

Year 2 – Home Learning Ideas – Autumn 1

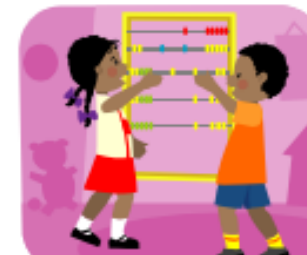
This term, please practise with your child:

- Recognise the place value of each digit in a two digit number (tens/ones)
- Read and write numbers 1 to 50 in words.
- Read and write numbers 1 to 100 in words.
- Count in 10s from any number forwards and backwards.
- Know pairs of number (number bonds) of multiples of 10 up to 100 (ie $10 + 90 = 100$).
- Know my date of birth ('long' and digital version). i.e. *10th April 2015 / 10.04.15*
- Recognise all coin values
- Recognise all note values



Here are some ideas to help you do this:

	Further explanation / Ideas of how to practise
Recognise the place value of each digit in a two digit number (tens/ones)	$24 = 2 \text{ tens and } 4 \text{ ones so } 20 \text{ and } 4$ $38 = 3 \text{ tens and } 8 \text{ ones so } 30 \text{ and } 8$
Read and write numbers 1 to 50 in words.	When writing as an answer in numerals, ask your child if they can also spell the word
Read and write numbers 1 to 100 in words.	
Number bonds	Using playing cards or dice to find pairs of numbers.
Know my date of birth ('long' and digital version).	Long – 13 th April 2012 Short – 13.04.12
Recognise all coin values	Play 'shops' at home and use real coins and notes.
Recognise all note values	



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.



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Maths Games to play at home!

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Game 13 – Biggest Wins

Skill to be learnt: To explain what each digit in a two digit number represents, including number where 0 is a place holder e.g.30

What you will need: 0-9 spinner, place value charts

How to play: Players throw the dice and choose whether to use the digit as tens or ones in a two digit number. Record this on the place value chart. Throw the dice again to generate the second digit which must go in the empty space. When both players have made a 2 digit number, biggest wins and score a point. The first player to ten points wins.

Talk points: Discuss when the dice is rolled where it is best to place that digit (tens or units). For example if a 9 is rolled you may say 'I will put this in the tens column because this is the highest number of tens I can get with this dice'.

Extension of this game: Extend to 3 digit numbers.



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Game 18 – Make 100

Skill to be learnt: To recall all pairs of multiples of 10 with totals of up to 100

What you will need: Multiples of 10 cards

How to play: Lay out place value cards face down. Each player writes down the multiples of 10 from 10-100. Players take turns to reveal a card. They work out the complement to 100 and tick it on their list. First to tick all multiples of 10 wins

Talk points: To help your child work out the complements to make 100 draw comparisons with pairs to 10 e.g. you know that $9 + 1 = 10$ so you can use this to help you work out that $90 + 10 = 100$.

Extension of this game: Begin to explore other complements to 100 e.g. $45 + 55$

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/>