Dilton Marsh Church of England Primary School

Some Year 2 Key Skills To Help Your Child With Maths

Introduction

At Dilton Marsh Church of England Primary School we follow the new mathematics curriculum. In addition to knowing and applying basic mathematics skills, students are required to reason, think independently, solve problems using different strategies, and effectively communicate their methods. Parents help at home is essential in helping children develop and strengthen these skills.

Here are some suggestions for parents helping at home:

- Let your children know you believe they can be successful in math.
- Encourage and support risk taking and celebrate perseverance.
- Encourage your children to solve problems with you.
- Help them identify different methods or strategies to use in finding solutions and resist the temptation to provide the answer or method. There is usually more than one way to solve a problem, and simpler strategies are often effective.
- Provide opportunities for your children to explain and justify their thinking.
- Connect mathematics to real life experiences. Emphasising the mathematics around us helps to make mathematics education relevant.
- Ask good questions of your children about their homework and be good listeners when your children respond.
- Encourage children to estimate answers before working out the answer.

Good questions, and equally important, good listening can help children make sense of mathematics, build their confidence, and encourage mathematical thinking and communication. A good question opens up a problem and supports different ways of thinking about it. Some questions to try while helping a child might include:

- What do you already know about this?
- What do you need to find out?
- How might you begin?
- How can you organise your information?
- Can you draw a picture to explain your thinking?
- Are there other possibilities?
- What would happen if ...?
- What do you need to do next?

Contents Page

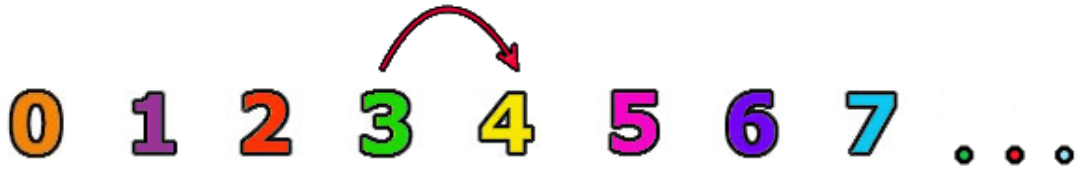
Step 1

Step 2

Step 3

Step 1

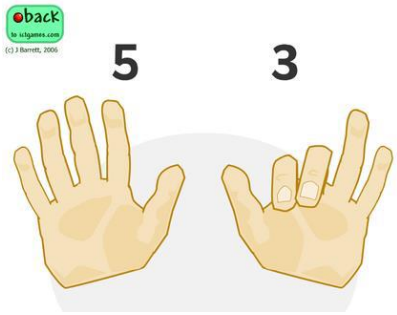
Count on/back in 1s and across 100 from any given number:

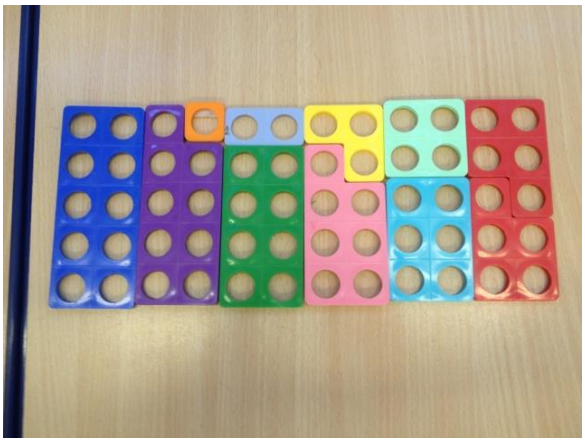


Use a number line to show counting on one more/one less.

Key words: Add/take away one more/one less.

Number bonds to 20:

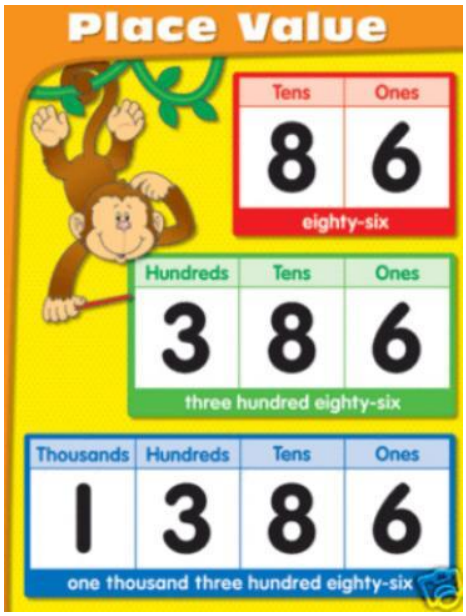




Children now need to be aware of which pairs of numbers add together to make 20. You are building on their prior knowledge of number bonds to 10.

