How much?

♦ Once a week, tip out the small change from a purse. Count it up with your child.

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.

Also encourage your child to visit our school website: - www.st-barnabas-primary.worcs.sch.uk

Our Year Two page has links to many Maths games on line. In addition the children can access Education City through our website. Education City has a wide breadth of Maths games. Also the children can 'Play Live' with other children in school, a great resource to practise mental recall of number facts.

St. Barnabas C.E Primary School

Maths Activities in Year 2
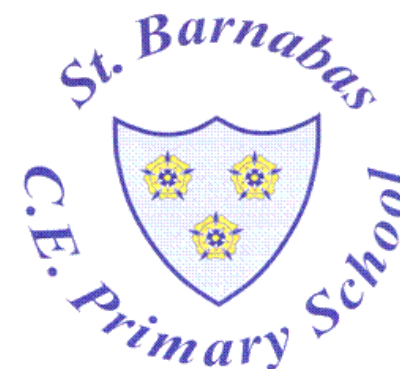
Inspire, Nurture, Achieve

A booklet for Parents/Carers

Help your child with mathematics

Fun activities to do at home

Shopping maths

After you have been shopping, choose 6 different items each costing less than £1. Make a price label for each one, e.g. 39p, 78p. Shuffle the labels. Then ask your child to do one or more of these.

- Place the labels in order, starting with the lowest.
- Say which price is an odd number and which is an even number.
- Add 9p to each price in their head.
- Take 20p from each price in their head.
- Say which coins to use to pay exactly for each item.
- Choose any two of the items, and find their total cost.
- Work out the change from £1 for each item.

How heavy?

You will need some kitchen scales that can weigh things in

kilograms/grams

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

Speedy pairs to 10

Make a set of 12 cards showing the numbers 0 to 10, but with

two 5s.

If you wish, you could use playing cards.

- Shuffle the cards and give them to your child.
- Time how long it takes to find all the pairs to 10.

10	0	9	1	8	2
7	3	6	4	5	5
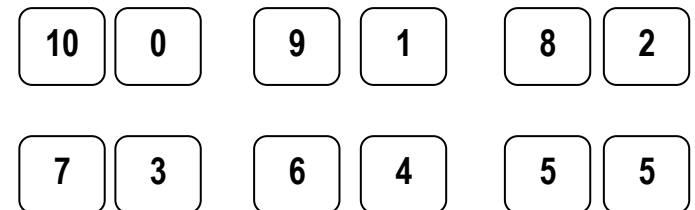
Guess my shape

- Think of a 2-D shape (triangle, circle, rectangle, square, pentagon or hexagon). Ask your child to ask questions to try and guess what it is.
- You can only answer *Yes* or *No.* For example, your child could ask: *Does it have 3 sides?* or: *Are its sides straight?*
- See if he can guess your shape using fewer than five questions.
- Now ask them to choose a shape so you can ask questions.