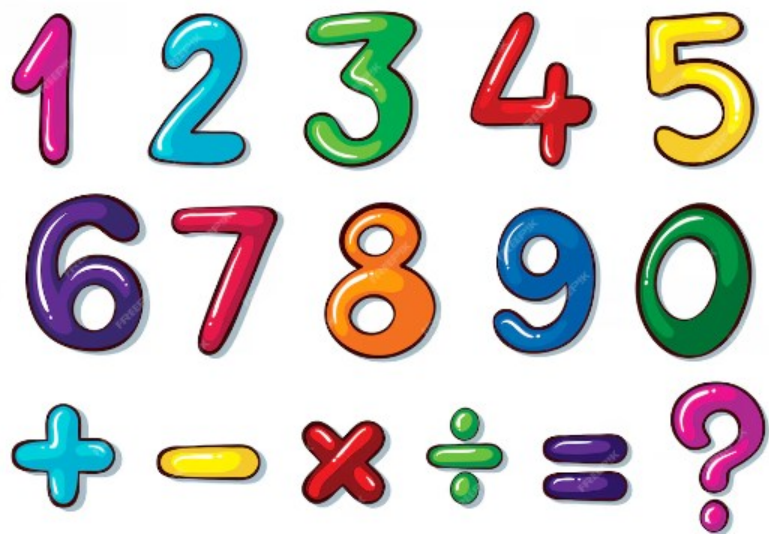Greythorn Primary School

Maths

Y2

- **Year 2**
- Compare and order numbers up to 100 and use < > =.
- Read and write all numbers to 100 in digits & words.
- Say 10 more/less than any number to 100.
- Count in steps of 2, 3 & 5 from zero and in 10s from any number (forwards and backwards).
- Recall and use multiplication & division facts for 2, 5 & 10 tables.
- Recall and use +/- facts to 20.
- Derive and use related facts to 100.
- Recognise place value of any 2-digit number.
- Add & subtract: 2-digit nos & ones, 2-digit nos & tens, two 2-digit nos, three 1-digit nos
- Recognise and use inverse (+/-).
- Calculate and write multiplication & division calculations using multiplication tables. (2,5,10x)
- Recognise, find, name and write 1/3; 1/4; 2/4; 3/4.
- Write and recognise equivalence of simple fractions.
- Tell time to five minutes, including quarter past/to.
- Solve simple money problems.
- Use the correct standard units to estimate and measure.
- Identify and describe properties of 2d and 3d shapes.
- Interpret and construct simple tables and charts.

Fun activities to do at home

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.

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.

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?

- Next week, look for 'fifties' numbers, or 'sixties'…

31 39 36 35 33

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 | 4 | 6 |

| 1 | 9 | 3 | 7 | 5 | 5 |

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.
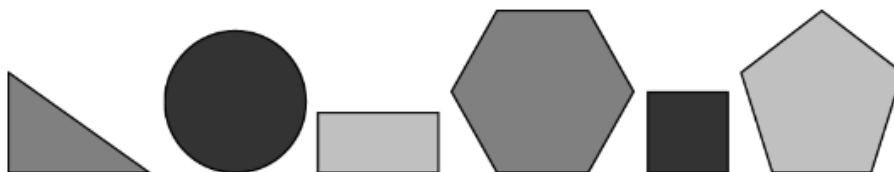
Circle trios

Draw four circles each on your piece of paper. Write four numbers between 3 and 18, one in each circle.

- Take turns to roll a dice three times and add the three numbers.

- If the total is one of the numbers in your circles then you may cross it out.

- The first to cross out all four circles wins.

| 12 | 16 | 8 | 17 |