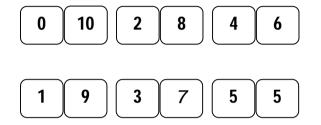
Speedy pairs to 10

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

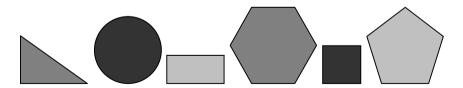
- Shuffle the cards and give them to your child.
- ♦ Time how long it takes to find all the pairs to 10.



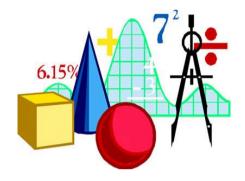
Repeat later in the week. See if your child can beat his / her time.

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.



North TawtonCommunity Primary School and Nursery



Year 2 maths targets.

This booklet provides information for parents and carers on the end of year expectations for children in our school.

All the objectives will be worked on throughout the year and will be the focus of direct teaching. Any extra support you can provide in helping your children to achieve these is greatly valued.

If you have any queries regarding the content of this booklet or want support in knowing how best to help your child please talk to your child's teacher.

Targets - Year 2

My child can ...

- Compare and order numbers up to 100 and use < > =.
- Read and write all numbers to 100 in digits & words.
- Say 10 more/less than any number to 100.
- Count in steps of 2, 3 & 5 from zero and in 10s from any number (forwards and backwards).
- Recall and use multiplication & division facts for 2, 5 & 10 tables.
- Recall and use +/- facts to 20.
- Derive and use related facts to 100.
- Recognise place value of any 2-digit number.
- Add & subtract:
 - o 2-digit nos & ones
 - o 2-digit nos & tens
 - o Two 2-digit nos
 - o Three 1-digit nos
- Recognise and use inverse (+/-).
- Calculate and write multiplication & division calculations using multiplication tables.
- Recognise, find, name and write 1/3; 1/4; 2/4; 3/4.
- Write and recognise equivalence of simple fractions.
- Tell time to five minutes, including quarter past/to.
- Solve simple money problems.
- Use the correct standard units to estimate and measure.
- Identify and describe properties of 2d and 3d shapes.
- Interpret and construct simple tables and charts.

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!