Helping your child with maths

Here are some of the mathematical concepts children should know by the end of year 2.

Money



- Make sure your child knows what each coin looks like and the value.
- They need to understand that 10p is the same as 10 lots of 1p and 20p is the same as 20 lots of 1p or 10 lots of 2p.

Can they make 72p in coins? Can they do it a different way? Can they pay for something at the shop?

Could they add up the cost of items at the shop. E.g. If a pizza is £2 and we buy 3, how much would this cost?

Can they add up any loose change you have?

Can they play shops and buy things for money?

<u>Time</u>



- Tell the time to 5 minutes
- Understand quarter to and quarter past
- Draw hands on a clock to show these times.
- Know the number of minutes in an hour and the number of hours in a day.

Can they estimate the length of items in the house?

Can they tell you how many more minutes until it is 9 o'clock?

10 o'clock?

Measure

- Measure and estimate in cm and m
- Measure and estimate in g and kg
- Measure and estimate in litres and ml

Could children help you to measure grams and ml when cooking? Estimate the length of items in the house?

Tell you which object is lighter and which is heavier?

Number

- Understand odd and even numbers.
- Use multiplication and division facts for the 2, 5 and 10 times tables.
- Count in halves to 10. To help them understand fractions in KS2.
- Be confident in number bonds to 20. E.g. 3 + 7 = 10, 12 + 8 = 20.
- Add 3 lots of 1 digit numbers. E.g. 5 + 7 + 3 = 15
- Know how to share. E.g. 20 shared between 2.
- Write in digits and words the numbers to 100.

Could you get children to share out pasta shapes or counters into 2's or 3's?

Can they count up lego in groups of 2, 5, 10? Board games help with counting forward and odd and even numbers. There are lots of songs, books and games to learn times tables.

Shape

- Can they name common 2d shapes including triangles, circles and rectangles (including squares)
- Can they name common 3d shapes including cuboids, cubes, pyramids and spheres.

