- Add and subtract two digit numbers mentally
- Know by heart the 2, 5 and 10 times tables
- Know number bond to and within 20
- Read the time on a clock to the nearest 15 minutes
- Name and describe 2-D and 3-D shapes
- Identify halves and quarters of a number or shape
- Use different coins to make the same amount
- Use a ruler to draw and measure lines to the nearest centimetre
- Solve simple number problems and explain how to work them out

There are many ways to support your child at home through fun activities and games that you can do or include in your everyday routines. These are some ideas:

1. 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.



2. 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.

3. 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 they find something that weighs exactly 1 kilogram?

Find some things that weigh about half a kilogram.

4. 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'...

5. How much?

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

6. 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.

7. 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.

8. 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 they can guess your shape using fewer than five questions.
Now ask them to choose a shape so you can ask questions.

9. 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!



10. 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!

11. 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.

12. 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?

Telling the time

- Draw attention to time. Mention the time at different points in the day. 'It's 5 o'clock: time for tea.' 'It's 7 o'clock: time for a bath.'
- Do fun activities that include measuring time:
 - use a timer for baking
 - play a board game with a sand timer
 - use a stop watch to time a race or challenge

- Make sure your child is confident with numbers and counting from 1-60 as this will make telling the time easier. Practising the five times table will also help.
- Start with analogue clocks rather than digital clocks. Focus on telling time to the hour and half hour.
- Put a clock in your child's bedroom. Ideally it should have a clear hour hand and half hour hand as this will help them to understand that the short hand shows the hour and the long hand shows the minutes.
- Talk about what you regularly do at different times in the day. Compare and contrast weekdays and weekends, if there are differences. Use time vocabulary such as today, yesterday, now, afterwards.
- Let your child remind you that it's time to do something!

Fun Online Games and Activities:

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

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/>