Activities to Support Year 2

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. *you roll a 4, say 6 because 4 + 6 = 10*
- 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.

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 their 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.

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 they 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.

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.

KV56 4BX

- 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!

Circle Trios

Draw four circles each on your piece of paper. Write four numbers between 3 and 18, one in each circle.

12   16   8   17
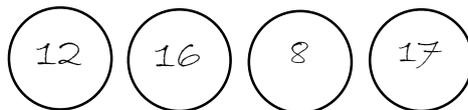
- Take turns to roll a dice three times and add the three numbers.
- If the total is one of the numbers in your circles then you may cross it out.
- The first to cross out all four circles wins.

Straight Lines

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

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.