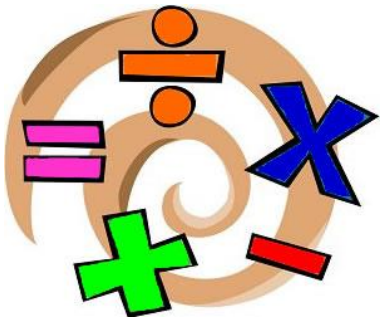
Helping your child at home

Year 2 Maths



These are some of the things your child should be able to do by the end of Year 2:

Place Value:

- ✓ 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

Addition and Subtraction:

- ✓ 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

Multiplication, Division and Fractions:

- ✓ 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 1 /3, 1 /4, 2 /4 and $\frac{3}{4}$ of a length, shape, set of objects or quantity

Measure:

- ✓ choose and use appropriate standard units to estimate and measure length/height (m/cm): mass(kg/g), temperature (°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

Shape:

- ✓ 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 = 10

- If you are right, you score a point.
- The first to get 10 points wins.

You can extend this game 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 can't come. How many children will be at the party?

"16 children."
"Why?"
"Because 20 – 4 = 16"
(Use this style of question for numbers up to 100.)

Car Number Plates:

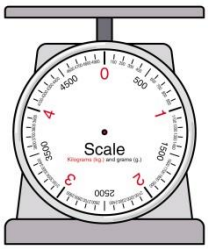
One person is "even" and the other is "odd". Add up the digits on the car number plates – if the answer is even then the "even" person scores a point; if it is odd, the "odd" person scores. Simplify this game by choosing just the first / last digit and identifying whether it is odd or even.

Guess and count:

Guess how many of all kinds of things, then count to check. For example: 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 this queue? Let's count and check. How many peas do you think there are on your plate?

How heavy?

You will need some kitchen scales that can weigh things in grams and kilograms.



- Ask your child to find something that weighs close to 1kg.
- Can he/she find something that weighs exactly 1kg?
- Find some things that weigh about half a kg?
- What's heavier / lighter? Weigh and compare two items.

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 / smallest you can find? Can you order the numbers at the end of the week? What about sorting them in to odd / even?

Next week look for "fifties" numbers, or "sixties" etc…

How much?

Once a week, tip out the small change in your purse. Count it up with your child. Can your child identify each of the coins? Give them a total and see how many different ways they can make 25p / 50p etc using the coins.

What time is it?

Talk about the time at the key points in the day – "dinner will be at half past five"; "bed time is at seven o'clock"; "we will go out in quarter of an hour – what time will that be?" etc.

Calculation at Uplands

We will teach the methods for calculation during lesson time in school. Your child's weekly homework will be based on a skill that they have been taught during the week. Please ask your child how they have been taught to complete this style of calculation. If they are unsure or you have any questions on how to support your child with specific calculations, please do not hesitate to speak to your child's teacher. You can also refer to our Calculation Policy, available on our website. Progression in KS1 is shown within the top row of each page.

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