

Pupils at St John's Primary School participate in a Maths lesson every day where their knowledge and skills in many areas of Maths are practiced and added too. Pupils will be set Maths homework that matches learning in class from Year 1 onwards, but if you have time here are some additional activities you can do at home that will support your child's mathematical development this year.

Some of the key skills we will focus on with your child this year are:

- Count in steps of 2, 3, and 5 from 0, and in 10's from any number, forward and backward
- Say 10 more/less than any given number
- Partition numbers in different ways (for example, $23 = 20 + 3$ and $23 = 10 + 13$)
- Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 eg if I know $3 + 4 = 7$, then I can use this to help with $13 + 4 = 17$ or $30 + 40 = 70$ or $70 - 30 = 40$.
- Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables
- Know doubles (and corresponding halves) up to $20+20$ and beyond
- Count in halves and quarters to 10.
- Tell the time to five-minute intervals including quarter past and quarter to.



Practical resources and ideas:

- Give your child a set of either 2p, 5p or 10p coins and ask them to tell you how much money they have. For an added challenge give a mixture of coins.
- Write out calculations for your child with missing numbers, for example: $6 \times ? = 12$ You could write the calculations with the total first, for example: $10 = 100 \div ?$
- While walking to school (or in the car) just ask: 'What is 4×10 ?' etc
- Spot the mistake – parent/older sibling to write out some questions with answers and your child then has to mark them, identifying and correcting any mistakes.
- Use house numbers when out and about to practice counting in 2's and be able to say which number will come next.
- Start a counting pattern, can your child continue it?
- When counting in 3's: To start whisper the other numbers and say the multiples of 3 out loud.
- When doubling numbers such as 14, look at how it is the same as double 10 + double 4.
- Make a pairs game with questions such as double 11 on one card and 22 on another.
- Memory game for multiplication facts on cards eg 8×2 and 16
- Make a homemade clock from a paper plate, split pins and hands

WEBSITES that could be useful:

- White Rose 1 minute maths app
- Whack a Mole – move the slider on the left to count in 2's, 5's or 10's:
<https://www.ictgames.com/mobilePage/whackAMole/index.html>
- Hit the button: <https://www.topmarks.co.uk/maths-games/hit-the-button>
- Duck shoot: <https://www.ictgames.com/mobilePage/duckShoot/index.html>
- <https://www.topmarks.co.uk/learning-to-count/paint-the-squares> - use this 100 square/ 120 square to make a counting pattern, talk about what you notice about the numbers that are highlighted and where they are in relation to other highlighted numbers.
- <https://www.topmarks.co.uk/ordering-and-sequencing/caterpillarordering> - select sequencing.

Ideas for Maths at Home – Year Two



- <https://www.ictgames.com/mobilePage/archeryDoubles/index.html>
- <https://mathsframe.co.uk/en/resources/resource/306/Maths-FishingMultiplication> (select the Y1 or Y2 doubles from the list)
- Teaching Clock - [Teaching Clock \(topmarks.co.uk\)](https://www.topmarks.co.uk/teaching-clock)

ICT Games: [ictgames](#) | [html5 Home Page](#)

- Shark numbers
- Funky Mummy
- Number bonds to 10, 20 and 100
- Halves to 10/20
- Add 3 numbers