

CLASS 2

MATHS

REVISION NOTES

NCERT Revision Notes for Class 2 Maths Chapter 10: Fun at the Fair – Free PDF Download

Chapter 10 of Class 2 Maths, Fun at the Fair, uses the excitement of a fair to teach children about money (recognising and adding coins and notes) and simple data handling, such as collecting information and reading basic picture charts about fair activities.

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Chapter 10 of Class 2 Maths, **Fun at the Fair**, uses the excitement of a fair to teach children about money (recognising and adding coins and notes) and simple data handling, such as collecting information and reading basic picture charts about fair activities.

Key Concepts

Recognising money: identifying common Indian coins and notes and understanding that each has a different value.

Adding money: combining the values of coins and notes to find a total amount, useful for figuring out the cost of fair rides, games, or snacks.

Enough or not enough: comparing the amount of money someone has with the price of an item or ride to see if it can be afforded.

Collecting simple data: gathering information, such as how many children like a particular fair game or ride.

Reading picture charts: understanding simple charts where one picture or symbol represents one item or person counted.

Worked Examples

Example 1

A ride at the fair costs Rs 15. Meena has a Rs 10 note and a Rs 5 coin. Does she have enough money? Yes, because $\text{Rs } 10 + \text{Rs } 5 = \text{Rs } 15$, which is exactly enough.

Example 2

A picture chart shows 6 symbols for children who liked the Ferris wheel and 4 symbols for children who liked the merry-go-round. Which ride was liked by more children? The Ferris wheel, since 6 is greater than 4.

Example 3

Add the value of one Rs 10 note, one Rs 5 coin, and one Rs 2 coin. $\text{Rs } 10 + \text{Rs } 5 + \text{Rs } 2 = \text{Rs } 17$.

Quick Recap

Coins and notes have different values, and adding them together gives a total amount.

Comparing total money with a price tells us if an item or ride can be afforded.

Collecting simple information, like favourite fair games, is an early data handling skill.

Picture charts use one symbol to represent one item or person, making comparisons easy.

Both money and data handling skills connect maths directly to fun, real-life situations.

Common Mistakes to Avoid

Adding the number of coins instead of their actual values.

Forgetting to check if the total money is actually enough before saying a ride or item can be bought.

Miscounting the symbols in a picture chart, leading to an incorrect comparison.

Mixing up which ride or game had more votes when reading a chart quickly.

Making simple addition errors while adding several coins and notes together.

Home Practice Tips

Set up a pretend fair at home with priced “tickets” for games or rides using play money.

Practise adding small combinations of coins and notes to find totals.

Ask family or friends about their favourite fair game or ride and make a simple picture chart of the answers together.

Compare two groups in the chart using “more” and “less”.

Practise “enough or not enough” questions using small, realistic prices.

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