**I know number bonds to 100.**

**Count in 25s and 1000s.**

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

|  |  |  |
| --- | --- | --- |
| **Number bonds to 100** | **Count in 25s** | **Count in 1000s** |
| Some examples: | 0 | 0 |
|  | 25  50  75  100  125  150  175  200  225  250  275 | 1000  2000  3000  4000  5000  6000  7000  8000  9000  10,000  11,000 |
|  | 300 etc | 12,000 etc |
| **Key Vocabulary**  What do I **add** to 65 to make 100? | **Key Vocabulary**  How many 25s make 100? | |
| What is 100 **take away** 6? | So how many 25s will make 200? etc | |
| What is 13 **less than** 100? | Multiply 1000 by 6. | |
| **How many more** than 98 is 100? What is the **difference** | What are 4 lots of 25? | |
| between 89 and 100? |  | |
| This list includes some examples of facts that children should know. They should be able to answer questions including missing number questions e.g. 49 + ⃝ = 100 or 100 – ⃝ = 72 | Try counting on in 25s from 0 or any multiple of 25. Can your child see how counting in 25s relates to fractions, decimals, fractions? | |
| 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.  Buy one get three free - If your child knows one fact (e.g. 81 +19 = 100), can they tell you the other three facts in the same fact family?  Use number bonds to 10 - How can number bonds to 10 help you work out number bonds to 100? Play games – There are missing number questions at <http://www.conkermaths.org/cmweb.nsf/products/conkerkirfs.html>  See how many questions you can answer in just 90 seconds. There is also a number bond pair game to play.  Roll a number – Use 2 dice to create a 2 digit number – which number do you add to this to make 100? | | |

**I can count in 6s.**

**I know the multiplication and division facts for the 6 times table. (up to 12x6)**

By the end of this half term, children should know the factor pairs of numbers in the times tables. The aim is for them to recall these facts fairly **instantly**.

|  |  |  |  |
| --- | --- | --- | --- |
| **Count in 6s 0**  **6**  **12**  **18**  **24**  **30**  **36**  **42**  **48**  **54**  **60**  **66**  **72** | 0 x 6 = 0  1 x 6 = 6  2 x 6 = 12  3 x 6 = 18  4 x 6 = 24  5 x 6 = 30  6 x 6 = 36  7 x 6 = 42  8 x 6 = 48  9 x 6 = 54  10 x 6 = 60  11 x 6 = 66  12 x 6 = 72 | 0 ÷ 6 = 0  6 ÷ 6 = 1  12 ÷ 6 = 2  18 ÷ 6 = 3  24 ÷ 6 = 4  30 ÷ 6 = 5  36 ÷ 6 = 6  42 ÷ 6 = 7  48 ÷ 6 = 8  54 ÷ 6 = 9  60 ÷ 6 = 10  66 ÷ 6 = 11  72 ÷ 6 = 12 | **Key vocabulary**  What is 4 **times** 6? What is 8 **multiplied by** 6?  What is 24 **divided by**  6?  What is 48 **shared between** 6?  What is 72 **divided into groups of** 6? |

They should be able to answer these questions in any order, including missing number questions, e.g. 6 × ⃝ = 54 or ⃝ ÷ 6 = 7.

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.

Buy one get three free – If your child knows one fact (e.g. 12 × 6 = 72), can they tell you the other three facts in the same fact family? If you know 7 x 6 = 42, then what will 70 x 6 be?

Times Table Rockstars – Children all have their username and password to practice in the “Garage” and the “Arena”. They could try playing in the “Studio” and also do the Soundcheck.

Look for patterns – These times tables are full of patterns for your child to find. How many can they spot?

Use your three times table – Multiply a number by 3 and then double it. What do you notice? (e.g. 7 × 3 = 21, double it to get 7 x 6 which is 42).

<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-](https://www.topmarks.co.uk/maths-games/hit-the-button) [button](https://www.topmarks.co.uk/maths-games/hit-the-button)