

Guess my shape

At home, or when you are out, look at the surface of shapes.

- Think of a 2D shape (triangle, circle, square, pentagon, 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.



Number facts

You will need a 1-6 die

- Take turns. Roll the die. See how quickly you can say the number to add to the number on the die to make 10, eg



and 4

- 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.

Supporting your Child at Home

Mathematics

Year 2



A Booklet for Parents

By the end of Year 2, most children should be able to.....

Count up to 100 objects by grouping them and counting in tens, fives or twos; explain what each digit in a two-digit number represents, including where 0 is a place holder; partition 2 digit numbers in different ways, including into multiples of 10 and 1.

Divide and recall all addition and subtraction facts for each number to at least 10, all pairs with totals to 20 and all pairs of multiples of 10 with totals up to 100.

Add or subtract mentally a one-digit number or a multiple of 10 to or from any two digit number; use practical and informal written methods to add and subtract two digit numbers.

Use the symbols +, -, x, and = to record and interpret number sentences involving all four operations; calculate the value of an unknown in a number sentence (e.g. $? + 2 = 6$, $30 - ? = 24$)

Visualise common 2D shapes and 3D solids; identify shapes from pictures of them in different positions and orientations; sort, make and describe shapes referring to their properties.

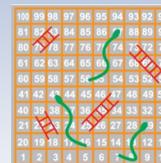
Use units of time (seconds, minutes, hours, days) and know the relationship between them; read the time to the quarter hour; identify time intervals, including those that cross the hour.

Use lists, tables and diagrams to sort objects; explain choices using appropriate language, including 'not'.



Board Games

Use , or make, a snakes and ladders board.



- **Roll a die twice. Add the two numbers together.**
- Move along the number of spaces. Before you move, you must work out what number you will land on.
- If you are wrong, you do not move!
- The first to the end of the board wins.

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

Straight lines

Choose 4 toys and lay them on the table in order of length. Use a ruler to measure each toy to the nearest centimetre.

Now try to measure each toy to the nearest millimetre or 1/2 centimetre

Out and About

During the 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?

31 39 36 35 33

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

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.

How much?

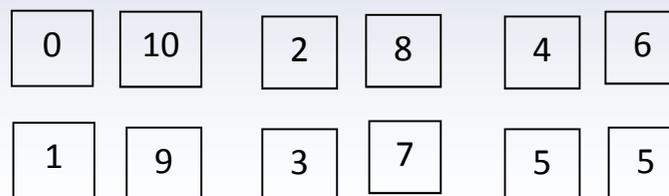
Once a week, tip out the small change from your purse. Count it up with your child.



Speedy pairs to 10

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

Counting

Practice counting. Start at 5, and count on from there to 11.

Start at 9, count back from there to zero.

Choose a different starting number each time.

Shopping maths

After you have been shopping, choose 6 different items each costing less than a £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.
- 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.

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 die three times and add the three numbers.
- If the total is one of the numbers in your circle then you may cross it out.
- The first to cross out all four circles wins.

About the statements

These statements show some of the things your child should be able to do by the end of Year 2.

Some statements are harder than they seem, e.g. children who can count up to 100 may still have trouble saying which number comes after 47 or which number comes before 50.

Fun activities to do at home

Pasta subtraction

For this game, you need a die and some dried pasta or buttons.

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



- Keep playing.
- The person to take the last piece wins!