

How heavy?

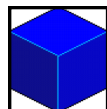
You will need some kitchen scales that can weigh in kilograms.



- ♦ Ask your child to find something that weighs close to 1 kilogram.
- ♦ Can he/ she find something that weighs exactly 1 kilogram.

Find some things that weigh about half a kilogram.

Guess My Shape:



- ♦ Think of a 2D shape or 3D shape
- ♦ 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 faces square?

Telling the time: Teach your child to tell the time.

Use analogue only—clock face!

Useful websites

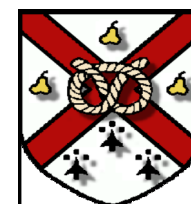
- Espresso
- Education City
- www.topmarks.co.uk
- www.mathszone.co.uk
- www.bbcnumeracy.co.uk

PERTON FIRST SCHOOL



Year 2

Maths Activities at Home

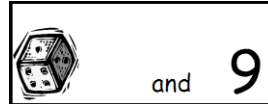


Dream Believe Achieve

Number Facts:

You need a 1-6 dice.

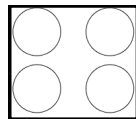
- ♦ Take turns. Roll the dice.
- ♦ See how quickly you can say the number to add to the number on the dice to make 10, eg



- ♦ If you are right, you score a point.
- ♦ The first to get 10 points wins.
- ♦ Extend this activity by making the two numbers add up to 20, or 50.

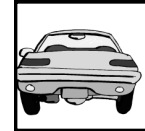
Circle Trios:

- ♦ 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.



Car Numbers:

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



Shopping Maths:

After you have been shopping, choose 6 different items each costing less than £1.

- ♦ Make a price label for each one, eg. 39p, 78p.
- ♦ Shuffle the labels

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.

