

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.

Out and about

- ◆ During a week, look outside for 'thirties' numbers, such as 34 or 38, on house doors, number plates, bus stops, etc. How many can you spot? What is the biggest one you can find?

31 39 36 35 33

- ◆ Next week, look for 'fifties' numbers, or 'sixties'...

How much?

- ◆ Once a week, tip out the small change from a purse. Count it up with your child.



QUEENSMEAD
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Helping your
child at home

Make maths
fun!!

Year 2
Maths



Fun activities to do at home

Pasta subtraction

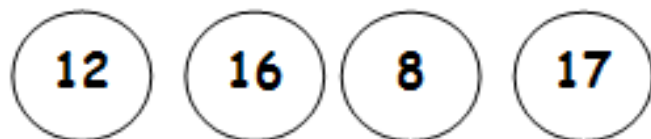
For this game you need a dice and some dried pasta or buttons.



- ◆ Start with a pile of pasta in the middle. Count them.
- ◆ Throw a dice. Say how many pieces of pasta will be left if you subtract that number.
- ◆ Then take the pieces of pasta away and check if you were right!
- ◆ Keep playing.
- ◆ The person to take the last piece wins!

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.

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	93	94	95	96	97	98	99	100
81	82	83	84	85	86	87	88	89	90
71	72	73	74	75	76	77	78	79	80
61	62	63	64	65	66	67	68	69	70
51	52	53	54	55	56	57	58	59	60
41	42	43	44	45	46	47	48	49	50
31	32	33	34	35	36	37	38	39	40
21	22	23	24	25	26	27	28	29	30
11	12	13	14	15	16	17	18	19	20
1	2	3	4	5	6	7	8	9	10

- ◆ 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.

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 can guess your shape using fewer than five questions.
- ◆ Now ask them to choose a shape so you can ask questions.

