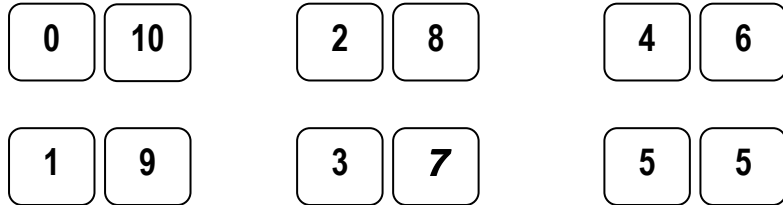


### Speedy pairs to 10

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

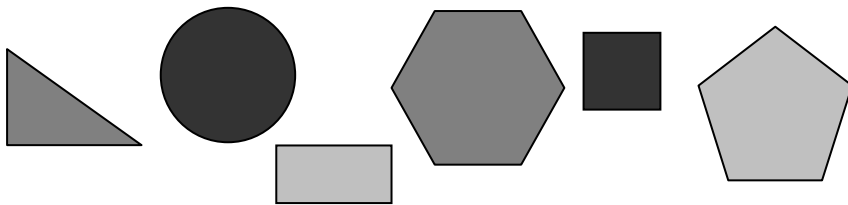
- ◆ Shuffle the cards and give them to your child.
- ◆ Time how long it takes to find all the pairs to 10.



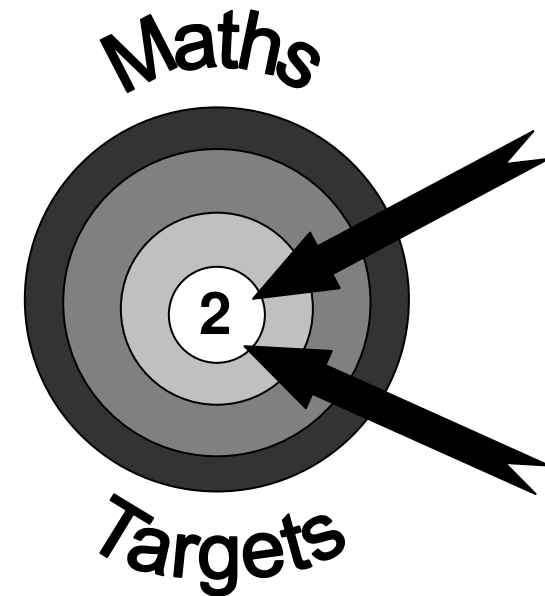
Repeat later in the week. See if your child can beat his / her time.

### 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.



# Targets for pupils in Year 2



**A booklet for parents**

Help your child with mathematics

## Targets – Year 2 <sub>2</sub>

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

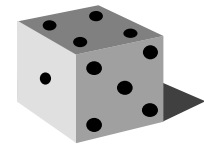
These targets show some of the things your child should be able to do by the end of Year 2.

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!

\_\_\_\_\_ is working on the targets that are ticked.