Real life links:

Number – Play board games like Snakes and Ladders, Ludo, skipping, hopscotch, skittles, quoits, bingo that involve counting and opportunities for addition and subtraction. Play games like dominoes where children have to recognise, count and match number/pattern of dots. Encourage them to make up their own games or perhaps adapt the rules of a more familiar game.

Measures – Involve children in cooking. Look at numbers on scales and measuring jugs. Estimate measurements and measure accurately. Discuss consequences of inaccurate measurement. Measure and compare heights of family/friends. Estimate then measure. Grow a Sunflower. Measure it at regular intervals. How much has it grown in a week? Month?

Money – Start to think about the change that they would get when shopping. If they get pocket money get them to think about how long they will have to save for particular items, how much more they need etc.

Shape – Sort packets, tins etc into groups making up their own criteria.

Interact with your child as much as possible.
Exploit opportunities to engage your child in conversation.
Ask questions and encourage your child to ask questions and take an interest in the world around them.

Useful Website

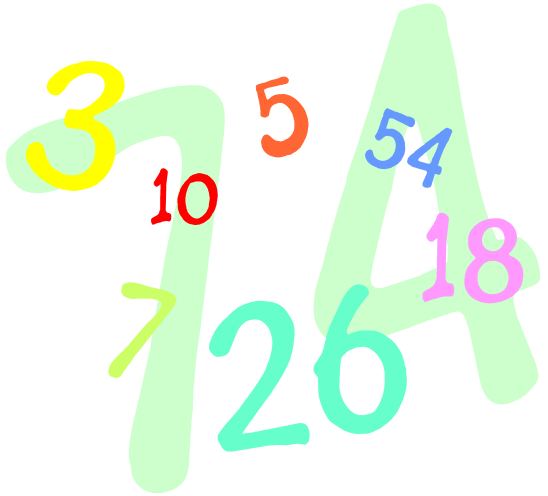
http://www.bbc.co.uk/bitesize/ks1/maths/

- has links to a range of games and activities designed to support learning in mathematics and develop a positive attitude towards learning

Buckland Primary School

Home Learning

Parents in Partnership



Year 2 Maths
January - March 2018

Some of the maths we will be learning this term is explained below:

Number and Place Value:

- ☆ Count in steps of 2, 3 and 5 from 0.
- ☆ Count in tens from any number, forwards and backwards.
- ☆ Recognise the place value of each digit in a two digit number (tens, ones).
- ☆ Identify, represent and estimate numbers using different representations, including the number line.
- ☆ Compare and order numbers from 0 up to 100; use <, > and = signs.
- ☆ Read and write numbers to at least 100 in numerals and in words.
- ☆ Use place value and number facts to solve problems.

Addition and Subtraction

- ☆ recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100
- ☆ Add and subtract numbers using concrete objects, pictorial representations, and mentally, including:
  - a two-digit number and ones
  - a two-digit number and tens
  - two two-digit numbers
  - adding three one-digit numbers
- ☆ Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot.
- ☆ Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.

Measurement

- ☆ Choose and use appropriate standard units to estimate and measure length/height in any direction (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 and record the results using >, < and =
- ☆ 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.
- ☆ Compare and sequence intervals of time.
- ☆ 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.

Ideas For Home Learning Activities

Number Challenges

- Write random two-digit numbers on blank playing cards. Turn them face down. Time how quickly they can put them in order. Can they beat their time?
- Add up house numbers. Can they find two house numbers where the units are 3, 4, 5 etc.
- Collect a quantity of objects such as buttons or shells. Ask the child to estimate the number and then count by grouping.
- Count in 2s using pairs of socks.
- Count in 5s and 10s using fingers.

Calculating

- Use playing cards. Deal out 3. How quickly can they add them? Can they beat the adult? Can they beat their previous time? What strategies help? (Pairing those that make 10, looking for doubles)

Understanding Shape

- Draw up a table and then go on a shape hunt around the house. How many triangles, circles, squares can they find? How many cubes, cuboids, spheres can they find?

Handling Data

- Sort a collection of buttons/coins according to size and colour.