Year 2 – Maths Home Learning Ideas
Autumn 2

This term, please practise with your child:

- Recap on recalling pairs of numbers (number bonds) for all numbers up to 10 (i.e. 4 + 1 = 5 / 8 + 2 = 10)
- Recap on identifying odd and even numbers
- Know the months of the year (in order).
- Know my date of birth ('long' and digital version). i.e. 10th April 2018 / 10.04.18

Key Vocabulary

number bond	two numbers added together to make another number (e.g 2 + 3 = 5)
odd	a whole number that cannot be divided by 2 evenly, or into two equal parts
even	a whole number that can be divided by 2 without leaving a remainder

Here are some ideas to help you do this:

	Further explanation / Ideas of how to practise
Number bonds	Using playing cards or dice to find pairs of numbers.
Know the months of the year (in order).	Talk about the months, which months certain events or birthdays are in and how many months away things are, e.g. Christmas
Know my date of birth ('long' and digital version).	Long – 13th April 2018 Short – 13.04.18

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 60 + 40 = 100; 0.6 + 0.4 = 1; 20 − 4 = 16.

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

A website packed full of useful Maths and English games.

Numberblocks! Watch and play games with the Numberblocks.

Maths Games to play at home!

Fishy Fingers!

- Both players make fists with both of their hands
- Tap the table/leg saying 'Fishy, fishy fingers'
- Hold up the number of fingers
- Add your fingers to your partners
- First to say total wins a point
- The winner is the most person with the most points

3-in-a-row

- Each player chooses a coloured pencil
- Roll the dice twice to make a 2-digit number (e.g. 41)
- On the 100 square, colour the number
- First to get 3-in- a-row wins!

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

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/