Pairs to 100

This is a game for two players.
Each draw 10 circles. Write a different two-digit number in each circle – but not a 'tens' number (10, 20, 30, 40…).
In turn, choose one of the other player's numbers.
The other player must then say what to add to that number to make 100, e.g. choose 64, add 36.
If the other player is right, she crosses out the chosen number.
The first to cross out 6 numbers wins.

Mugs

You need a 1 litre measuring jug and
a selection of different mugs, cups or beakers.
Ask your child to fill a mug with water.
Pour the water carefully into the jug.
Read the measurement to the nearest 10 millilitres.
Write the measurement on a piece of paper.
Do this for each mug or cup.
Now ask your child to write all the measurements in order.

All the sixes

Time your child while he / she does one or more of these.
Count in sixes to 60.
Count back in sixes from 60 to zero.
Start with 4. Count on in sixes to 70.
Start with 69. Count back in sixes to 3.
Next week, try to beat the record.

6 12 18 24 30 36 42

Stow Primary School

Helping with Maths

A Booklet for Parents
Second Level
(3)

Second Level (3)

Children will learn to:

- Know all times tables by heart, e.g. know facts like 8 x 7 and 72 ÷ 9
- Identify numbers to 10 000 (count, order, read and write)
- 1/3, 1/5, 1/8, 1/10 of 2 digit numbers. e.g. 1/8 of 40
- Use calendars to reinforce months and dates
- Identify symmetrical shapes in the local environment
- Multiply numbers like 38 by 10 or by 100, and divide numbers like 4200 by 10 or by 100.
- Find items that hold 500ml and 250ml
- Add and subtract money from £5
- Discuss different ways to record time e.g. 11.15 a.m. = quarter past 11
- Identify right angles around the house
- Weight – discuss equivalence in weight e.g. 500g = ½ kg

About the activities

These activities show some of the things children should be able to do at the beginning of second level.

An activity may be more complex than it seems, e.g. children may be able to subtract 497 from 506 by writing it in columns without realising it is quicker to count on from 497 up to 506 in their heads.

Fun activities to do at home

Leftovers

Take turns to choose a two-digit number less than 50.
Write it down. Now count up to it in fours. What number is left over?
The number left is the number of points you score, e.g.
Choose 27.
Count: 4, 8, 12, 16, 20, 24.
3 left over to get to 27.
So you score 3 points.
The first person to get 12 or more points wins.
Now try the same game counting in threes, or in fives.
Can you spot which numbers will score you points?

4 8 12 16 20 24 28 32 36 40