**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 |
|  | 255075100125150175200225250275 | 10002000300040005000600070008000900010,00011,000 |
|  | 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 TipsThe 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 = 01 x 6 = 62 x 6 = 123 x 6 = 184 x 6 = 245 x 6 = 306 x 6 = 367 x 6 = 428 x 6 = 489 x 6 = 5410 x 6 = 6011 x 6 = 6612 x 6 = 72 | 0 ÷ 6 = 06 ÷ 6 = 112 ÷ 6 = 218 ÷ 6 = 324 ÷ 6 = 430 ÷ 6 = 536 ÷ 6 = 642 ÷ 6 = 748 ÷ 6 = 854 ÷ 6 = 960 ÷ 6 = 1066 ÷ 6 = 1172 ÷ 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)