

Year 2 Maths Workshop

HYDE PARK

REGENT'S PARK

GREEN PARK

Please play a game daily for 5-10 minutes to help to develop your child's fluency in maths.
Have fun!

Activity 1: Clap it out



Hundreds



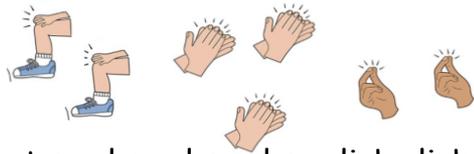
Tens



Ones



For example.....



Tap, tap, clap, clap, clap, click click = 232

Activity 2: Clap and Show



1. Choose your chosen number bond to practise e.g. 5
2. Player A clap and show a number on their finger e.g. clap, clap 3.
3. Player B - responds with corresponding bond to 5 - clap, clap 2.
4. Continue until you are confident and saying them quickly.
5. Repeat with another number bond.

Activity 3: Number bond know it all!



1. Choose your chosen number bond to practise (between 5-10) e.g. 7.
2. Take all of the Jacks, Kings and Jokers out of the pack or ignore them if you turn one over.
3. Player A/B, take turns to turn a card over from the pile and say the answer as quickly as possible. e.g. (using 7) if you turn over a 3, the player must say $3+4=7$. Continue until you are confident and saying them quickly.

Please note, playing cards are a great way to practise fluency. You can adapt the games to suit your child's stage of development, for example by using them to add numbers up to 100 or to practise their 2s, 5s and 10 times table.

Please ask if you need further advice on this.



Activity 4: Drawing Dienes



hundreds

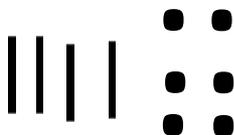
tens

ones

1. Use a die to generate a 2 or 3 digit number.
2. Represent the number by drawing dienes.

For example:

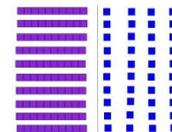
you roll a 4 and 6, your number is 46



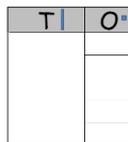
Activity 5: The Exchange Game

Before playing:

Cut out the tens and ones provided in your pack.



Find the exchange game frames in your pack.



1. Take turns to roll the die, each time a player should take the number of ones shown on the die and place them on their playing board. e.g. if you roll a 3 then you will place 3 ones on your board.
2. If your number bridges a multiple of 10 and you have more ones than will fit on the frame then you should exchange 10 ones for 1 ten.
3. The player who reaches 30 first is the winner.

Thank you for supporting your child's maths learning. If practised regularly then these fun and quick activities will really help your child to develop their speed and fluency.