

These examples illustrate what the Year 2 children should be able to do by the end of the year.

- ☐ 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 numbers where 0 is a place holder; partition two-digit numbers in different ways, including into multiples of 10 and 1
- ☐ Derive 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 and three-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. $\square \div 2 = 6$, $30 - \square = 24$)
- ☐ Visualise common 2-D shapes and 3-D 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 relationships 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'
- ☐ Know 2,5,10 times tables and related division facts.

About the statements

These targets 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.



**St Peter's
Primary School**

**A BOOKLET FOR
PARENTS**



**Guide to Mathematics
at home**

Year 2

Mathematics Booklet

The information in this booklet is to help you to help your child with maths. Children need to experience maths as part of their everyday environment. You can support your child by trying some of these games and activities at home.

Please feel free to come and talk to us if you have any questions about this booklet or any aspect of your child's learning in maths.

COUNTING

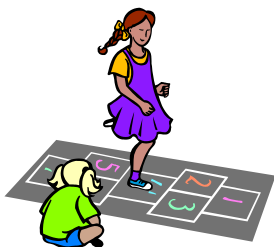
Practise counting. Start at 5, and count on from there to 11.

Start at 9, count back from there to zero.

Choose a different starting number each time.

OTHER IDEAS!

- singing nursery rhymes and songs
- clapping in different sequences
- reading stories with a number element



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.

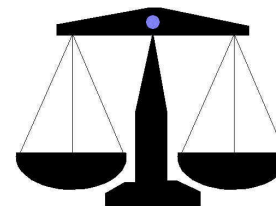
HOW HEAVY?

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.



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.

1

2

3

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'...

SUBTRACTION MATHS

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

Start with a pile of pasta in the middle. Count them.

Throw a dice. 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!

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.

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.

0

10

2

8

1

9

3

7