

Year 2 Key Targets

Number and place value

To count in steps of two, three, and five from 0, and in tens from any number, forward and backward

To compare and order numbers from 0 up to 100, using the $<$ $>$ and $=$ signs correctly.

To use place value and number facts to solve problems.

Addition and subtraction

To solve problems with addition and subtraction.

To recall and uses addition and subtraction facts to 20 and 100.

Multiplication and division

To recall and use multiplication and division facts for the two, five and 10 multiplication tables, including recognising odd and even numbers.

To solve problems involving multiplication and division.

Fractions (including decimals)

To recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$, and $\frac{3}{4}$ of a length, shape, set of objects or quantity.

Geometry

To identify and describe the properties of 2D and 3D shapes.

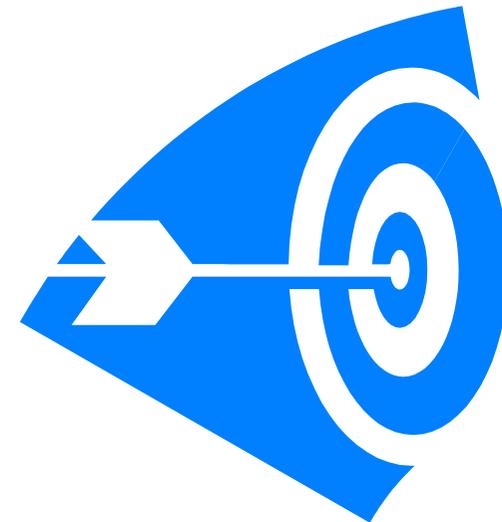
Measures

To choose and use standard units to estimate and measure capacity (litres/ml) , mass (grams and kilograms) and length to the nearest appropriate unit.

To solve problems involving money. To add and subtract money amounts.

How to help your child at home

Targets and activities for pupils in Year 2



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’...How much? Once a week, tip out the small change from a purse. Count it up with your child.

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.

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!

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.

Straight lines

Choose 4 different lengths between 5 and 20 centimetres. Use a ruler marked in centimetres. Draw lines of each length.