

Year 2 – Home Learning Ideas – Spring

This term, please practise with your child:

- Compare and order numbers using $<$, $>$, $=$ up to 100.
- Count in steps of 2, 5, 10 and 3 from 0
- Tell the time to the nearest 5 minutes
- Know there are 60 minutes in 1 hour.
- Know there are 24 hours in 1 day



Here are some ideas to help you do this:

	Further explanation / Ideas of how to practise
Compare and order numbers using $<$, $>$, $=$ up to 100.	Which number is greater, X or X? Play games such as “I’m thinking of a number” and say “greater” or “smaller” until they’ve guessed the correct number!
Count in steps of 2, 5, 10 and 3 from 0	Practise these counting patterns forwards and backwards. Write out the counting patterns to follow on a number line.
Tell the time to the nearest 5 minutes	Use an analogue clock and start by learning o’clock and half past, then quarter to and past, and finally the 5 minute marks. Check out ictgames.com for some excellent time telling games!
Know there are 60 minutes in 1 hour.	These are rote facts that just need to be taught and quizzed!
Know there are 24 hours in 1 day	



Online Activities

The school has subscribed to NumBots. NumBots is an online platform 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.



A website packed full of useful Maths and English games.



20 years of free educational games, made by a UK teacher.



Maths Games to play at home!

Game 12 – How many?

Skill to be learnt: To count up to 100 objects by grouping them and counting in tens, fives or twos.

What you will need: A box/jar of roughly 100 things e.g. a box/jar of pasta.

How to play: One player grabs a handful of cubes. Both players estimate (guess) how many things have been taken out (this could be written down). Players decide together whether to count in 2's, 5's or 10's to find how many. Closest estimate gets a point. The first player to get 10 points wins.

Talk points: Model counting in 2's, 5's, 10's. Discuss what is a good estimate - for example if you only take a small handful you would estimate a smaller number than if you took a larger handful.



Game 16 – Order!

Skill to be learnt: To order two digit numbers and position them on a number line; use the greater than (>) or less than (<) signs.

What you will need: 0-9 cards and 'order boards'.

How to play: Players take it in turns to turn over a card and choose where to write it on their board. Once a number is placed it must not be moved! Keep going until both players have turned over 4 cards. Players score a point for making a true number sentence e.g. $34 < 43$ (34 is less than 43)

Talk points: You can discuss the need to create a smaller number on the left hand side of the board so any small numbers revealed would be best placed on this side. Emphasize ways to remember the meaning of the signs (the smallest part of the sign is always nearest the smallest number).

Extension of this game: Extend to larger numbers.

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