Year 2 – Maths Home Learning Ideas

Spring Term 4

This term, please practise with your child:

- Add 3 numbers using known facts (e.g. 8 + 2 + 3 spot that 8 + 2 is 10 then add 3)
- Recognising the value of different coins

Please continue to practise:

- Doubling numbers to 10
- Recalling pairs of numbers (number bonds) for all numbers up to 20 (i.e. 14 + 6 = 20 / 8 + 12 = 20)
- Deriving subtraction facts for 20 (e.g If 16 + 4 = 20 then 20 16 4)

Key Vocabulary

number bond	two numbers added together to make another
	number (e.g 2 + 3 = 5)

Top Tips!

The secret to success is practising little and often. Can you practise these facts on your walk or drive to school?

Fact of the day - you don't need to learn there all at once.

'Free facts' – If you know that 6 + 4 = 10 then you know that 10 - 4 = 6.

Here are some ideas to help you do this:

	Further explanation / Ideas of how to practise
Number bonds.	Number bonds – two numbers that add together to make a whole. e.g. 5 = 1 +4 or 3+ 2
	Play games matching pairs with playing of numbers together to make a bond (ie. 5 and 2 to make 7); roll a dice and say the other number (the complement) to make the bond.
	Use pegs and a coat hanger to create the number bonds
	Create a rainbow of the 'bonds'
Subtraction facts	Subtraction facts for number bonds – the reversal, e.g. $5 - 2 = 3$, $5 - 1 = 4$
	Play 'Kims' game with number bonds – needs to be quick!
Doubles	Doubles – by the end of Year 2 children need to be able to mentally double numbers to 20, e.g. double 4 = 8, double 16 = 32
	Play games using playing cards or dice to double the number shown – needs to be quick
Recognising coins	Sorting coins – take a handful of coins and sort into the different values
	Go shopping! Handle money in real-life contexts

Online Activities

The school has subscribed to NumBots. NumBots is an online platforms to help your child practise maths facts at home. They both can be downloaded as apps on your phone or tablet Your child has a username and password. This is stuck in their reading record



Maths Games to play at home!

<u>Target</u>

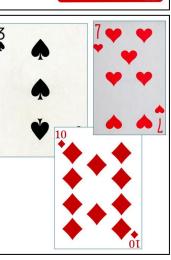
- Players start with O.
- Take turns to roll a dice or spin a spinner
- Player chooses whether to add or take away the number.
- First to make exactly 20 wins.

You can change the game by changing the target number.



Trios

- A game for 2 people
- Shuffle a pack of playing cards. Lay all the cards down flat
- Each player takes three cards
- Add the three cards together to try and make 20. If the 'trio of cards' make 20, the player keeps them, if not return to the table.
- The player with the most cards wins!



For more game ideas go to the school website for the 'Bare Necessities' game packs <u>https://stratford-sub-castle.wilts.sch.uk/maths-at-home/</u>