

Year 2 Key Understanding

- Count confidently forwards and backwards in 1s, 2s, 3s, 5s and 10s recognise that the pattern of numbers within 100s remains the same eg counting in 2s from 20 is not easier than counting in 2s from 120 or 220 etc.
- Begin to count in 100s to 1000; in 50s to 1000 and in 10s between any multiple of 100 (eg 200, 400).
- Given any six numbers up to 100, put them in order.
- Count forwards and backwards in tens from any two-digit number, e.g. *twenty-six, thirty-six, forty-six...*
- Recognise odd and even numbers.
- Add and subtract numbers under 20 in their heads.
- Know pairs of 'tens' numbers that make 100, e.g. $30 + 70$.
- Double and halve small numbers, e.g. through recognising doubles on dice when playing board games
- Recognise the value of coins and have experience of paying for small items and getting change.
- Have opportunities for measuring in the kitchen at home, or noticing different measure eg on car journeys
- Tell the time to the nearest five minutes.
- Know the months of the year and how many days in each.

Counting is a key skill which supports children to calculate. We need to provide opportunities for counting in small and large numbers and games like Temple Run provide a rich opportunity for reading very large numbers. The importance of counting in larger numbers is to recognise the pattern in our number system eg the 1 to 9 before every 10, that between every 100 there are the same 99 numbers which we start to learn in year 1.

Fun activities to do at home:

Car numbers

- Each person chooses a target number, e.g. 15.
- How many car numbers can you spot with 3 digits adding up to your target number, e.g. K456 XWL.
- So $4 + 5 + 6 = 15$, bingo!



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.



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.

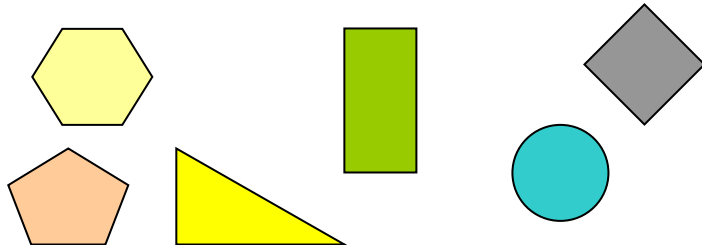
- Shuffle the cards and give them to your child.
- Time how long she/he takes to find all the pairs to 10.



Repeat later in the week. See if your child can beat their 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 your child can guess your shape using fewer than five questions.
- Now ask your child to choose a shape so you can ask questions.



How to help your Year 2 child.



A booklet for parents.