

Board games

Make a board like this.

The numbers are arranged differently from usual, but the games will still work if you use a normal snakes and ladders board.

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|-----|
| 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |
| 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 |
| 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 |
| 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 |
| 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

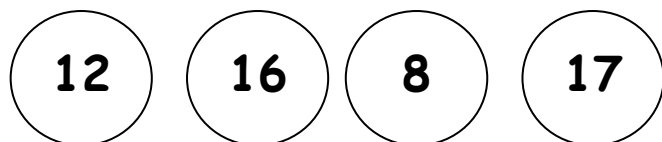
Helping your child with Maths in Year 2

- ◆ Roll a dice twice. Add the two numbers.
- ◆ Move along that number of spaces. Before you move, you must work out what number you will land on.
- ◆ If you are wrong, you don't move!
- ◆ The first to the end of the board wins.

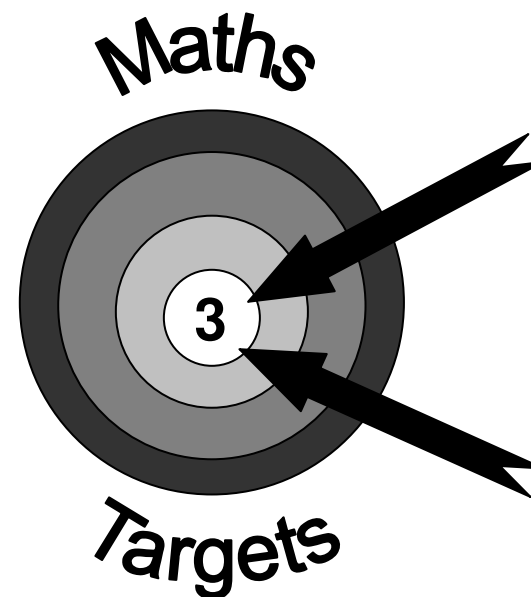
For a change, you could roll the dice and move backwards. Or you could roll the dice once, then move the number that goes with your dice number to make 10, e.g. throw a 3, move 7.

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.



A booklet for parents

Fun mathematical activities to do at home

. This is some of the maths your child should be able to do by the end of Year 2

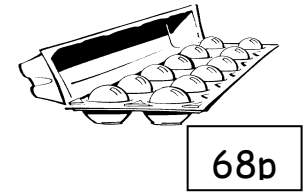
- count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward
- recognise the place value of each digit in a two-digit number (tens, ones)
- compare and order numbers from 0 up to 100;
- read and write numbers to at least 100 in numerals and in words
- solve problems with addition and subtraction:
- recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100
- recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers
- recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity
- choose and use appropriate standard units to estimate and measure length/height (m/cm): mass(kg/g), temperature ($^{\circ}\text{C}$); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels
- compare and order lengths, mass, volume/capacity.
- recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value
- find different combinations of coins that equal the same amounts of money
- solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change
- tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times
- know the number of minutes in an hour and the number of hours in a day
- identify and describe the properties of 2-D shapes and 3D shapes.
- identify 2-D shapes on the surface of 3-D shapes, for example a circle on a cylinder and a triangle on a pyramid
- compare and sort common 2-D and 3-D shapes and everyday objects

The activities given will all help your child towards achieving some of the maths they should be able to do by the end of Year 2.

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 the
- ◆ Work out the change from £1 for each item



Straight lines

Choose 4 different lengths between 5 and 20 centimetres. Use a ruler marked in centimetres. Draw lines of each length.

How close?

You need plenty of 10p and 1p coins and a dice. A game for 2 or 3

Take turns to throw the dice and take that number of coins. On each turn you must decide if you are going to take all 1p coins or all 10p coins. After 4 turns each, count up the money. Then see who has got closest to £1 without going 'bust'.

Aim for £1

You need plenty of 10p, 5p and 1p coins and a dice.

Take turns to throw the dice and take that many coins. All the coins must be of the same value (all 10ps, all 5ps or all 1ps). Add up the total value of your coins. Keep track of how much money you have collected. If the coins take you over £1, you must put coins back instead of collecting them. The first person to get exactly £1 is the winner.

Make it real!

Jack has £1 he spend 30p. How much change does he get?