

Key Instant Recall Facts

Year 1 – Spring 1

I know doubles and halves of numbers 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**.

$0 + 0 = 0$

$\text{half of } 0 = 0$

$1 + 1 = 1$

$\text{half of } 2 = 1$

$2 + 2 = 4$

$\text{half of } 4 = 2$

$3 + 3 = 6$

$\text{half of } 6 = 3$

$4 + 4 = 8$

$\text{half of } 8 = 4$

$5 + 5 = 10$

$\text{half of } 10 = 5$

$6 + 6 = 12$

$7 + 7 = 14$

$8 + 8 = 16$

$9 + 9 = 18$

$10 + 10 = 20$

Key Vocabulary

What is **double** 9?

What is **half** of 6?

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.

Phonics – These graphemes have been taught in class. The children need to be able to recognise, spell and apply these sounds in reading and writing.

Split digraphs

a_e

as in **came**, **make**, **made**, **game**

e_e

as in **even**, **theme**, **these**, **evening**

i_e

as in **time**, **like**, **inside**, **bike**

o_e

as in **bone**, **home**, **phone**, **cone**

u_e

as in **tune**, **cube**, **rule**, **use**