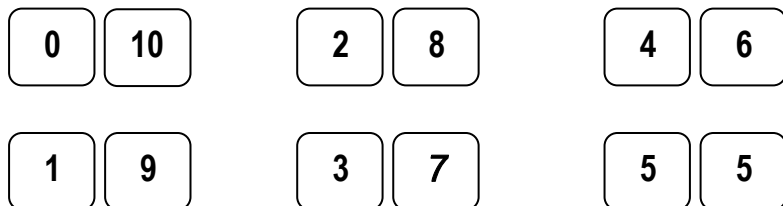


Speedy pairs to 10

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

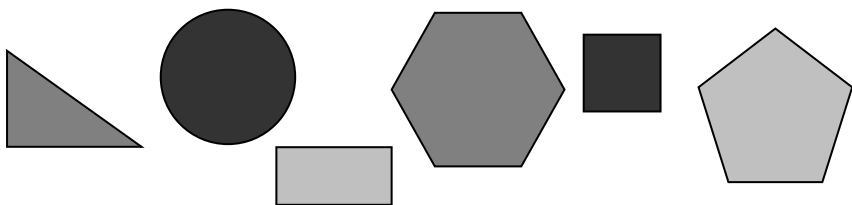
- ◆ Shuffle the cards and give them to your child.
- ◆ Time how long it takes to find all the pairs to 10.



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

Guess my shape

- ◆ Think of a 2-D 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.
- ◆ Now ask them to choose a shape so you can ask questions.



Helping your child with Maths



Year 2b

Targets – Year 2

By the end of Year 2, most children should be able to...

- Count to at least 100, and read and write numbers to 100.
- Given any six numbers up to 100, put them in order.
- Count forwards and backwards in ones or tens from any two-digit number, e.g. *twenty-six, thirty-six, forty-six...*
- Recognise odd and even numbers.
- Add and subtract numbers under 20 in their heads.
- Know pairs of 'tens' numbers that make 100, e.g. $30 + 70$.
- Double and halve small numbers, e.g. double 9 is 18, and half of 18 is 9.
- Know by heart the 2 and 10 times tables.
- Find the total value of a handful of coins to £1.
- Measure or weigh using metres, centimetres, kilograms or litres.
- Use a ruler to draw and measure lines to the nearest centimetre.
- Tell the time to the half and quarter hour.
- Name and describe common 2-D and 3-D shapes.
- Solve simple number problems, and explain how to work them out.

About the targets

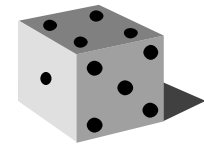
These targets show some of the things your child should be able to do by the end of Year 2.

A target may be harder than it seems, e.g. a child who can count up to 100 may still have trouble saying which number comes after 47 or which number comes before 50.

Fun activities to do at home

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!