

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Ideas for using a 100 square

Cover-up: Person 1 covers up one or more squares using counters. Person 2 has to guess which numbers are hidden under the counters.

Total 100: Find pairs of numbers on the hundred square that total 100. How many different pairs can you find? How could you organise your answers so that you know you have found all of the possible ways? Which are the two 'unhappy' numbers because they do not have a partner.

Favourite numbers: Choose your favourite number from the hundred square. Make up 5 statements about it e.g. it is a multiple of 5, it is an odd number etc. Can someone else guess your number correctly? If not, let them ask a question to help them.

Find a pattern: Cover up some numbers for a counting pattern e.g. counting in 2s. Where are these numbers on the hundred square? Do they make a pattern? What do you notice. Repeat for other counting patterns e.g. counting in 10s, 5s, 3s, 4s

Number puzzles: Devise a set of calculations. Work out the answers to the calculations and cover the answers on the 100 square. (when covered on the grid it should make a shape or letter. E.g. an L shape)

22	
32	
42	43



Paulton Infant School

Maths ideas for Year Two



Year Two maths

Fun activities to try at home

Out and about

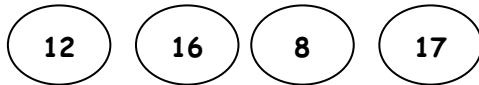
During a week, look outside for 'thirties' numbers, such as 34 or 38, on house doors, number plates, bus stops, etc. How many can you spot? What is the biggest one you can find?

31 39 36 35 33

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

Circle trios

Draw four circles each on your piece of paper. Write four numbers between 3 and 18, one in each circle.



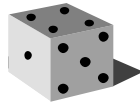
Take turns to roll a dice three times and add the three numbers.

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.

Bean subtraction

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



Start with a pile of beans in the middle. Count them.

Throw a dice.

Say how many beans will be left if you subtract that number.

Then take the beans away and check if you were right! Keep playing. The person to take the last bean wins!

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, e.g.



If you are right, you score a point.

The first to get 10 points wins.

You can extend this activity by making the two numbers add up to 20, or 50.

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.



How heavy?

You will need some kitchen scales that can weigh things 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.

Straight lines

Choose 4 different lengths between 5 and 20 centimetres. Use a ruler marked in centimetres. Draw lines of each length.

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 they can guess your shape using fewer than five questions.

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

