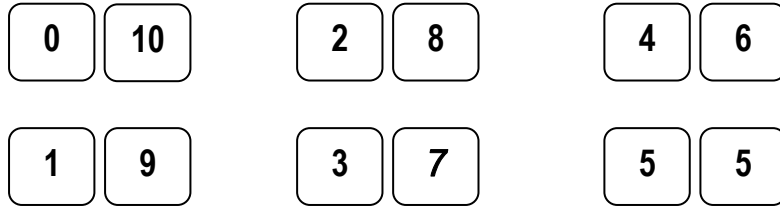


Speedy pairs to 10

Make a set of 12 cards showing the numbers 0 to 10, but with two 5s.
If you wish, you could use playing cards.

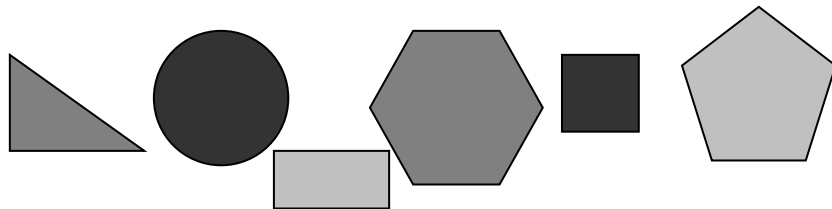
- ◆ Shuffle the cards and give them to your child.
- ◆ Time how long it takes to find all the pairs to 10.



Repeat later in the week. See if your child can beat his / her time.

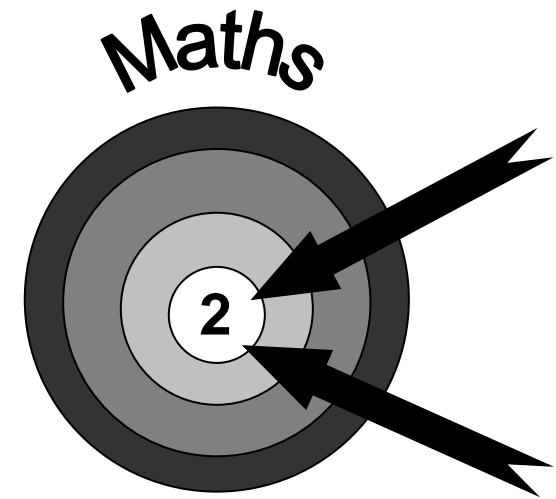
Guess my shape

- ◆ Think of a 2-D or 3-D shape. 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: *Does it have 6 faces?*
- ◆ See if he can guess your shape using fewer than five questions.
- ◆ Now ask them to choose a shape so you can ask questions.



Crofton Hammond Infant School

Supporting your child in Year 2



A booklet for parents
Help your child with
mathematics

Year 2

By the end of Year 2, the following statements should be achievable for most children

- The pupil can partition two-digit numbers into different combinations of tens and ones.
- The pupil can add 2 two-digit numbers within 100.
- The pupil can use estimation to check that their answers are reasonable.
- The pupil can subtract mentally a two-digit number from another two-digit number when there is no regrouping required.
- The pupil can recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables to solve simple problems, demonstrating an understanding of commutativity.
- The pupil can identify $\frac{1}{3}$, $\frac{1}{4}$, $\frac{1}{2}$, $\frac{2}{4}$, $\frac{3}{4}$ and knows that all parts must be equal parts of the whole.
- The pupil can use different coins to make the same amount.
- The pupil can read scales in divisions of ones, twos, fives and tens in a practical situation where all numbers on the scale are given.
- The pupil can read the time on the clock to the nearest 15 minutes.
- The pupil can describe properties of 2-D and 3-D shapes (e.g. the pupil describes a triangle: it has 3 sides, 3 vertices and 1 line of symmetry; the pupil describes a pyramid: it has 8 edges, 5 faces, 4 of which are triangles and one is a square).

Fun activities to do at home to support learning:

Car numbers

- ♦ Each person chooses a target number, e.g. 15.
- ♦ How many car numbers can you spot with 3 digits adding up to your target number, e.g. K456 XWL.
- ♦ So $4 + 5 + 6 = 15$, bingo!

Bean subtraction

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

- ♦ Start with a pile of beans in the middle. Count them.
- ♦ Throw a dice. Say how many beans will be left if you subtract that number.
- ♦ Then take the beans away and check if you were right!
- ♦ Keep playing.
- ♦ The person to take the last bean wins!

How Much?

- ♦ Once a week, tip out the small change. Count it up. What other coins could you use to make the same total?

Multiplication Magic

For this game you need a dice and 3 number cards (2,5,10)

- ♦ Roll the dice and multiply the number on the dice by each card. What's the biggest number you can make?