
(Level 2)

## Level 2 at a glance

Here is a very brief snapshot of the level 2 curriculum
(Students in year 2 can work at many different levels. If this applies to your child and you would like more detail about their Maths learning please see their classroom teacher)

## Number and Algebra Counting

Become confident counting by 2, 3, 5 and 10 initially from zero and then from any starting point.
Investigate counting by other single digit numbers from any starting point.
Group collections in groups of ones, tens and hundreds to assist with counting.

## Patterns and Algebra

Describe patterns with numbers and identify a missing element. Use number sentences to solve simple written problems involving addition or subtraction.

## Numbers and Place Value

Recognise numbers to at least 1000.
Read numbers to at least 1000 .
Write numbers to at least 1000 .
Order numbers to 1000 .
Say the numbers before and the numbers after any number to 1000 .

Addition and Subtraction + and -
Explore the connection between addition and subtraction (use subtraction to check their addition and vice versa).
Solve simple addition and subtraction problems using a range of strategies eg. doubling, count on, tens facts, add 10.
Use materials (eg. tens frames) to model problems.

## Multiplication

Model the multiplication concept by relating multiplication to repeated addition, creating groups and using arrays.

## Division

Group into equal sets to solve simple division (sharing) problems. Fractions
Investigate half, quarter and eighths as EQUAL parts of shapes and collections.

## Money

Count and order small collections of notes and coins according to their value.

## Measurement and Geometry Length, Mass and Capacity

Compare and order several shapes and objects based on length, area, volume and capacity using appropriate informal units that are all the same size.

Time
Tell time to the quarter hour.
Name and order the months and seasons.
Use a calendar to find the date and the number of days in each month.

## Shape

Describe and draw 2 dimensional shapes and describe 3 dimensional objects.

## Location

Interpret simple maps of familiar locations. Identify and describe half and quarter turns. Flip and slide shapes and describe what happens to the shape.

## Statistics and Probability Chance

Describe everyday events in terms of likely, unlikely, certain or impossible.

## Data

Ask questions and collect, sort and classify

## data.

Create displays of data using lists, tables and
picture graphs and talk about them.


## HELPING YOUR CHILD WITH MATHS AT HOME

Confidence is essential in any learning, especially mathematics. Children need to experience success frequently to give them confidence to extend their understandings and enjoy exploring maths. Your attitude to maths will have a great influence on this and also on their attitude towards maths learning.

Much of the daily experience of children in the home and during leisure activities involves them in using and developing numeracy skills. Parents and other adults can assist children by sharing the maths they are using and encouraging children to talk about what they are doing and making maths a part of their daily lives, for example:

- Encouraging and assisting them to tell time regularly, supporting them to tell time to the nearest quarter hour.
- Asking your child to identify and read numbers you see around you.
- Identify and name shapes in real life.
- Sitting with your child and supporting them whilst THEY do their Mathletics. Discuss strategies they are using. Encourage the use of materials and ask them to check their results.
- Counting at any opportunity eg. Whilst in the car.
- Using calendars to record school and family events.
- Measuring and recording height and mass at regular intervals.
- Scoring and strategies in sports.
- Sharing items fairly.
- Discussing everyday events that are likely, unlikely, certain or impossible.
- Measuring ingredients for cooking.
- Gardening.
- Shopping.
- Assisting to plan family events and trips (looking at maps).

- Building using construction kits, models, household materials.

Games are a wonderful way of developing number and strategy skills, as well a providing the opportunity for family fun:

- Board games (Monopoly, snakes and ladders, draughts, ...).
- Card games (snap, concentration, Numero, UNO ...), Dominoes.
- Strategy games (noughts and crosses, Connect 4, Backgammon, Chess, Battleships, Mastermind, ...).
- Jigsaws (commercial or homemade including cut-up squares, triangles etc. ...).


## RESOURCES TO ASSIST

## Mathletics - Your child will have their own user name and password - it is designed to be used for 5-10 minutes at a time. http://www.mathletics.com.au/

Make sure you sit with your child whilst THEY complete their activities and talk to them about what they are doing. Look in the Dictionary or check out the Concept search to help if you need to. Encourage your child to use materials (pegs, bottle tops, toothpicks) to help them.

Here is a link to the Department Website that describes what your child will learn in Year 2 in Mathematics, with links to websites, apps, activities etc.
http://www.education.vic.gov.au/school/parents/learning/schoolmate/year2/Pages/maths.aspx

SchoolMate The SchoolMate app, produced by the Department, provides the information from this section in a simple and easy to use way. It allows you to tailor your view so you see what is relevant to your child and their interests. For more information and to download the app, see: SchoolMate

201 Literacy and Maths Tips to help your child. This is a fantastic booklet full of great advice and ideas to help with both Literacy and Numeracy. It is divided into two sections that you can download. The first section is before school to year 2 and the second is year 3 to year 6. This resource is also translated into 22 different languages
http://www.education.vic.gov.au/school/parents/involve/Pages/literacynum.aspx

Bedtime Maths - this is an app you can download onto your iphone, ipad or Android device. It has short stories and Maths problems to share with your children. It takes about 5 minutes and is designed to be used at bedtime. Check it out and use it if you wish.
http://bedtimemath.org/apps/

