

Maths in Year 2

At Errington Primary School our aim is to work in partnership with you to enhance your child's progress and enjoyment of maths. This leaflet is an aid to help you to support your child to develop their understanding of the range of maths concepts and offer ideas of fun activities to engage and enhance your child's love of maths.

During KS1, its important for your child to get to grips with maths in a very practical, hands-on way. It is essential that your child has a good knowledge of basic number such as counting and number bonds to 10 to enable them to solve problems in year 2.

Useful websites

Maths is a vital life skill. It helps children to understand number, solve problems and develop logical thinking. Just like reading, it is important to practice maths at home to ensure children have a secure knowledge and understanding. Here are many sites that you can go on to help your child.

- <https://play.numbots.com/#/intro>
- <https://www.topmarks.co.uk/>
- <https://whiterosemaths.com/resources/1-minute-maths#download>
- <https://www.mathsisfun.com/links/curriculum-year-1.html>



What did our pupils say?

I enjoy using the equipment during maths.

I like playing in the maths areas and solving problems.

If I get stuck, I can use a hundred square to help me.

For more information or guidance in maths please check out the Calculation and Maths policy on the school website. For further support contact the maths lead: Miss T Edwards

Supporting your child at home with maths



Year 2

"The only way to learn mathematics, is to do mathematics."



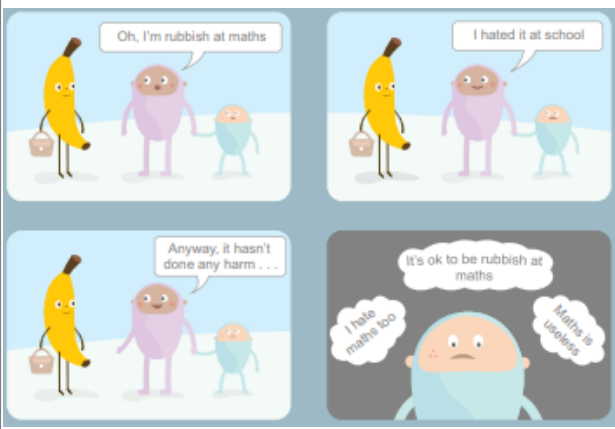
#MathsEveryoneCan

In Y2 we will learn to:

- Count in steps of 2, 3 and 5.
- Recognise the place value of a 2-digit number.
- Compare numbers using < and >.
- Add and subtract 2-digit numbers.
- Find 1/2, 1/4 and 3/4s of amounts and shapes.
- Measure using appropriate units.
- Tell and write the time to five minute, quarter/past to the hour.
- Describe the properties of shapes.
- Interpret simple pictograms, tally charts and block diagrams.

Maths at home

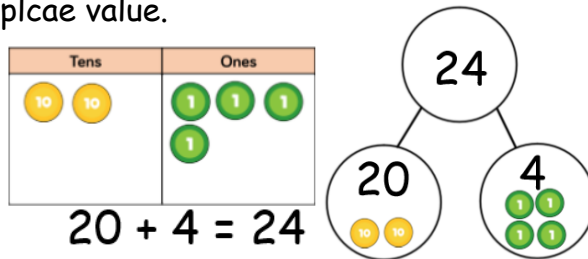
Many parents find the prospect of helping their children with maths quite daunting, even if they are good at it. Parents can make a huge difference when supporting children with maths at home. Making it fun and playing math games will help your child have a positive attitude towards maths. This leaflet has been created to help parents support their children in maths.



Calculation Methods

Place Value

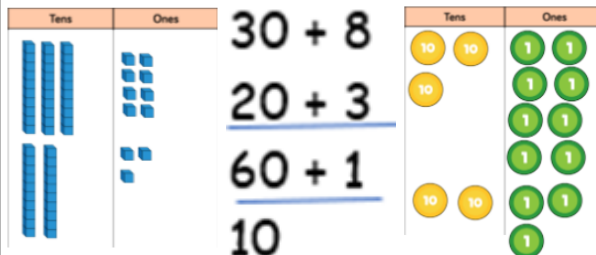
Children will use 'Part Whole Models' and 'Place Value Grids' to enable them to partition numbers into tens and ones to give them a secure understanding of place value.



Addition and Subtraction

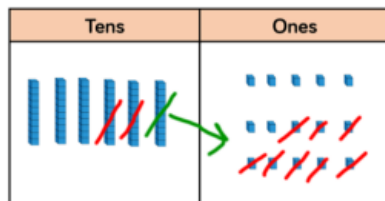
In year 2, children will begin to add and subtract 2-digit numbers. Children will use dienes and place value counters to enable them to visualise and understand this.

$$38 + 23 =$$



$$65 - 28 =$$

First make 68. Then cross out 8 ones. If there are not enough ones then a ten stick needs to be exchanged for ten ones. Cross out 8 ones then 2 tens to find the answer.



Multiplication and Division

To support children's understanding of multiplying and dividing children will use counters and physical apparatus to support them. When multiplying, children will use repeated addition and create arrays.

$$4 \times 5 = (4 \text{ lots of } 5 / 4 \text{ groups of } 5)$$

This array shows 4 groups of 5. Children make a group of 5 at a time until they have 4 groups. This can be done with other

house hold objects such as pasta and toys.

$$20 \div 4 =$$

Children will draw 4 circles and then share 20 counters equally between the four circles to show physically 20 shared by 4.

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Fun Activities to do at home

Number Facts - Roll a dice. See how quickly they can say the number that adds to make 10.

Create a Shop - Make a toy shop with prices below £1. Can they add the items together? Can they find the change from a £1 (100p)?

Shape Hunt - Go for a walk and see how many shapes you can find. Can your child tell you the properties of the shapes?

What time is it Mr Wolf? - Play what time is it Mr Wolf using a clock.

Multiplication Ball - Count in 2s, 3s and 5s as you pass the ball back and forth.