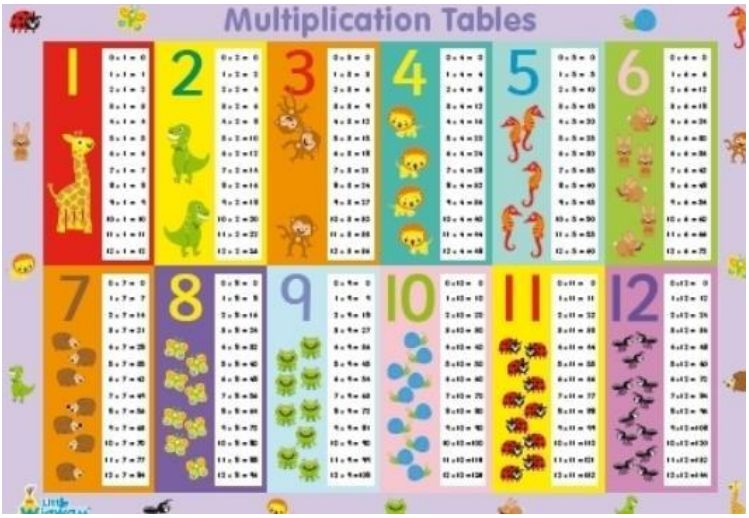
Place Value:

Children need to be able to recognise units, tens and hundreds. It is important to explain to them that each time they move along a column the number is 10 times bigger.



Multiply by 2, 3, 5 and 10:

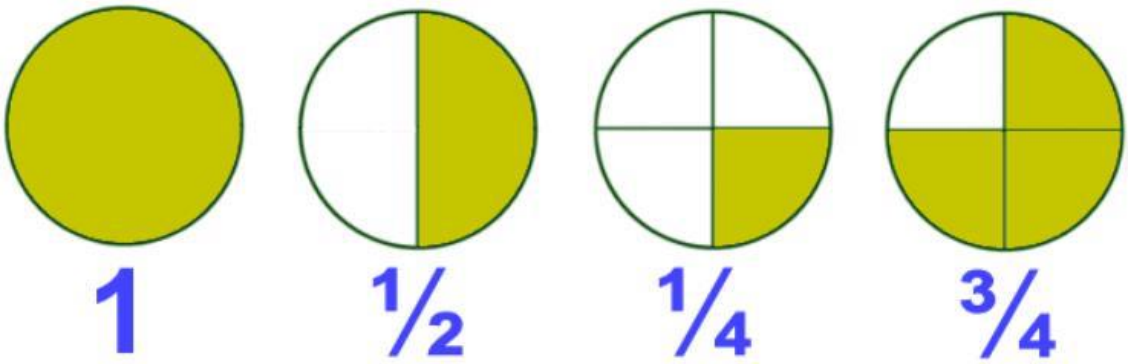
Practise the children being able to recall at random the multiplication facts for these numbers.



Step 2

Fractions:

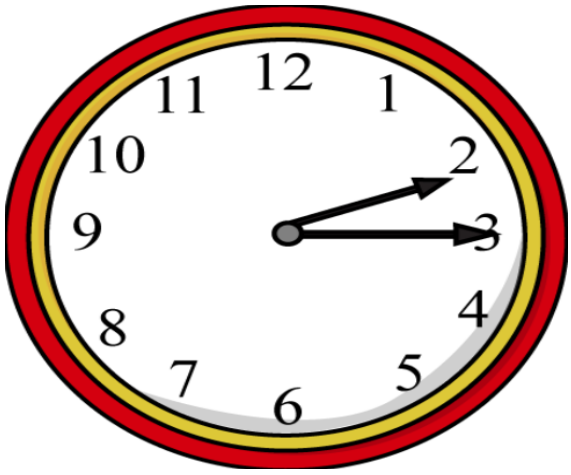
Children need to know the following fractions:



Explain to the children that fractions are simply splitting a whole into a given number of equal parts

Time:

Children need to be able to tell quarter past and quarter to the hour as well as continue to practise telling the time to the hour and half hour.

