

Home Learning - Year 2

This Week's Maths Tasks

WC - 27th April 2020

Mental Maths

- **5 minutes each day on Times Tables Rockstars.** Remember to complete a Studio activity once each week.
- **5 minutes each day on Numbots** to practise quick retrieval of number bonds (find the button on the Times Tables Rockstars website). Use the Story mode to begin with. This will show you how to solve the maths problems. Use the Challenge mode later on to test that you remember how to do the maths – how many can you answer correctly in the time?

Activity 1 – Number Bonds

Play 'Number Bond Ping Pong'

- Player A says a number to 10/20 (say it while pretending to swing your racket).
- Player B 'hits' back the number bond to 10/20
E.g. Player A – 4" Player B – 6"
- Keep going until you 'miss a ball' and make a mistake, then swap over!



Level 1 - Play with number bonds to 10.





Level 2 - When you are really fast at that, play with number bonds to 20.

Level 3 - For an extra challenge, if you are as keen as mustard, play with number bonds to 100, starting with a multiple of 10 (e.g. Player A says '70', Player B says '30').

Level 4 - For super dooper eager beavers (this will be hard!) say any 2-digit number. What is the number bond to 100? (e.g. Player A says '57', Player B says '43'. *Helpful hint:* 57 + 3 is 60. 60 + 40 is 100. Altogether we added 40+3 which is 43)

Activity 2 – Adding two digit numbers (with exchange)

- Complete the worksheet of column additions.
- *Top tips:*

Step 1 – Draw the numbers	Step 2 – Add the numbers, starting from the right (the smallest place value). You might have to exchange 10 ones for 1 ten.	Step 3 – How many ones are in the ones column?	Step 4 – How many tens are in the tens column?
$\begin{array}{r} 27 \\ + 14 \\ \hline \end{array}$ 	$\begin{array}{r} 27 \\ + 14 \\ \hline \end{array}$ 	$\begin{array}{r} 27 \\ + 14 \\ \hline 1 \end{array}$ 	$\begin{array}{r} 27 \\ + 14 \\ \hline 41 \end{array}$ 

Activity 3 – Adding coins and finding change

- You are going to make a shop to practise adding up money and finding the change. Here's how:
 - Find different objects in your house to 'sell' in your 'shop'. You could raid the kitchen cupboards or collect toys from your bedroom.
 - Make price labels for each object. The objects should cost up to 30p.
 - If possible use real money for your shop (don't forget to give it back!!) or toy money if you have it. You could also print out the pictures of British money that I've attached.
 - Play shops with someone in your family. One person is the shopper who is buying things. The other person is the shopkeeper.
 - The shopper's job is to add up how much their shopping will cost, so that they don't spend more than they have.
 - The shopkeeper then needs to check this when the shopper comes to the till.
 - The shopkeeper then must work out how much change to give.
 - The shopper needs to check that they've been given the correct change.
 - If you are the shopper you have £1 to spend.
 - If you want to make it more challenging, make the objects cost up to 50p and go shopping with £5.
- *Top tip:* Remember that there are 100 p in £1. So if you have 120p that is the same as £1 and 20p.

Activity 4 – Challenge!

Fireworks

Emma had some fireworks.
Some made 3 stars.
Some made 4 stars.



Altogether Emma's fireworks made 19 stars.
How many of them made 3 stars?
Find two different answers.

What if Emma's fireworks made 25 stars?
Find two different answers.



Useful Links and Videos

- Base 10 resource: <https://www.mathlearningcenter.org/resources/apps/number-pieces>
- Number line resource: <https://apps.mathlearningcenter.org/number-line/>