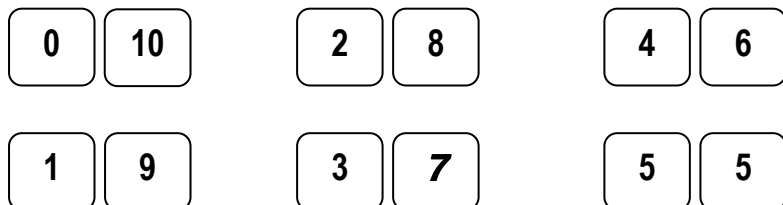


Speedy pairs to 10

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.

Telling the time:

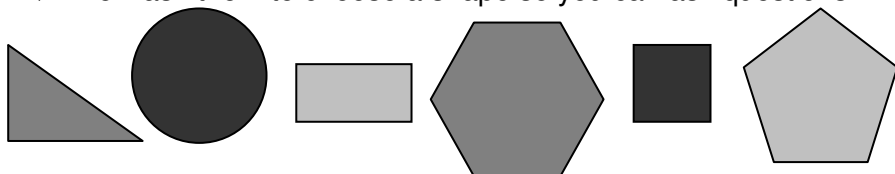
Throughout the day, talk to your child about what time it is and look at clocks together

Fractions:

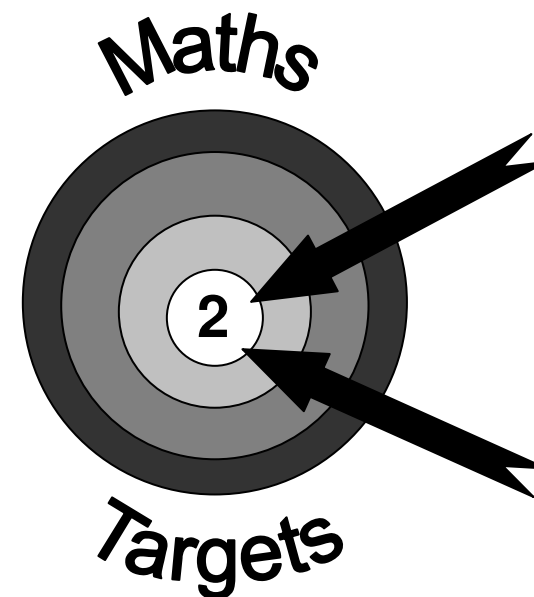
Find a half or quarter of a length (e.g. a belt) or a shape or a set of objects (e.g. a pack of sweets)

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.



Helping your child with Maths in Year 2



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 3-D 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.

Car numbers

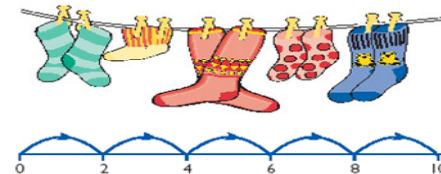
- Each person chooses a target number, e.g. 15.
- How many car numbers can you spot with 3 digits adding up to your target number, e.g. K456 XWL.
- So $4 + 5 + 6 = 15$, bingo!

Bean subtraction

For this game you need a dice and some dried beans or pieces of pasta.

- 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!

Make it real!



Ask questions like:

If I have 5 pairs of socks how many socks will I have?
If there are 14 socks, how many pairs could I make?

How many ten pence pieces make 50p?

