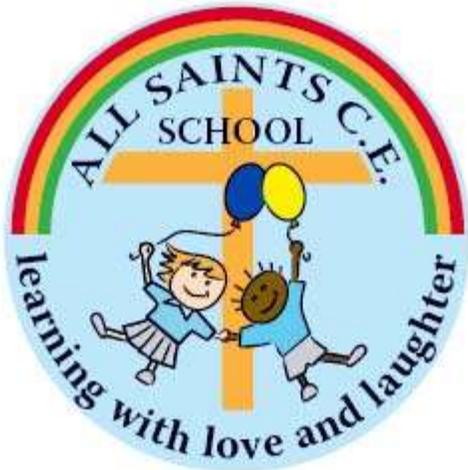


Helping Your Child with Mathematics



A Booklet for Parents

Year 2

Calculation Strategies

In Year 2 your child will use the following calculation strategies.

Addition

Use of number bonds to 10 and 20 to help with $TU + U$, $TU + TU$ and $HTU + U$ mentally.

Subtraction

Use of number bonds to 10 and 20 to help with $TU - U$, $TU - TU$ and $HTU - U$ mentally.

Multiplication

Focusing on multiplying by 2, 5 and 10.

Repeated addition

$$3 \times 5 =$$

$$5 + 5 + 5 = 15$$

Arrays

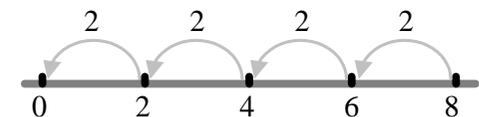
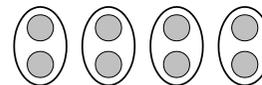
$$\begin{array}{cccc} \bullet & \bullet & \bullet & \bullet \\ \bullet & \bullet & \bullet & \bullet \\ \bullet & \bullet & \bullet & \bullet \end{array} \quad 3 \times 5 = 15$$

$$\begin{array}{cccc} \bullet & \bullet & \bullet & \bullet \\ \bullet & \bullet & \bullet & \bullet \\ \bullet & \bullet & \bullet & \bullet \end{array} \quad 5 \times 3 = 15$$

.....

Division

Number lines and grouping



The following maths facts are important for your child to know. Please help them to learn them.

All the pairs of numbers that total 20

20,0 19,1 18,2 17,3 16,4 15,5
14,6 13,7 12,8 11,9 10,10

Addition and subtraction facts for all the numbers to 10

E.g. $3 + 7 = 10$ $10 - 7 = 3$

Doubles of all numbers to 20 and their halves

E.g. double 7 is 14, half of 14 is 7

Pairs of multiples of 10 that make 100

E.g. 30,70 40,60 10,90

To count on and back from any number in 2s, 3s, 5s and 10s

E.g. start at 23 - 25, 27, 29, 31
or - 21, 19, 17, 15

Multiplication facts

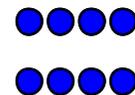
x2, x5, x10

Division facts for these tables

E.g. $40 \div 10 = 4$

Describe an array

E.g.



$$4 \times 2 = 8$$

$$2 \times 4 = 8$$

$$8 \div 2 = 4$$

Shape

Identify and describe the properties of 2D shapes

e.g. A square has 4 equal sides, 4 vertices and 4 lines of symmetry.

A rectangle has 4 sides, 4 vertices and 2 lines of symmetry.

Recognise parallel and perpendicular lines in shapes.

Measures

100 centimetres = 1 metre



1000 grams = 1 kilogram

1000 millilitres = 1 litre



60 seconds = 1 minute 60 minutes = 1 hour

24 hours = 1 day 7 days = 1 week



Fun Activities to Do At Home

Out and About

◆ During a week, look outside for 'thirties' numbers, such as 34 or 38, on house doors, number plates, bus stops, etc. How many can you spot? What is the biggest one you can find?

◆ Next week, look for 'fifties' numbers, or 'sixties'...



How Much?

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



Number Facts

You need a 1-6 dice.

◆ Take turns. Roll the dice. See how quickly you can say the number to add to the number on the dice to make 10, e.g.

◆ If you are right, you score a point.

◆ The first to get 10 points wins.

You can extend this activity by making the two numbers add up to 20, or 50.

Speedy Pairs to 10

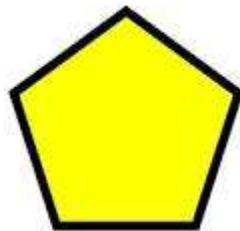
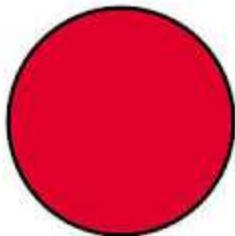
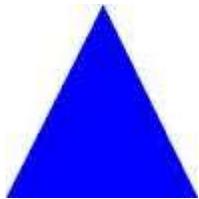
Make a set of 12 cards showing the numbers 0 to 10, but with two 5s.

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. Repeat later in the week. See if your child can beat his / her time.

Guess My Shape

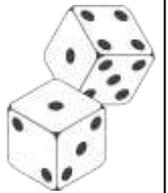
- ◆ Think of a 2-D shape (triangle, circle, rectangle, square, pentagon or hexagon). Ask your child to ask questions to try and guess what it is.
- ◆ You can only answer *Yes* or *No*. For example, your child could ask: *Does it have 3 sides?* or: *Are its sides straight?*
- ◆ See if they can guess your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



Bean Subtraction

For this game you need a dice and some dried beans or buttons.

- ◆ Start with a pile of beans in the middle. Count them.
- ◆ Throw a dice. Say how many beans will be left if you subtract that number.
- ◆ Then take the beans away and check if you were right!
- ◆ Keep playing.
- ◆ The person to take the last bean wins!



Circle Trios

Draw four circles each on your piece of paper. Write four numbers between 3 and 18, one in each circle.

12

16

8

17

- ◆ 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.