



Wester Cleddens Primary



Numeracy Overview of Activities to Support Learning at Home

Primary 2

The table below includes a variety of make, create, explore and investigate activities that your child can complete to support their Numeracy knowledge, skills and development.

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| <p>Speed tables: set a one-minute timer and see how many times tables you can write down (try the 2,5 and 10 times table) *CHALLENGE* see if you can use skip counting to do the 3 times table.</p> | <p>Use shapes, colours, numbers, letters or objects and create a repeating pattern. If you have old magazines or scrap paper you could create your own images to use for a pattern.</p> | <p>Choose a 2-digit number below 100. Find 10 below and 10 above this number. Create your own number line or 100 square to help.</p> | <p>Draw a 3D shape. Label the shape with the name, number of corners, edges and faces. You could use a household object as a visual to help e.g. a tin of beans or a box of tissues.</p> |
| <p>Go on www.topmarks.co.uk or Sumdog and play a game of your choosing.</p> | <p>Time yourself doing things around the house e.g. brushing teeth, eating dinner, making your bed. Put these in order from the quickest to slowest.</p> | <p>Use hand spans or your feet to measure the length of windows or rooms in your house. Compare room sizes, which is biggest, and which is smallest?</p> | <p>Play guess who. Pick a number and keep it in your head. Tell someone facts about your number e.g. it is lower than 20 but higher than 12. Until they guess correct.</p> |
| <p>Use shopping receipts and discuss the prices of items. Which ones are dearer than others? Can you round the prices below £1.00 to the nearest 10?</p> | <p>Draw arrays and create multiplication sentences for them e.g. ●●●●●● ●●●●●● $2 \times 6 = 12$ $6 \times 2 = 12$</p> | <p>Create your own number block character. Draw blocks to create different shapes and name your characters.</p> | <p>Choose a 2-digit number and a 1-digit number. Add them together to find their total. Then subtract.</p> |
| <p>Use 2D shapes to create a picture. Once finished count how many of each shape you have used. Display these in a pictogram.</p> | <p>Draw circles and squares. Colour each to show a different fraction e.g. one half, one quarter, two quarters, three quarters.</p> | <p>Create your own digital or analogue clock. See if you have any resources at home to use e.g. paper plate, scrap paper, colouring materials.</p> | <p>Draw your own money. Create coins up to £2.00 and use these to pay for items at home. Calculate the total you have spent.</p> |