Key Instant Recall Facts
Year 1 - Autumn 1a

FIELDHEAD CARR PRIMARY SCHOOL

I can count to 100.

By the end of this half term, children should be able to count to 100 confidently, easily and quickly.

Perhaps start off using part of a 100 square (see below) and as confidence grows try without any aides. Once they are confident to 50 try beyond 50 to 100.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Also, try starting at different numbers and asking your child to continue counting on from e.g. 15. Practise counting both forward and backwards.

Top Tips

Pronunciation - Make sure that your child is pronouncing the numbers correctly and not getting confused between thirteen and thirty.

The secret to success is practising **little** and **often**. Use time wisely. Can you practise these KIRFs while walking to school or during a car journey? Make it fun by using interactive resources such as Splat 100 square https://www.primarygames.co.uk/pg2/splat/splatsq100.html

Key Instant Recall Facts
Year 1 - Autumn 1b

FIELDHEAD CARR PRIMARY SCHOOL

I can add 0 or 1 to a number. I can add 2 to a number.

By the end of this half term, children should know the following facts. The aim is for them to recall these facts **instantly**.

0 + 0 = 0 1 + 0 = 1 2 + 0 = 2 3 + 0 = 3 4 + 0 = 4 5 + 0 = 5 6 + 0 = 6 7 + 0 = 7 8 + 0 = 8 9 + 0 = 9 10 + 0 = 10 When you add zero to a number, the number stays the same.	0 + 1 = 1 1 + 1 = 2 2 + 1 = 3 3 + 1 = 4 4 + 1 = 5 5 + 1 = 6 6 + 1 = 7 7 + 1 = 8 8 + 1 = 9 9 + 1 = 10 10 + 1 = 11 When you add one to a number, the number increases by one.	0 + 2 = 2 1 + 2 = 3 2 + 2 = 4 3 + 2 = 5 4 + 2 = 6 5 + 2 = 7 6 + 2 = 8 7 + 2 = 9 8 + 2 = 10 9 + 2 = 11 10 + 2 = 12 When you add two to a number, the number increases by two.	They should also know the commutative calculations: 2 + 4 = 6 2 + 9 = 11 2 + 3 = 5 1 + 6 = 7 1 + 9 = 10

Key vocabulary

8 **add** 2 **equals** 10

3 **plus** 2 **is the same as** 5

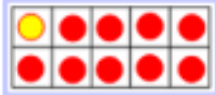
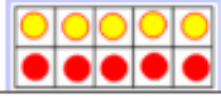
If I have 6, then I get 2 more, how many in total now?

Key Instant Recall Facts
Year 1 – Autumn 2

FIELDHEAD CARR PRIMARY SCHOOL

To know my number bonds to 10.

By the end of this half term, children should know the following facts. The aim is for them to recall these facts **instantly**.

0 + 10 = 10 10 + 0 = 10		10 – 10 = 0 10 – 0 = 10	**Key vocabulary** 2 **add** 8 **equals** 10
1 + 9 = 10 9 + 1 = 10		10 – 9 = 1 10 – 1 = 9	8 **plus** 2 **is the same as** 10
2 + 8 = 10 8 + 2 = 10		10 – 8 = 2 10 – 2 = 8	If I have 4, how many **more** to get to 10?
3 + 7 = 10 7 + 3 = 10		10 – 7 = 3 10 – 3 = 7	What's the **difference** between 7 and 10?
4 + 6 = 10 6 + 4 = 10		10 – 6 = 4 10 – 4 = 6	10 **take away** 7 equals 3 10 **subtract** 3 makes 7
5 + 5 = 10		10 – 5 = 5	10 **minus** 9 equals 1

They should be able to answer these questions in any order, including missing number questions,
e.g. 2 + ___ = 10 or ___ – 7 = 3.

Top Tips

The secret to success is practising **little** and **often**. Use time wisely. Can you practise these KIRFs while walking to school or during a car journey? You don't need to practise them all at once: perhaps you could have a fact of the day.

Songs and Chants – The children should know a chant for number bonds to ten or there are chants online.

Make the whole fact family – If 9 + 1 = 10, then 1 + 9 = 10 so 10 – 9 = 1 and 10 – 1 = 9.

Playing games can make learning number bonds fun and exciting:

https://www.topmarks.co.uk/maths-games/hit-the-button

http://www.conkermaths.org/cmweb.nsf/products/conkerkirfs.html

See how many questions you can answer in 90 seconds.

And https://www.topmarks.co.uk/maths-games/daily10