**Level 2**

**Number**

**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.

 and 6

* 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.

**Speedy pairs to 10**

Make a set of 12 cards showing the numbers 0 to 10, but with two 5s.

If you wish, you could use playing cards.

* Shuffle the cards and give them to your child.
* Time how long it takes to find all the pairs to 10.

Repeat later in the week. See if your child can beat his / her time.

**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.  | sq2 |

* 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.

**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.

**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
* Next week, look for ‘fifties’ numbers, or ‘sixties’…

**How old?**

Start with your child’s age. Ask your child:

How old will you be when you are 1 year older?

How old were you last year?

How old will you be 10 years from now?

and so on.

**Money**

**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.

**How much?**

* Once a week, tip out the small change

from a purse. Count it up with your child.

**Dicey coins**

For this game you need a dice and about twenty 10p coins.

1. Take turns to roll the dice and take that number of 10p coins.
2. Guess how much money this is. Then count aloud in tens to check, e.g. *saying ten, twenty, thirty, forty…*
3. If you do this correctly you keep one of the 10p pieces.
4. First person to collect £1 wins.
5. Don't forget to give the coins back!

**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 !

**Shape**

**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

**Length**

**Straight lines**

Choose 4 toys and lay them on the table in order of length. Use a ruler to measure each toy to the nearest cm.

**Weight**

**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.