



## Year 2 – Autumn 1

**I can recite the number names in order to 100.**

**I know number bonds to 10 and 20.**

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

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

Children should be able to count confidently and quickly to 100 and be able to count on from any number.

Children should know all the number bonds to 10:

**0 and 10**

**1 and 9**

**2 and 8**

**3 and 7**

**4 and 6**

**5 and 5**

**(and the other way round)**

The children should also know them as a number sentence:

$$0 + 10 = 10$$

$$1 + 9 = 10$$

$$2 + 8 = 10$$

$$3 + 7 = 10 \text{ etc.}$$

Children should know all the number bonds to 20:

**0 and 20**

**1 and 19**

**2 and 18**

**3 and 17**

**4 and 16**

**5 and 15**

**6 and 14**

**7 and 13**

**8 and 12**

**9 and 11**

**10 and 10**

**(and the other way round)**

Again the children should also know them as a number sentence e.g.

$$0 + 20 = 20$$

### 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.

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

Songs and Chants – You can buy CDs or find number bond songs and chants online. If your child creates their own song, this can make them even more memorable.

Playing games can make learning number bonds fun and exciting:

<http://www.conkermaths.org/cmweb.nsf/products/conkerkirfs.html> See how many questions you can answer in 90seconds.

<https://www.topmarks.co.uk/maths-games/daily10> and <https://www.topmarks.co.uk/maths-games/hit-the-button>

## Year 2 – Autumn 2a

**I know doubles and halves of numbers to 20.**

**I know near doubles 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**.

### 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**

### Halves

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

### Near doubles

$0 + 1 = 1$   
 $1 + 2 = 3$   
 $2 + 3 = 5$   
 $3 + 4 = 7$   
 $4 + 5 = 9$   
 $5 + 6 = 11$   
 $6 + 7 = 13$   
 $7 + 8 = 15$   
 $8 + 9 = 17$   
 $9 + 10 = 19$   
 $10 + 11 = 21$

They should be able to answer these questions in any order, including missing number questions,  
e.g.  $4 + \bigcirc = 8$  or  $\bigcirc + 10 = 19$ .

### 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.

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

Songs and Chants – You can buy CDs or find songs and chants online. If your child creates their own song, this can make the facts even more memorable.

Playing games can make learning facts fun to learn:

<http://www.conkermaths.org/cmweb.nsf/products/conkerkirfs.html> See how many questions you can answer in 90seconds.

<https://www.topmarks.co.uk/maths-games/daily10> and <https://www.topmarks.co.uk/maths-games/hit-the-button>

# Key Instant Recall Facts

## Year 2 – Autumn 2b

### I can use bridging and compensation for addition to 10+10.

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

$7 + 4 = 11$

$7 + 5 = 12$

$8 + 3 = 11$

$8 + 4 = 12$

$8 + 5 = 13$

$8 + 6 = 14$

$9 + 3 = 12$

$9 + 4 = 13$

$9 + 5 = 14$

$9 + 6 = 15$

$9 + 7 = 16$

Bridging 10

$7 + 4 = ?$

7 + 3 = 10, then 1  
more makes 11

$8 + 5 = ?$

8 + 2 = 10, then 3  
more makes 13

$9 + 6 = ?$

9 + 1 = 10, then 5  
more makes 15

$4 + 7 = 11$

$5 + 7 = 12$

$3 + 8 = 11$

$4 + 8 = 12$

$5 + 8 = 13$

$6 + 8 = 14$

$3 + 9 = 12$

$4 + 9 = 13$

$5 + 9 = 14$

$6 + 9 = 15$

$7 + 9 = 16$

Compensation

$6 + 9 = ?$

6 + 10 = 16, then  
take away 1 = 15

$8 + 9 = ?$

8 + 10 = 18, then  
take away 1 = 17

$7 + 9 = ?$

7 + 10 = 17, then  
take away 1 = 16

They should be able to answer these questions in any order, using the most efficient strategy.

### 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.

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

Make the whole fact family – If  $9 + 4 = 13$ , then  $4 + 9 = 13$  so  $13 - 9 = 4$  and  $13 - 4 = 9$ .

<https://www.topmarks.co.uk/maths-games/daily10> and <https://www.topmarks.co.uk/maths-games/hit-the-button>