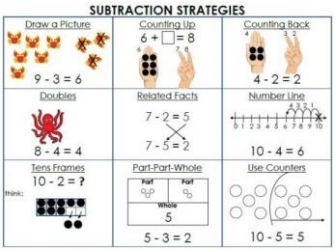


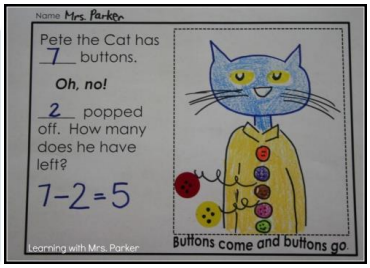
Money:

Children need to be able to recognise the symbols for pounds and pence. Explain to them that 100 pence makes £1.00

Practise simple addition and subtraction when you visit the shops.

Addition and Subtraction problems:





Children need to understanding that when adding a number increased and when subtracting the number decreases.

Addition:

4	6	then	14	12
+ 2	+ 3		+ 2	+ 13
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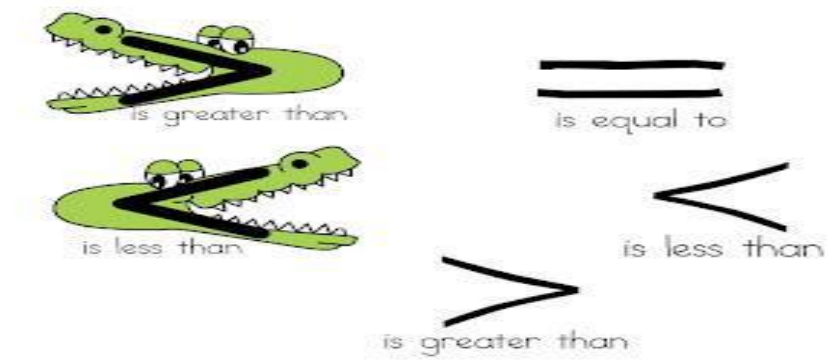
In Year 2 they are not expected to carry over into the tens so all the unit addition will be less than 10.

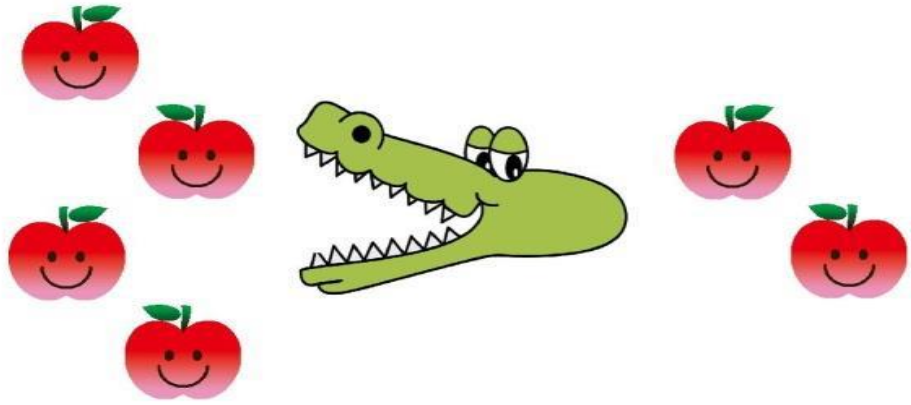
Subtraction:

When teaching subtraction in Year 2 we find the difference on a number line or a hundred square from the smallest to the biggest

