Multiples of 3

Objective: To count in 3's from any number forwards or backwards

You will need: 2 counters, one dice, 20 small cubes or other prizes

- First of all decide who has the sun and who has the moon. Put your counters there.
- When it's your turn roll the dice and say the number.
- Move that many steps in either direction. If you land on a multiple of three, you win a prize. If you land on the sun or the moon you win a prize too.
- Go on until one player has collected 10 prizes. They win the game.

11	14	9	🌙	12	15	19
23						2
27						6
1						17
1						17
10	2	20	☀	14	8	3

Multiples of 3

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

Remember: Multiples of 3 are all the numbers in the 3 times table e.g. 3, 6, 9…

Shinewater Primary School and Nursery — Where children come first

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Maths is fun!
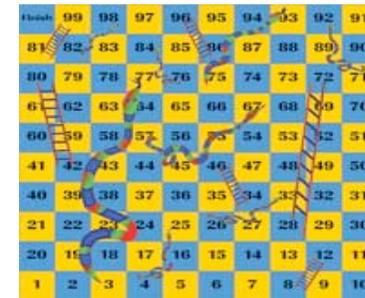
Have fun with Maths at home!
An ideas booklet to help support your child
Year 2 – booklet 1 (of 3)

During Key Stage 1 (year 1 & 2), there is a big focus on developing basic number skills. That means securing a good understanding of place value, recognising number bonds to 20 and applying known facts to solve problems. Practising these skills frequently will help children's mathematical thinking throughout school. At the end of Year 2, all children will sit the Statutory Assessment Tests for Key Stage 1.

Main Number objectives – Year 2

By the end of Year 2, most children should be able to…

- Recognise place value in two-digit numbers, e.g. knowing that the 1 in 17 represents 10.
- Read and write numbers to at least 100 in numerals and words.
- Count in 2s, 3s and 5s from 0 and in tens from any number, forwards and backwards.
- Compare and order numbers up to 100 using the =, < and > symbols.
- Recall number bonds up to 20 efficiently (e.g. 13 + 7 = 20). Derive and use related facts up to 100.
- Add and subtract numbers mentally and using objects, including two-digit numbers.
- Show that adding two numbers can be done in any order (commutative), but subtracting cannot.
- Recognise that addition and subtraction are inverse operations (e.g. 12 + 8 = 20 so 20 – 8 = 12). Use this to check calculations.
- Learn the multiplication and division facts for the 2x, 5x and 10x tables, recognising odd and even numbers.
- Show that multiplying two numbers can be done in any order (commutative), but division cannot.
- Solve problems using the x and ÷ symbols, including problems in context.
- Recognise, find, name and write 1/3, 1/4, 2/4 and 3/4 of a length, shape, set of objects or quantity
- Find the answer to simple fraction problems, such as finding 1/2 of 6 = 3.
- Recognise the equivalence of 2/4 and ½.

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2 minute madness!

Objective: Recall number bonds up to 20 efficiently

- Decide on a target number less than 20, for example 18.
- You have one minute to write down as many facts as you can for addition and then another minute for subtraction facts. Can you write the facts in an order to help you? For example

    $$1 + 1\,7 = 18$$
    $$2 + 16 = 18$$
    $$3 + 15 = 18 \text{ and so on}$$

Remember you could start with a smaller target number if you are finding this tricky..

Treasure Chest

Objective: to add numbers mentally

You will need: 3 dice, counters, pencil and paper.
- Choose a treasure chest (you can copy each set of numbers onto a piece of paper if they are too small). You are trying to make the numbers in your treasure chest.
- When it's your turn roll the dice and add all three numbers.
- If you don't like that total, you may choose to roll ONE of the dice again.
- If that total is one of the numbers in your treasure chest, you win a counter. If it isn't, you don't.

The first player to collect ten counters wins the game. Now Swap chests and play again. Does one chest have luckier numbers than the other?