## Board games

Make a board like this. The numbers are arranged differently from usual, but the games will still work if you use a normal snakes and ladders board.

| ${ }^{91}{ }^{92}$ | 9394 | 9495 | 959 | ${ }^{9} 97198$ | 9819 |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 81882 | 8384 | $8488{ }^{5}$ | 8588 | 86878 | 8889 |  |  |
| ${ }^{71} 72$ | 73 仿 | 容 75 | 7576 | 78778 | 7879 |  |  |
| 6162 | ${ }^{3} 64$ | 6465 | 65661 | 6616768 | 6869 |  |  |
| 51.52 | 53 | 54.55 | 5556 | 55758 | 5859 |  |  |
| ${ }^{414} 42$ | 4344 | 4445 | 454 | 4748 | 484 |  |  |
| 3132 | 3334 | 3435 | 3536 | 363738 | 38 39 | 9 | 40 |
| $21{ }^{22}$ | 278 | 2425 | 2526 | 262728 | $28{ }^{29}$ |  |  |
| 1112 | 1314 | 14.15 | 1516 | 1618 | 18819 |  |  |
| 12 | 34 | ${ }_{5}$ | 5 | 6758 | 8 |  |  |

- Roll a dice twice. Add the two numbers.
- Move along that number of spaces. Before you move, you must work out what number you will land on.
- If you are wrong, you don't move!
- The first to the end of the board wins.

For a change, you could roll the dice and move backwards. Or you could roll the dice once, then move the number that goes with your dice number to make 10 , e.g. throw a 3 , move 7 .

## Circle trios

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


- 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.


## Targets for pupils in Year 2



## A booklet for parents

Help your child with mathematics

## Targets - Year $2_{3}$

## By the end of Year 2, most children should be able to...

Count to at least 100, and read and write numbers to 100.Given any six numbers up to 100 , put them in order.Count forwards and backwards in ones or 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. double 9 is 18 , and half of 18 is 9 .

Know by heart the 2 and 10 times tables.
Find the total value of a handful of coins to $£ 1$.Measure or weigh using metres, centimetres, kilograms or litres.Use a ruler to draw and measure lines to the nearest centimetre.Tell the time to the half and quarter hour.Name and describe common 2-D and 3-D shapes.
Solve simple number problems, and explain how to work them out.

## About the targets

These targets show some of the things your child should be able to do by the end of Year 2.

A target may be harder than it seems, e.g. a child who can count up to 100 may still have trouble saying which number comes after 47 or which number comes before 50 .

## Fun activities to do at home

## Shopping maths

After you have been shopping, choose 6 different items each costing less than $£ 1$. Make a price label for each one, e.g. 39p, 78p. Shuffle the labels. Then ask your child to do one or more of these.

- Place the labels in order, starting with the lowest.
- Say which price is an odd number and which is an even number.
- Add 9p to each price in their head.
- Take 20p from each price in their head.
- Say which coins to use to pay exactly for each item.
- Choose any two of the items, and find their total cost.
- Work out the change from $£ 1$ for each item.


## Straight lines

Choose 4 different lengths between 5 and 20 centimetres. Use a ruler marked in centimetres. Draw lines of each length.

