

Maths Targets for pupils in Year 2



A booklet for parents

Help your child with mathematics

For additional information on the agreed calculation methods, please see the school website.

ABOUT THE TARGETS

These targets illustrate what **most** children will have been taught by the **end of** Year 2. However, some children may need consolidation of earlier objectives, therefore greater focus will be given to these. Some children will have exceeded these targets, and will be working to more challenging objectives.

THE TARGETS

Using and Applying

To solve simple problems using counting, addition, subtraction, doubling and halving, multiplication and division.

To be able to explain how they have solved a problem using mathematical vocabulary

To be able to explain why an answer is correct.

To predict what will come next in a sequence or pattern and give reasons for choice.

Number

To be able to count forward and backwards to 100

To read, write and order numbers to 100

To recognise odd and even numbers

To be able to partition three digit numbers into hundreds, tens and units

To add and subtract one and two digit numbers

To know by heart their 2, 5 and 10 times tables

To know 10 more or ten less than any number to 100

Can find $\frac{1}{2}$, $\frac{1}{3}$, $\frac{2}{3}$, $\frac{3}{4}$, $\frac{1}{4}$ of groups and shapes of objects.

To be able to write number sentences using +, -, x and =

To be able to multiply using repeated addition

To be able to recall addition and subtraction facts to 20.

Use the column method to add and subtract 2 digit numbers (without carrying over or borrowing)

Check calculations using the inverse

Count in halves and quarters to 10

To recognise and find total of values of coins up to a £

Shape, Space and Measure

To be able to name, recognise and sort common 2D and 3D shapes

To use mathematical language to describe the properties of 2D and 3D shapes

Identify shapes with symmetry

Identify the properties of polygons and non-polygons

To be able to use positional and directional language

To estimate, measure, compare and order using non-standard and standard units (length, mass and capacity)

To read a scale to the nearest numbered unit

To be able to tell the time to five minutes including quarter past and quarter to using analogue and digital clocks

Statistics

To be able to collect, sort and record information (lists, tables, graphs)

To answer questions using vocabulary related to data handling.

Parents play a vital role in children's mathematical development. Many key mathematical skills can be supported at home through everyday activities such as:

Telling the time

Weighing for cooking

Measuring for craft and DIY

Using money and playing board games.

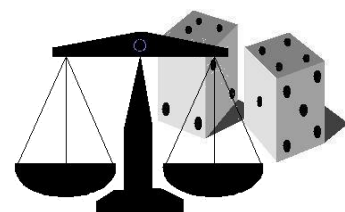
Many of these skills are the "real-life" maths that we use every day, and are more effectively learned in the setting in which we use them.

Fun activities to do at home

Pasta subtraction

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

- Start with a pile of pasta in the middle. Count the number of pasta pieces in total
- Throw a dice. Say how many pieces of pasta you subtract that number.
- Then take the pieces of pasta away and check right!
- Keep playing.
- The person to take the last piece wins!



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?
- Can he/she find somethings that weigh about half a kilogram?

Weigh ingredients in cooking.

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?

31 39 36 35 33

100 Square activities

Use your number square to add/subtract
Jump on/back

Find numbers – link to money matching 10p/1p coins

Practice writing the numbers correctly using different media e.g. paint, write in sand, water and paintbrush.

How much?

- Once a week, tip out the small change from a purse. Count it up with your child.



Counting

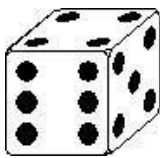
Practise counting. Start at 5, and count on from there to 11. Start at 9, count back from there to zero.

Choose a different starting number each time.

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.



and 6

- If you are right, you score a point.
- The first to get 10 points wins.

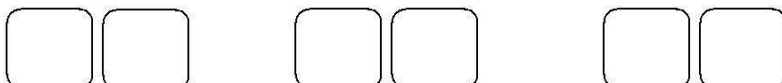
You can extend this activity by making the two numbers add up to 20, or 50.

Roll 2 dice – add together (you could change the numbers on the dice).

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.

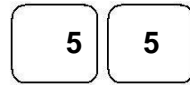
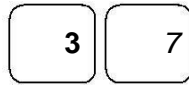
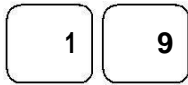
- Shuffle the cards and give them to your child.
- Time how long it takes to find all the pairs to 10.



0 10

2 8

4 6



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

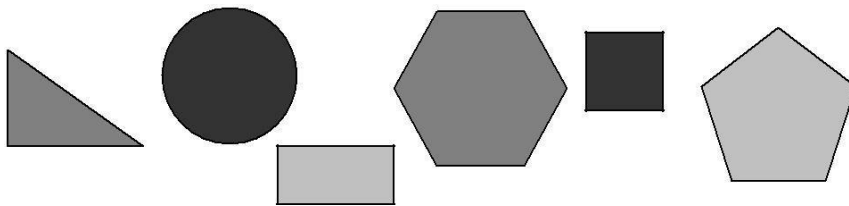
Estimate amounts of various small household objects.

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.



Build a shape castle – name the shapes.

Board Games

Play any games – snakes and ladders is a great game that encourages counting on/back – predict the end number.

Make a board like this. The numbers are arranged differently from usual, but the games will still work if you use a normal snakes and ladders board.

91	92	93	94	95	96	97	98	99	100
81	82	83	84	85	86	87	88	89	90
71	72	73	74	75	76	77	78	79	80
61	62	63	64	65	66	67	68	69	70
51	52	53	54	55	56	57	58	59	60
41	42	43	44	45	46	47	48	49	50
31	32	33	34	35	36	37	38	39	40
21	22	23	24	25	26	27	28	29	30
11	12	13	14	15	16	17	18	19	20
1	2	3	4	5	6	7	8	9	10

- Roll a dice twice. Add the two numbers.
- Move along that number of spaces. Before you move, you must work out what number you will land on.
- If you are wrong, you don't move!
- The first to the end of the board wins.

For a change, you could roll the dice and move backwards. Or you could roll the dice once, then move the number that goes with your dice number to make 10, e.g. throw a 3, move 7.

Straight lines

Choose 4 toys and lay them on the table in order of length. Use a ruler to measure each toy to the nearest cm.

Shopping maths

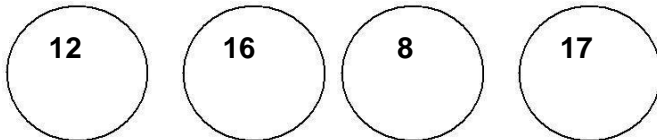
After you have been shopping, choose 6 different items each costing less than £1. Make a price label for each one,

e.g. 39p, 78p. Shuffle the labels. Then ask your child to do one or more of these.

- Place the labels in order, starting with the lowest.
- Say which price is an odd number and which is an even number.
- Add 9p to each price in their head.
- Take 20p from each price in their head.
- Say which coins to use to pay exactly for each item.
- Choose any two of the items, and find their total cost.
- Work out the change from £1 for each item.

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.

Counting in 2s, 5s, 10s, 3s – variety of objects.

Pay for items in a shop or play shops at home with real money.