

Year 2 Pre-learning summer activities

Dear Parents / Carers

We are pleased to offer the following ideas and suggestions to help your child prepare for school in September. If possible these ideas would be undertaken in the few weeks leading up to September. This work will help your child's learning when the new term begins. The maths focus is on place value and counting.

Year 2 Reading

It would be good if you and your child have read these books together during the summer. (However please do not go out and buy them, read the ones you do have.)

Traction Man is Here - Mini Grey

Meerkat Mail - Emily Gravett

Amazing Grace - Mary Hoffman

Pumpkin Soup - Helen Cooper

Who's Afraid of the Big Bad Book? - Lauren Child

Dr Xargle's Book of Earthlets - Tony Ross

Not Now Bernard - David McKee

Tuesday - David Wiesner

The Flower - John Light

Gorilla - Anthony Browne

Emily Brown and The Thing - Cressida Cowell

Frog and Toad Together - Arnold Lobel

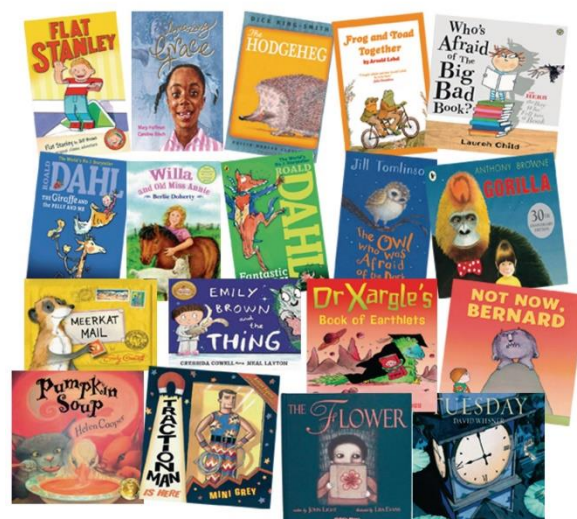
The Owl Who Was Afraid of the Dark - Jill Tomlinson

Fantastic Mr Fox - Roald Dahl

The Hodgeheg - Dick King-Smith

Flat Stanley - Jeff Brown Willa

Old Miss Annie - Berlie Doherty



Take part in the Summer reading challenge:

<https://summerreadingchallenge.org.uk/>



Sight words and phonics

Practise reading at least the first 100 High Frequency words which are in the class information on the website. The next 200 High Frequency words are also included as a further challenge.

Revise the Phase 5 phonemes that were taught in Year 1 - grapheme flashcards are on the website.

Spelling and writing

Revise the statutory spellings for Year 1 (common exception words.) Use the look - cover-write- check method.

Write the numbers to 20 in words, spelling them correctly.

Practise writing words that contain the phonemes in the phase 5 flashcards.

If you can provide regular writing opportunities throughout the summer where your child is encouraged to write captions, labels and sentences independently using their phonic and spelling knowledge, this will ensure that your child is using and maintaining their current learning. Activities could include:

1. Write a postcard or letter to a friend or family member.
2. Write a shopping list or a menu.
3. Keep a diary for a week and write 2 to 3 sentences each day.
4. Make a book by folding some paper in half. Include a front cover, blurb on the back and write a story on the inside. Remember to include capital letters and full stops.

Year 2 Maths

Counting

Count in 1's across a ten barrier such as 19 to 32 or 27 to 43. This means your child passes through a multiple of 10.

Count in 2's from 0 to 24.

Count in 5's from 0 to 60.

Count in 10's from 0 to 120.

When your child is more confident with any of these they can count in the numbers backwards to zero.

Counting can be done in a variety of voices such as a scary voice, a loud voice or when needed a quiet voice. It can also help your child's brain to remember these number patterns if they are physically active whilst doing the counting. You could bounce a ball and count or skip.

Talking about numbers

Name a number up to 50, talk about how many tens it has and how many units.

What is the number before it and what is the number after it?

Can you give me a number which is more than it? Less than it?

Pick two numbers and say one which would be between them.

Activities

Use the cards that we have put on the website to make numbers up to 50 and to use the above suggestions.

Make your own numberlines and peg them up. Peg up pairs of socks and count in 2's.

Peg up gloves and count in 5's.

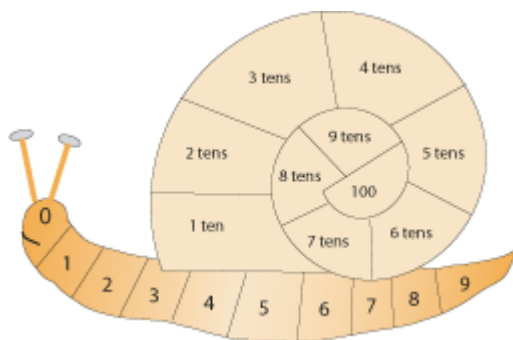
Practise writing your numbers up to 50 and check that the digits are the correct way round.

Snail game - can be downloaded from website. You will need a dice and counters.

Snail One Hundred

This game is about counting up to 100.





How to play the game:

To start put both your counters on "0" - which is the snail's eye!

The first player throws the dice and moves one of their counters that number along the snail's body. Take turns at throwing the dice.

After you get to "9" the first counter goes back to "0" and the second counter goes onto "1 ten".

Go on moving the first counter along the snail's body and moving the second counter to the next "ten" every time you get to the end and go from 9 to 0.

The winner is the first to reach "100".

Online resources

Play on Times Tables Rockstars.

The topmarks website has a lot of free games which are good.

<https://www.topmarks.co.uk/ordering-and-sequencing/caterpillar-ordering>

Splashlearn also has free games if you sign up.

<https://www.splashlearn.com/place-value-games>