Key Instant Recall Facts

Year 1 – Autumn, Half Term 1

I know number bonds up to 6

0 + 1 = 1
1 + 0 = 1
0 + 2 = 2
1 + 1 = 2
2 + 0 = 2
0 + 3 = 3
1 + 2 = 3
2 + 1 = 3
3 + 0 = 3
0 + 4 = 4
1 + 3 = 4
2 + 2 = 4
3 + 1 = 4
4 + 0 = 4
0 + 5 = 5
1 + 4 = 5
2 + 3 = 5
3 + 2 = 5
4 + 1 = 5
5 + 0 = 5
0 + 6 = 6
1 + 5 = 6
2 + 4 = 6
3 + 3 = 6
4 + 2 = 6
5 + 1 = 6
6 + 0 = 6

Key Vocabulary

What is 3 **add** 2?

What is 2 **plus** 2?

What is the **sum** of 2 and 2?

What is 5 **take away** 2?

What is 1 **less than** 4?

What is 5 **minus** 1?

They should be able to answer these questions in any order, including missing number questions e.g. 3 + ◯ = 5 or 4 – ◯ = 2.

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. If you would like more ideas, please speak to your child's teacher.

Use practical resources – Your child has one potato on their plate and you give them three more. Can they predict how many they will have now?

Make a poster – We use Numicon at school. You can find pictures of the Numicon shapes here: bit.ly/NumiconPictures – your child could make a poster showing the different ways of making 5.

Play games – You can play dice and card games, or numerical games like Shut The Box. You can play Hit The Button, or Numbots online.

Key Instant Recall Facts

Year 1 – Autumn, Half Term 2

I know number bonds to 8 and 10

0 + 8 = 8	**0 + 10 = 10**
1 + 7 = 8	**1 + 9 = 10**
2 + 6 = 8	**2 + 8 = 10**
3 + 5 = 8	**3 + 7 = 10**
4 + 4 = 8	**4 + 6 = 10**
5 + 3 = 8	**5 + 5 = 10**
6 + 2 = 8	**6 + 4 = 10**
7 + 1 = 8	**7 + 3 = 10**
8 + 0 = 8	**8 + 2 = 10**
	9 + 1 = 10
	10 + 0 = 0

Key Vocabulary

What is 8 **add** 2?

What is 8 **plus** 2?

What is the **sum** of 2 and 8?

What is 8 **take away** 2?

What is 1 **less than** 10?

What is 8 **minus** 2?

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

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. If you would like more ideas, please speak to your child's teacher.

Use practical resources – Your child has one potato on their plate and you give them three more. Can they predict how many they will have now?

Make a poster – We use Numicon at school. You can find pictures of the Numicon shapes here: bit.ly/NumiconPictures – your child could make a poster showing the different ways of making 5.

Play games – You can play dice and card games, or numerical games like Shut The Box. You can play Hit The Button, or Numbots online.

Key Instant Recall Facts

Year 1 – Spring, Half Term 1

I know number bonds to 7 and 9

0 + 7 = 7	**0 + 9 = 9**
1 + 6 = 7	**1 + 8 = 9**
2 + 5 = 7	**2 + 7 = 9**
3 + 4 = 7	**3 + 6 = 9**
4 + 3 = 7	**4 + 5 = 9**
5 + 2 = 7	**5 + 4 = 9**
6 + 1 = 7	**6 + 3 = 9**
7 + 0 = 0	**7 + 2 = 9**
	8 + 1 = 9
	9 + 0 = 9

Key Vocabulary

What is 7 **add** 2?

What is 7 **plus** 2?

What is the **sum** of 1 and 8?

What is 7 **take away** 2?

What is 1 **less than** 7?

What is 9 **minus** 2?

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

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. If you would like more ideas, please speak to your child's teacher.

Use practical resources – Your child has one potato on their plate and you give them three more. Can they predict how many they will have now?

Make a poster – We use Numicon at school. You can find pictures of the Numicon shapes here: bit.ly/NumiconPictures – your child could make a poster showing the different ways of making 5.

Play games – You can play dice and card games, or numerical games like Shut The Box. You can play Hit The Button, or Numbots online.

Key Instant Recall Facts

Year 1 – Spring, Half Term 2

I know doubles and halves to 10

0 + 0 = 0	**½ of 0 = 0**
1 + 1 = 1	**½ of 2 = 1**
2 + 2 = 4	**½ of 4 = 2**
3 + 3 = 6	**½ of 6 = 3**
4 + 4 = 8	**½ of 8 = 4**
5 + 5 = 10	**½ of 10 = 5**
6 + 6 = 12	
7 + 7 = 14	
8 + 8 = 16	
9 + 9 = 18	
10 + 10 = 20	

Key Vocabulary

What is **double** 9?

What is **half** of 12?

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. If you would like more ideas, please speak to your child's teacher.

Ping Pong – In this game, the parent says, "Ping," and the child replies, "Pong." Then the parent says a number and the child doubles it. For a harder version, the adult can say, "Pong." The child replies, "Ping," and then halves the next number given.

Practise online - play Hit the Button doubles and halves game to see how many questions you can answer in the time limit.

Key Instant Recall Facts

Year 1 – Summer, Half Term 1

I can count forwards and backwards 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

Key Vocabulary

What is **one more** than 27?

What is **one less than** 30?

Take care with the '-ty' and '-teen' numbers that sound alike.

Practise counting backwards 'through the tens' - What is one less than 70?

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. If you would like more ideas, please speak to your child's teacher.

Use practical resources - make a hundred square like this. Spot the patterns. Take turns counting together.

Games – Playing Snakes and Ladders, and other board games with numbers on a line, can help number sense and counting skills.

Nim - This is a game for 2+ people where you start on zero, and take turns adding up to 5. The winner is the one who lands on 100. There are many variations of the game, including subtracting, or making the total smaller.

Key Instant Recall Facts

Year 1 – Summer, Half Term 2

I can count in 2s, 10s and 5s to 100

2 4 6 8 10 12 14 16 18 20 …

10 20 30 40 50 60 70 80 90 100

5 10 15 20 25 30 35 40 45 50 …

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

Key Vocabulary

What is **two more** than 24?

What is **five less than** 30?

When are they **odd** or **even**?

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. If you would like more ideas, please speak to your child's teacher.

Use practical resources - make a hundred square like this. Spot the patterns. Take turns counting together. For extra challenge try counting backwards.

Games - When you play a scoring game, like basket-ball hoops for example, give 2 points for each score instead of 1. (or 5 points, or 10 points).