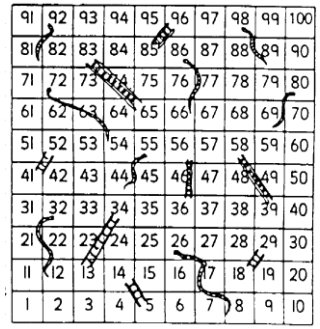
Board games

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.

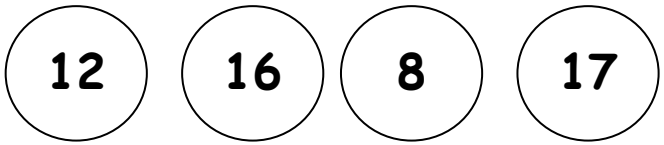


- Roll a dice twice. Add the two numbers.
- Move along that number of spaces. Before you move, you must work out what number you will land on.
- If you are wrong, you don't move!
- The first to the end of the board wins.

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.

Circle trios

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



- 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.

Useful Websites:

- **topmarks.co.uk**
- **bbc.co.uk/bitesize/ks1/maths**
- **ictgames.com**
- **crickweb.co.uk**

Maths targets for pupils in Year 2

Maths Targets

Autumn Term

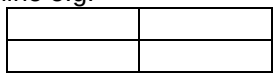
A booklet for parents

Help your child with mathematics

Targets – Year 2

By the end of the <u>Autumn Term</u> most children should be able to…

- count in steps of 2, 3, 5 and 10 from 0 and in tens from any number, forward and backward
  3, 6, 9, 12… and 60, 70, 80 ….
- recognise the place value of each digit in a two-digit number (tens, ones) e.g.
  84 has 8 tens and 4 ones
- identify and represent numbers using objects and pictorial representation including the number line
- compare, order, read and write numbers from 0 up to 100
- use place value and number facts to solve problems
- compare and order lengths, mass, volume/capacity
- compare and sequence intervals of time
- ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity
- identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line e.g.



  4 sides
  2 lines of symmetry etc.
- identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces
- solve problems with addition and subtraction e.g. Junayd has 24 marbles. He found 9 more. How many marbles has he got altogether

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.

Here are some examples of activities children will be expected to do. You could help your child by working on these at home:

- I can choose some equipment to show how the numbers change when you count up in tens from 27 to 97 and back from 97 to 27 and explain what is happening.
- I can order the heights of the three little goats, mark them on a number line and explain how I know which is shortest.

- I can choose equipment to show and explain how I know I have saved £53 when I had £33 in my money box and my granny gave me £20.
- I can choose objects around the house to show and explain how I know I have 42p left when I started with 48p and spent 6p on a bookmark at the school fair.
- I can find four different quadrilaterals around the house, explain what is the same and what is different about them and identify lines of symmetry in each shape.