

How long will it take?

You will need a clock or a stopwatch (most mobile phones have these)

- ◆ Ask your child how long it will take to do a given activity e.g. walk to school, make the bed or do the washing up.
- ◆ Time this activity with your child and discuss how near or far their estimate was. What would a sensible estimate be?
- ◆ Ask your child to draw an analogue clock showing the start of the activity and a digital clock showing the end of the activity.

Practice reading the time with your child when ever the opportunity occurs (analogue and digital)

Make 15

You will need a game board and 5 counters each of a different colour.

- ◆ In turn put a counter in a circle on the game board. Only one counter can be put in each circle.
- ◆ The winner is the first player to get three of their own counters next to numbers that add up to 15.
- ◆ You might need to place 4 or more of your counters before three of them total 15.

Make 30

You will need a game board and 9 counters between you.

1	2	3
4	5	6
7	8	9

- ◆ One player puts a counter on any number and says it.
- ◆ Take turns to put another counter on an uncovered number. Either add or subtract that number and say the new total.
- ◆ Only one counter can be put on each number.
- ◆ The winner is the player to reach exactly 30 with any counter. If neither player reaches 30, the winner is the one nearest to 30 with their last counter.

St Luke's Primary School

Summer Targets for Pupils in Year 2

Maths



Targets

A Booklet for Parents

Help your Child with Mathematics

Summer Targets – Year 2

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

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

Order two digit numbers using less than (<) and greater than (>) signs

To round a 2 digit number to its nearest ten.

Use practical and informal written methods to add and subtract numbers.

Multiply or divide whole numbers up to 1000 by 10 and 100

Know off by heart the 2, 5, 4, 3 and 10 times tables with division facts as well

Recognise and use whole, half and quarter turns, both clockwise and anticlockwise

Use units of time (seconds, minutes, hours, days) read the time to the quarter hour on both analogue and digital clocks.

Resources Ups and Downs (Maths Games LA p 49) Make 15 board game.

About the targets

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

More or Less?

You will need 2 dice, greater than (>) and less than (<) sign cards and counters or other small objects.

- The first player rolls both dice and makes a two digit number and records it.
- The second player rolls both dice and makes a two digit number and records it.
- Players take it in turns to turn over a sign card to put between the numbers.
- If the statement is correct player 1 wins a counter. If the statement is incorrect player 2 wins a counter.

Ups and Downs

You will need 1 dice, two counters of different colours, 0-100 game board or 100 square

- ◆ In turn, players roll the dice and move that number of spaces forward along the board.
- ◆ If the number landed on is less than 5 or the units digit is less than 5, the player must go back to last multiple of 10 (e.g. on 3 go back to 0, on 24 go back to 20).
- ◆ If the number landed on is 5 or more, or ends in the number 5 or more, the player moves on to the next multiple of 10. (e.g. on 7 move onto 10, on 75 move onto 80).
- ◆ The winner is the first player to reach 100.

