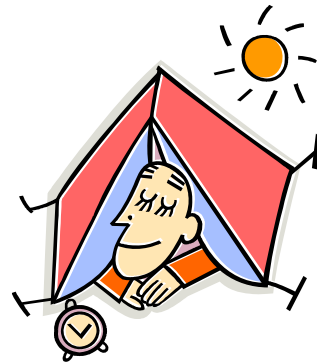


Hazel Wood Infant School

A Parent's Guide to **Supporting Your Year 2 Child At Home**

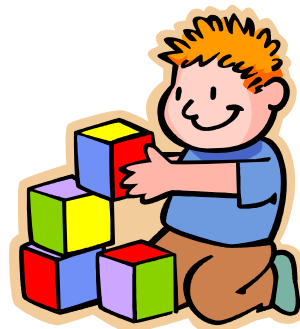
Role Play (e.g. library, fish and chip shop, shoe shops, hairdressers, airports, garage etc.)

- Dressing up box
- Sheets and boxes to make a tent
- Old packaging to make a shop with prices (up to £1) and coins
- Dolls, toy figures and small world play
- Paper, pens, Playdoh, scissors, etc.
- Toy vehicles
- Resources such as cooking utensils, tins of food, clothing and money should be real life objects



Construction

- Lego, Brio, Mobilo, Brio Mec, Stickle Bricks, Meccano - the list is endless!
- Boxes, plastic bottles etc.
- Straws
- Natural materials
- Joining and fixing eg masking tape, glue, Sellotape and BluTac



Creativity

- With pasta, rice, flour, water, cardboard boxes - you can make anything!
- Try your hand at papier maché over a solid object or balloon - all you need is newspaper and glue (flour and water will do).
- Drawing, painting and modelling (plasticine/clay) opportunities.
- Make clothes out of newspaper and Sellotape.



Enjoying the Outdoors

- Walk to your local park - what can you see, what can you find?
- Explore your local area - go on a mini-beast hunt
- What can you find in your own back garden?
- Go on a wellie walk!



Reading

- Enjoy sharing a range of books (stories, poems, jokes, information and even comics) with your child!
- Discuss what type of book it is
- Predict the contents of the book, or next event in the story
- Share the book
- How can we work out this tricky word? Can we use our sounds?
- Discuss what happened in the story
- Talk about the characters, what might they be feeling? Etc.



- Don't forget to explore all the wonderful books in your local library!

Writing

- Try to write a shopping list, instructions or recipe
- Keep a diary
- Write a postcard
- Write a message to your friend
- E-mail someone in your family
- Write a joke or a poem
- Write a mini book



Lots of praise and resist urge to correct free writing!

Maths

Number Formation

- Always start at the top of the number and work down
- Correct any reversals
- Ensure that 2-digit numbers are written the correct way round, e.g. thirteen is 13, not 31



Counting

- Count in 2s, 5s and 10s (forwards and backwards)
- Start counting from different numbers
- Use the language of count on, count back, one more, ten less, add one, take away 10 etc.
- Estimate then count different numbers of objects (e.g. pegs, Lego, marbles, pasta, etc.)
- Games can be made up while you are out, e.g. how many red cars can you spot before we get to Southampton? How many steps are there in this flight of stairs? Etc.

Place Value

- This is a very hard concept so needs lots of practice - it is the value of each digit in a number, e.g. in the number 23, rather than 2 and 3, it is 2 tens (20) and 3 ones/units
- Adding/subtracting 10s and 1s to and from a 2 digit number