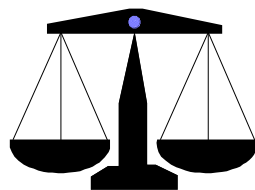


### How heavy?

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

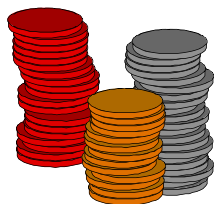
- ◆ During a week, look outside for 'thirties' numbers, such as 34 or 38, on house doors, number plates, bus stops, etc. How many can you spot? What is the biggest one you can find?

31 39 36 35 33

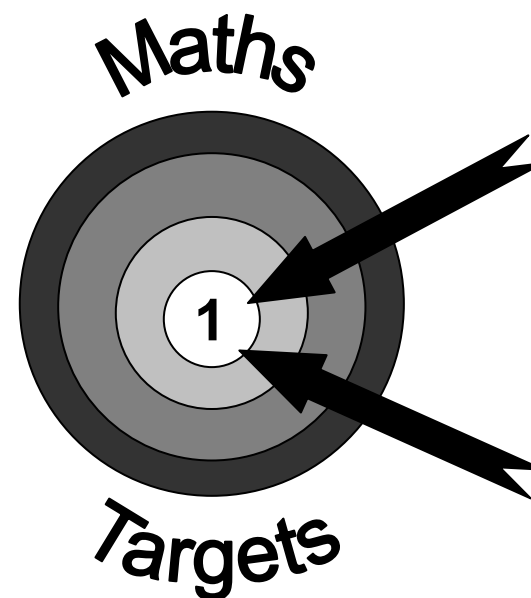
- ◆ Next week, look for 'fifties' numbers, or 'sixties'...

### How much?

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



# 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 ( $^{\circ}$ 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.**

## 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.

## Make it real!

### Ask questions like:



We invited 20 children to the party but 4 children can't come. How many children will be at the party?

**16 children**

**Why?**

**Because 20 take away 4 is 16**

## Car number plates

One person is 'even' and the other is 'odd'. Add up the digits on the car number plates, if the answer is even the Even person scores a point; if it's odd the Odd person scores.

## Guess and count

Guess how many of all kinds of things, then count to check. E.g How many steps do you think it is from here to the car? Let's count and check. How many minutes do you think we will have to wait in the queue? Let's count and check