FLUENCY FACTS YEAR 1

Autumn 1

Number bonds to 10.

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

Count forwards and backwards to 20.

Autumn 2

Number bonds to 20.

0+20=20 20+0=20
1+19=20 19+1=20
2+18=20 18+2=20
3+17=20 17+3=20
4+16=20 16+4=20
5+15=20 15+5=20

Spring 1

Revise number bonds to 10 and 20

Count forwards and backwards to 50.

Spring 2

Doubles to 20

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

Summer 1

Halves of even numbers up to and including 20.

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

Summer 2

Count in multiples of 2,5 and 10 to 100.

Count and recognise numbers up to 100.

All times tables facts should be practiced as ? x 3 and 3 x ? so children learn that they can be done in any order.

How can you help your child?

We really value your support from home to reinforce the teaching at school. Little and often is the best way to help your child.
They can answer verbally, in written form (on paper, on your back, chalk) or using technology to support.
If you choose to recall verbally please make sure that your child is pronouncing the numbers correctly and not getting confused between similar sounding numbers, for example: thirteen and thirty.
If your child is confident in the skills on this fact sheet then please continue to practice them to support them becoming known recall facts.
You can look on your year group overview to see the other areas in Maths they are covering if you would like to support them in these.



Websites

Top marks Hit the Button is a great game for practising fluency facts.
Topmarks Daily 10 is a game the children will become familiar with as it asks fluency questions and you can set a time. We use 7 seconds to ensure recall in school. Each level corresponds to a year group so to find the facts to practice please select the level that matches their year group.

The children all have a login for Sumdog and times tables are frequently set as tasks for the children to do in class and at home.



Games

Pairs - draw out and cut out cards with the times table and answers to find and match

Timed matching - time your child at matching the answers to the questions

Times tables recall facts - have cards with the question and answers. Can they answer them? Can they quiz you?

Using TopTrump cards is very good at reinforcing number facts and understanding the value of number for example less than/greater than/equal to, value of each digit within a number and reading the names of the numbers.