

Some of the LNF expectations for Y2 include:

Using Number Skills

- ⇒ Count sets of objects by grouping in 2s, 5s or 10s.
- ⇒ Read and write numbers to 100.
- ⇒ Compare and order 2-digit numbers.
- ⇒ Use mental recall of number facts to 10 to derive other facts, i.e.:
 - ◇ doubling and halving, e.g. derive $40 + 40$ from knowing $4 + 4$
 - ◇ bonds of 10, e.g. derive $60 + 40$ from knowing $6 + 4$
- ⇒ Recall and use 2, 5 and 10 multiplication tables.
- ⇒ Find halves and quarters in practical situations.
- ⇒ Use mental recall of number facts to 10 and place value to add or subtract larger numbers, e.g. $24 + 4$, $30 + 5$, $34 + 10$
- ⇒ Find small differences within 20 by using counting on strategies.
- ⇒ Use checking strategies e.g. repeat addition in a different order/use halving and doubling within 20.
- ⇒ Use different combinations of money to pay for items up to £1.

Using Measuring Skills

- ⇒ Use standard units to measure length, height and distance (metres, half metres or centimetres), weight/mass (kilograms or 10 gram weights) and capacity (litres).
- ⇒ Read half-past, quarter past and quarter to on an analogue clock.
- ⇒ Read hours and minutes on a 12-hour digital clock.

Using Data Skills

- ⇒ Gather and record data from lists and tables, diagrams, block graphs and pictograms .
- ⇒ Extract and interpret information from lists, tables, diagrams and graphs.

Developing Numerical Reasoning

- ⇒ Identify steps to complete the task or reach a solution.
- ⇒ Select appropriate mathematics and techniques to use.
- ⇒ Select and use relevant number facts and mental strategies.

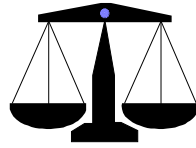
Supporting children in Year 2



A booklet for parents
Help your child with numeracy

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.

Board games

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.

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!

Straight lines

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

How much?

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

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.

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

Next week, look for 'fifties' numbers, or 'sixties'.

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.

