

## Key Learning Objectives

### Counting and Understanding Numbers

- Read and write two-digit numbers
- Compare and order numbers from 0 to 100; use  $<$   $>$  and  $=$  signs
- Partition numbers in different ways, e.g.  $23 = 20 + 3$  or  $10 + 13$
- Use addition and subtraction facts to 20 fluently
- Add or subtract 2 digit and single digit numbers mentally
- Know 2, 5 and 10 times-tables
- Recognise, find, name and write fractions  $\frac{1}{3}$ ,  $\frac{1}{4}$ ,  $\frac{2}{4}$ , and  $\frac{3}{4}$  of a length, shape or set of objects or a quantity
- Write simple fractions e.g.  $\frac{1}{6}$
- Know that  $\frac{2}{4}$  and  $\frac{1}{2}$  are the same
- Know that addition and subtraction are inverses (opposites)
- Know what these symbols mean and can write and solve number sentences.  $+$ ,  $-$ ,  $\times$ ,  $\div$ ,  $=$

### Measurement

- Compare and order lengths, mass, volume/capacity
- Choose and use appropriate measuring tools for measuring length, mass, temperature and capacity
- Find different combinations of coins that equal the same amount
- Tell and write the time to 5 minutes
- Know the number of minutes in an hour and the number of hours in a day
- Solve simple problems involving addition and subtraction of money, including giving change

### Geometry

- Name common 2D and 3D shapes from pictures of them in different positions
- Sort shapes according to their properties e.g. sides with equal length
- Follow and give instructions involving position, direction and movement; whole, half and quarter turns, both clockwise and anti-clockwise; know that a right angle represents a quarter turn

### Statistics

- Answer questions by recording data in lists and tables and draw a block graph or a pictogram
- Sort objects against one or two criteria and explain choices e.g. shapes with an even number of sides and straight sides

## Ideas for home learning activities

### Counting and Understanding Numbers

- Write random two-digit numbers on blank playing cards. Turn them face down. Time how quickly they can put them in order. Can they beat their time?
- Add up house numbers. Can they find two house numbers where the units are 3, 4, 5 etc.
- Collect a quantity of objects such as buttons or shells. Ask the child to estimate the number and then count by grouping.
- Learn  $2\times$ ,  $5\times$  and  $10\times$  tables. Count aloud. Write question and answer on different cards and pair them up. Focus on speed and accuracy.
- Draw around shapes and colour in a half, a quarter and three-quarters. How many different ways are there of colouring in a half?
- Use playing cards. Deal out 5. How quickly can they add them? What strategies help? (Pairing those that make 10) Deal out 10 etc. Can they beat the adults?

### Measuring

- Estimate measurements. Draw a picture accurately with a ruler e.g. draw a square where the sides are 6cm and then one inside that is half the size.
- Estimate and weigh a selection of toys
- Estimate and measure the capacity of different containers

### Geometry

- Take pictures of or draw shapes in the environment. Take pictures or draw shapes from different angles. Can they name the shapes? Are arrows all the same shape?
- Draw up a table and then go on a shape hunt around the house. How many triangles, circles, squares can they find? How many cubes, cuboids, spheres can they find?
- Think of a shape. The other player has to ask questions to guess the shape e.g. does it have straight sides?
- Give instructions for a child to follow to find a particular object. Blindfold them to make it more difficult. Ask the child to give instructions to someone else to retrieve a particular object or reach a particular destination.

### Statistics

- Conduct a survey, e.g. favourite sandwich fillings. Draw a graph.
- Sort a collection of buttons according to colour and shape.