# Key Instant Recall Facts <br> Y1-Spring 2 

This is our focus for this half term.

## I can count in $2 s$ and $10 s$



| 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 |

Key Vocabulary
Groups of
Altogether
Forwards

Backwards
Equal groups

## Pairs

Even

## Key questions

- When you count in 10 s, what number comes after $\qquad$ ?
- When you count in 10 s , what number comes before $\qquad$ ?
- How many groups of 10 are there? What number is this?
- How many groups of 10 are there in $\qquad$ ?
- If you count in 10 s from $\qquad$ will you say $\qquad$ ?
- Which digit stays the same/changes when you count in 10 s?


## Key questions

- How can you count the pairs?
- What pairs can you see/find?
- How can you use the number line/number grid to help you count in 2 s ?
- What patterns do you see when you count in 2 s ?
- When you count in 2 s , what numbers will you say/not say?
- How many equal groups of 2 are there?

How many rolls are there in total?
How many counters are there?

## Top Tips

The secret to successfully embedding knowledge is practising it little and often. Regularly return to the skills and incorporate into simple games and other activities.

## Ideas:

Start by developing this knowledge through the use of concrete equipment (Lego, pasta, beads, buttons, small toys, fingers etc.). Think about how these objects are placed to aid the quick identification of the double. Numicon shapes would also be a useful resource.

Then progress to drawing pictorial representations of the double - drawing circles, squares or lines. Again, think carefully about how the drawing is presented to aid quick identification of the double.

Finally, find ways for children to be able to rapidly recall number sequences in $2 s$ and $10 s$.

Always begin each stage in sequence and then work out of sequence.
Game and activities:

- Counting socks
- Counting shoes


## Skip counting by 2 s