Step 3

Use more than/ less than





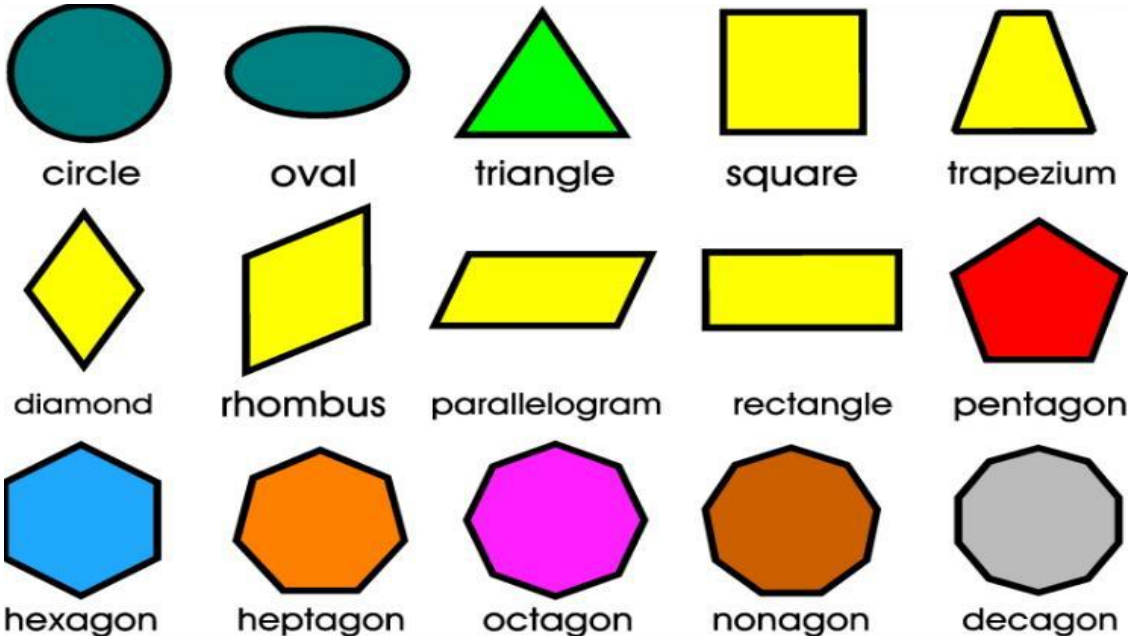
Talk about the size of the crocodile's jaw – which part is larger/smaller. Link this to numbers/number of objects.

Use this concept to help your children state the relationship between two numbers

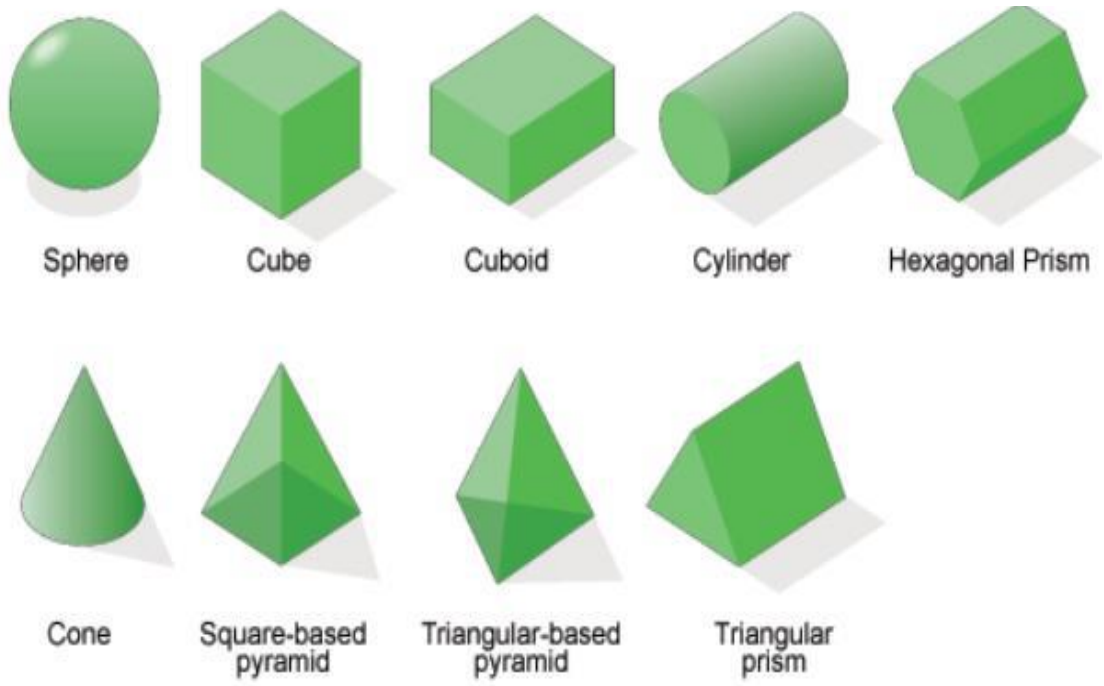
Understand Length and Weight:

Explain to children what these measurements are used for

2D shapes:



3D shapes:


Sphere
Cube
Cuboid
Cylinder
Hexagonal Prism
Cone
Square-based pyramid
Triangular-based pyramid
Triangular prism