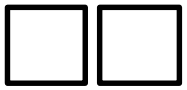
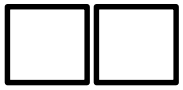
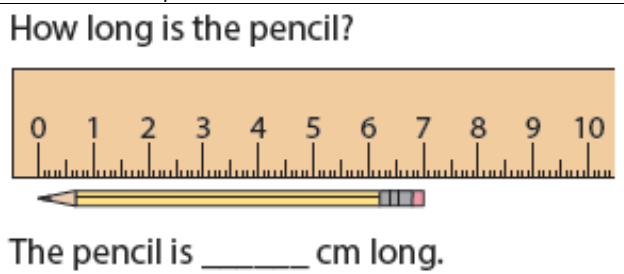
Help at Home- Year 2

Target	Example Questions	Ideas to try:
Recognise place value in two-digit numbers, e.g. knowing that the 1 in 17 represents 10.	• In the number 27 there are __ groups of ten and __ ones. • What does the 1 represent in 71? • What does the 6 represent in 67?	• Play 'I'm thinking of a number': e.g. I'm thinking of a number and it has 5 tens and 2 ones. What is my number? • Play 'roll to win': layout 2 boxes each, as shown below, then take it in turns to roll a dice. Place the number into your grid to try and make the biggest number. Player 1  Player 2  • 'Draw' a 2 digit number in 10s and 1s, using a stick to represent the 10s and crosses for the 1s
Read and write numbers up to 100 as words.	• Write the number 54 in words.	• Play bingo: each player to write out 5 numbers in word form and then call out the number and they can cross it off. • Practise the spelling of these words at home.
Compare and order numbers up to 100.	• Write down two numbers smaller than 100; ask your child to circle the smaller number.	• Play true or false using statements related to this target: e.g. 99 is bigger than 61.
Recall number bonds up to 20 fluently.	• What would you add to 7 to get a total of 20? • How many pairs of numbers can you remember that make a total of 20? • 7 + __ = 20	• Play 'ping pong' to practise complements with your child. You say a number. They reply with how much more is needed to make 20. Encourage your child to answer quickly, without counting or using fingers. • Use a 'bar' to represent 20. Divide it into different size sections to explore the different ways to make 20. eg 13 and 7, 12 and 5 and 3. 20 12 | 5 | 3
Add and subtract numbers mentally and using objects, including two-digit numbers.	• What is 11 + 7? • What is 17 + 4?	• Play dice addition: take it in turns to roll 2 dice, add your numbers together and whoever gets the biggest answer wins. • Use a set of playing cards (without the picture cards). Turn over two cards and ask your child to

		add the numbers. If they answer correctly, they keep the cards. How many cards can they collect in two minutes?
Learn the multiplication and division facts for the 2x, 5x and 10x tables.	• What is 5 x 4? • What is 10 x 6? • 2 friends share 16 sweets equally, how many will they eat get? Write this division as a number sentence.	• Have a 'fact of the day' (e.g. 2 x 8 = 16). Pin this fact up around the house. Practise reading it in a quiet, loud, squeaky voice etc. Ask your child over the day if they can recall the fact. • Play Bingo: each player chooses five answers (e.g. multiples of 5 to practise the five times table etc.). Ask a question and if a player has the answer, they can cross it off.
Combine numbers of coins to make a given value, for example to make 62 pence.	• Given a range of coins, can you make 54p?	• When shopping, ask your child to help select the coins needed for small amounts. • Play shops at home and allow them to discuss different ways they could make the same amount.
Tell the time to the nearest five minutes on an analogue clock.	• Which of these clocks shows a time between 5pm and 7pm? 	• At any available opportunity, practise telling the time with your child.
Use standard units to measure length (centimetres and metres), mass (grams and kilograms), temperature (degrees Celsius) and capacity (millilitres and litres).		Allow your child to practise their measuring skills at any available opportunity, for example: • Ask your child to measure themselves and others. • When baking, encourage your child to help you weigh out the ingredients. • Make a 'magic potion' using different capacities. • Measure the temperature at different points in the day to see if it changes.