Supporting maths at home

Our simple maths guides are designed to help you as parents and carers to understand what your child needs to know by the end of Year 2.

It is important that your child has a concrete understanding of these core skills by the end of their year group as this will ensure that they are in line with national expectations. Practicing maths at home can help to improve your child's confidence and mathematical fluency as well as consolidating the learning within the classroom.

This links below have been put together to give you some idea about how to help you support your child on their mathematical learning journey at home. If you have any questions or are looking for advice, please arrange to see your child's class teacher.

Thank you!

Counting to 100,+ and - 1s and 10s, + and - 2-digit numbers: Addition and subtraction within 100 | Early math

Fractions (finding ½, ¼ and ⅓ of a shape or amount): Year 2: Fractions

Place value. ordering numbers and partitioning in tens and ones: https://www.oxfordowl.co.uk/api/interactives/24446.html

BBC Bitesize: https://www.bbc.co.uk/bitesize/subjects/zjxhfg8

A variety of interactive maths games: https://www.topmarks.co.uk/maths-games/5-7-years/counting

new wave
federation

What does my child need to know by the end of year two?

✓ To compare and order numbers from zero up to 100

✓ To identify ten more or ten less than any number up to 100

✓ To be able to multiply and divide numbers from the 2, 5 and 10 times tables.

✓ To be able to add or subtract two 2-digit numbers using a range of strategies

✓ To partition any two-digit number into different combinations of tens and ones

✓ To be able to mentally add or subtract a single digit number from a 2-digit number

✓ To find a half, quarter or third of an object, shape or quantity

✓ To read the time on a clock to the nearest fifteen minutes

✓ To name and describe the properties of common 2D and 3D shapes

✓ To use different coins to make the same amount of money

new wave
federation

A Glossary of terms

Array
An arrangement of counters or numbers, in columns and rows, used to represent multiplication and division
Decreasing Becoming smaller in value. Used in relation to number sequences.

Commutative
A property of addition and multiplication. It does not matter in which order the addends or factors are added or multiplied; the result will be the same.

Digit
One of the ten Arabic numerals 0 to 9, from which we compose numbers.

Divide
To share or group into equal parts.

Estimate
An appropriately accurate guess, depending on the context and numbers involved

Even number
A number with a 0, 2, 4, 6 or 8 in the ones and therefore exactly divisible by two.

Fraction
A part of a whole number, quantity or shape

Increasing
Becoming greater in value. Used in relation to number sequences.

Kilogram
A standard unit of mass, equal to 1000 grams.

Multiple
The result of multiplying a number by an integer, for example, 12 is a multiple of 3 and 4 because 3 × 4 = 12.

Multiplication
One of the four mathematical operations. Multiplication can be understood as repeated addition or scaling

Odd number
An integer which is not divisible by two without a remainder.

Partition
To split a number into two or more parts.

Place value
A system for writing numbers, in which the value of a digit is defined by its position within the number.

Position
Location, expressed either descriptively using positional prepositions, or specified by coordinates.

Quantity
An amount, in some cases given a numerical value.

Repeated addition
A structure of multiplication where equal parts are added to make a whole.

new wave
federation