Aim for £1

For this game you need a dice, plenty of 10p, 5p and 1p coins.

♦ Take turns to throw the dice and take that many coins. All the coins must be of the same value (all 10ps, all 5ps, or all 1ps)

♦ Add up the total value of your coins. Keep track of how much money you have collected.

♦ If the coins take you over £1, you must put coins back instead of collecting them.

♦ The first person to get exactly £1 is the winner.

How close

For this game you will need plenty of 10p and 1p coins and a dice.

♦ Take times to throw the dice and take that number of coins. All the coins must be 1p or 10p.

♦ After 4 turns each count up your money. Then see who has got closest to £1 with out going 'bust'.

♦ Can your child say how much more they need to get to £1? What other coins can be used to make the amount?

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 he/she can guess your shape using fewer than five questions.

Now ask them to choose a shape so you can ask questions

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!

St Luke's Primary School

Spring Targets for Pupils in Year 2

Maths

Targets

St Luke's Primary School

A Booklet for Parents

Help your Child with Mathematics

Spring Targets – Year 2

By the end of this term most children should be able to…

Count to at least 1000, and read and write numbers to 1000.

To multiply and divide amounts (see parent handbook for calculation policy)

To add and subtract a single digit number from a 2 digit number by counting on or counting back.

Solve real life problems including using money

Know off by heart the 2, 5, 4 and 10 times tables with division facts as well

Identify shapes with lines of symmetry

Resources 1-100 square, 0-10 digit cards

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About the targets

These targets show some of the things your child should be able to do by the end of Spring Term. Some children will be working on these targets, some children will be working towards these targets and some children will be working beyond these targets.

Fun activities to do at home

5 In a Row.

You need 1-100 square, counters of two colours and 0-9 digit cards

The aim of the game is to cover five numbers in a row in any direction on the 1-100 square.

- Each player in turn picks up to 3 digit cards.
- The player can make a two digit number or a one digit number. They add or subtract the smaller number from the larger number to make a number on the 100 square.
- Place a counter on the number made.
- Extension: Change the number of counters in a row.

Table Facts

You will need 2 sets of 0-10 digit cards and counters

- ♦ Shuffle one set of digit cards and place face down.
- ♦ Take the 2, 4, 5 and 10 card from the second set, shuffle and place face down.
- ♦ In turns take the top card from each pile and multiply the two numbers on the card.
- ♦ If the sum is correct receive a counter. The player to get 10 counters first is the winner.