Maths in Year 2

Roundwood Primary

To Learn - To Live - Together

How to help your child at home and have fun!

The **National curriculum** maths objectives for children in Year 2 are on the back of this leaflet.

Some targets are harder than they seem.

For example, a child who can say the numbers up to 100 may still have trouble saying which number comes after 47 or which number comes before 50. These need to natural and intuitive to be secure.

Maths in Year 2—Games to play:

Number facts

♦ Roll the dice. How quickly can you say the number that is needed to make 10. If you are right you score a point. The first person to 10 points wins. You can extend this by throwing 2 dice, adding the numbers and working out what is needed to make 20… or even 100.

How heavy?

♦ You will need some scales that weigh things in kilograms. Can they find something that weighs almost exactly 1kg? What about 1/2 kg?

Out and about

♦ During the week, look outside for thirties numbers, such as 34 or 38 on car license plates, front doors or bus stops. Can you find them all? The next week you could look for 40s or 50s.

How much?

♦ Every now and again, tip out the small change from a purse. Count it up to see how much is there?

Bean subtraction

♦ For this game you will need dice and some dried beans or buttons. Start with a pile in the middle. Count them. Throw the dice and say how many will be left in the pile if you subtract the number from the dice. Take away the correct number of beans or buttons and see if you are right. Keep playing—if you take the last bean or button, you are the winner.

Maths in Year 2—Games to play:

Guess my shape

♦ Ask the child to think of a 2D shape (triangle, square, circle, rectangle, pentagon or hexagon) You ask questions to try and work out which shape it is. They can only answer Yes or No eg: *Does it have 3 sides? Are the sides straight?* How few questions are needed? Now swap over— you choose a shape and they can ask questions and guess.

Shopping maths

♦ Choose 6 items form your shopping that cost less than £1. Make a price tag for each one. Ask the child to:
  *Place the tags in order smallest to biggest.
  *Decide which is an even number price.
  *Add 9p to each amount using their fingers.
  *Which coins do you need to exactly pay for them.
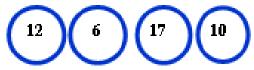 *Work out the change from £1 for each item.

Straight lines

♦ Choose 4 different lengths between 5cm and 20cm. Use a ruler marked in **cm** to draw lines of those lengths. Draw some lines for the child to measure as well.

Circle trios

♦ Draw 4 circles on some paper. Write 4 numbers between 3 and 18, one in each circle. Take turns to roll the dice 3 times and add the numbers up. If the total is one of the numbers in your circles you can cross it off.
  Who will be the first to cross off all of their numbers?

12   6   17   10

I can	Maths – Year 2 (expected)
Number and Place Value	Count forward in steps of 2, 3, 10 and 5 from any number up to 100.
	Count backward in steps of 2, 3, 10 and 5 from any number near to 100.
	Order at least three numbers both increasing and decreasing from 0 up to 100 using <, > and =
	Partition numbers (tens, ones) and use this to solve missing number problems.
	Read and write numbers to at least 100 in numerals and in words.
+ and -	Mentally add two that have tens and units up to 100.
	Mentally add three single digit numbers.
	Check my answers to missing number problems by using the inverse.
	Solve simple addition and subtraction word problems up to 100.
	Add two numbers that have tens and units using column method with no carrying.
	Subtract two numbers that have tens and units using column method and no exchanging.
x and ÷	Write multiplication statements for x2, x5, and x10 using the multiplication and equals signs.
	Write division statements for x2, x5, and x10 using the division and equals signs.
	Solve one-step multiplication problems using apparatus if required.
	Solve one-step division problems using apparatus if required.
1/2 and 1/4	Explain how two quarters is the same as one half.
	Calculate one third and one quarter of numbers up to 100.
	Count in quarters up to 10.

I can	Maths – Year 2 (expected)
Measures	Estimate and measure length and height, mass, temperature and capacity to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels.
	Read scales to the nearest numbered unit.
	Understand $0°C$ and $100°C$ and estimate the outside room temperature.
	Tell and write the time to five minutes, and draw the hands on a clock face to show these times.
	Compare and sequence intervals of time.
	Add and subtract amounts up to £50 and work out the change from £5.
	Make different amounts of money using the correct coins.
Shape	Name and describe 2-D shapes, by the number of sides, right angles and symmetry.
	Name and describe 3-D shapes, by the number of edges, corners, faces and right angles.
	Make different nets for cubes and cuboids.
	Make my own symmetrical shapes by drawing lines using a ruler.
	Describe the amount of turn using right angles for quarter, half and three quarter turns (clockwise and anti-clockwise), and movement in a straight line.
Stats	Make a block diagram and ask and answer questions about it.
	Ask and answer questions about the information in a simple table.

Year 2