Year 1 – Number facts you can support your child to learn at home.

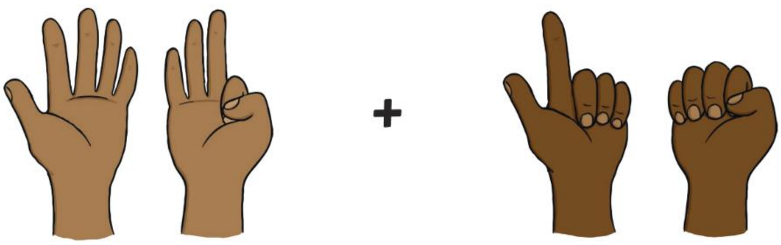
Counting

- **Counting to and across 100, forwards and backwards.**

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

Number bonds:

- **Recall number bonds to 10.**



Addition and Subtraction

- **Secure fluency of addition and subtraction facts within 1.**

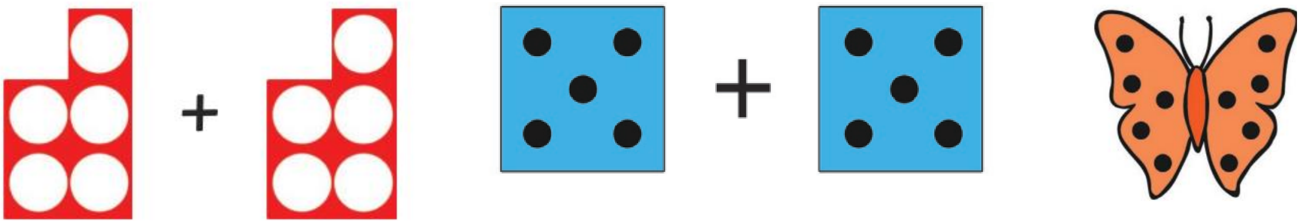
8 + 2 = 10

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

One More, One Less	When we add one, we get the next counting number. When we subtract one, we get the previous counting number (e.g. 5 – 1 = 4).	Number Neighbours: Spot the Difference	Adjacent numbers have a difference of 1. Adjacent odds and evens have a difference of 2. Spot number neighbours (adjacent, odds or evens) to solve subtractions of adjacent numbers (e.g. 5 – 4 = 1), of adjacent odds (e.g. 9 – 7 = 2) or adjacent evens (e.g. 6 – 4 = 2)
Two More, Two Less: Think Odds and Evens	If we add two to a number, we go from odd to next odd or even to next even. If we subtract two from a number, we go from odd to previous odd or even to previous even.	7 Tree and 9 Square	Use these visual images to remember addition and subtractions fact families that children can find tricky. For example, visualising the 7 tree helps remember that 7 – 3 = 4. Visualising the 9 square helps remember that 3 + 6 = 9.
Number 10 Fact Families	Go beyond just recalling the pairs of numbers that add to 10. Make sure that we can also spot additions and subtractions which we can use number bonds to 10 to solve.	Ten and A Bit	The numbers 11 – 20 are made up of 'Ten and a Bit'. Recognising and understanding the 'Ten and a Bit' structure of these numbers enables addition and subtraction facts involving their constituent parts (e.g. 3 + 10 = 13, 17 – 7 = 10, 12 – 10 = 2).
Five and A Bit	The numbers 6, 7, 8 and 9 are made up of 'five and a bit'. This can be shown on hands, and supports decomposition of these numbers into their five and a bit parts (e.g. 5 + 3 = 8, 9 – 5 = 4).	Make Ten and Then...	Additions which cross the 10 boundary can be calculated by 'Making Ten' first, and then adding on the remaining amount (e.g. 8 + 6 can be calculated by thinking '8 + 2 = 10 and 4 more makes 14'). The same strategy can be applied to subtractions through 10.
Know about 0	When we add 0 to or subtract 0 from another number, the total remains the same. If we subtract a number from itself, the difference is 0.	Adjust It	Any addition and subtraction can be calculated by adjusting from a fact you know already, (e.g. 6 + 9 is one less than 6 + 10).
Doubles and Near Doubles	Memorise doubles of numbers to 10, using a visual approach. Then use these known double facts to calculate near doubles and hidden doubles. Once we know 6 + 6 = 12 then 6 +7 and 5 + 7 is easy.	Swap It	When the order of two numbers being added (addends) is exchanged the total remains the same. E.g. 1 + 8 = 8 + 1. Sometimes reversing the order of the two addends makes addition easier to think about conceptually.

<u>Multiplication and Division:</u>

- **Double 1-digit numbers to 10 using concrete objects/pictorial representation**



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How to help at home

1. Count objects around the house

When counting, encourage your child to point to each object, putting them in a row. For more than 10 objects, group into tens to see that, for example, 32 is 3 tens and 2 ones. Practise counting in twos, fives or tens using, for example, pairs of socks, fingers on hands or 10p coins.

2. Play dice games

Gather some objects – blocks, buttons, even biscuits! Roll two dice and find the total, using the objects to add practically. Or start with, say, 12 objects, roll a dice and subtract the number shown on the dice to find how many objects are left. The player with more objects wins.

3. Use toys

Explore fractions using some of your child's favourite toys, for example teddies or cars. Ask your child to halve their toys by splitting them into two equal groups. So, for ten cars, make two groups of five. Similarly, practise finding one quarter by splitting toys into four equal groups.