 Key Facts Booklet


## Quick Recall Facts

## Recognition

Recognise, read, write numbers to 5 , then 10

## 012345678910

## Counting

Count orally in 1's forwards, backwards to/from 10
Count in 1's forwards, backwards from a given number within 10

## Mental addition

Add 0 to any number, answers within 10
1+0
2+0
3+0
Add 1 to any number, answers within 10
4+1
5+1
6+1

## Re-ordering

Find numbers "before", "after", "between" within 10


Number Matching Caterpillar
Order consecutive numbers increasing/decreasing


Find missing numbers in consecutive sequence

Bunting Missing Numbers


## *** Show an understanding of:**

*Pre-rounding skills- Estimate number of objects in a set.


Estimate: 4 (child's guess)
Actual: 3
*Inverse as opposite eg counting forwards versus backwards and partitioning versus combining
*Understand and use "first", "last"


## Mental Maths Strategies

## Recognition strategies

1. Number formation rhymes for each number 1-10- eg 'Around the tree, around the tree makes three, three, three.'
2. Recognise numbers in the environment and in every day life- on front door, signs etc.

## Counting strategies

1. Count on/back using fingers.
2. Put number in head and count on/back.
3. Count on/back mentally using recall or visualizing number line.
4. Count visually using pictures or concrete objects.

## Mental addition strategies

1. To add 1 is the same as finding the number after or the next number.
2. Add 1 by counting on mentally.
3. Make a set on fingers, add one more and recount.
4. Add 1 more object to a set and recount the set.


## Reordering strategies

1. Count forwards to find the number 'after' a given number. Count forwards to 5, what number comes after?
2. Count backwards to find the number 'before' a given number.

Count backwards to 3, what number comes before?
3. Count forwards when ordering sets that are increasing in size.
4. Count backwards when ordering sets that are decreasing in size.
5. Count orally or mentally to identify missing numbers


## Number formation rhymes used in P1



Number 10-1 before zero means 10 is a hero!

