Key Instant Recall Facts
Year One – Autumn 2

I can add 0 or 1 to a number. I can add 2 to a number.

By the end of this half term, children should know the following facts instantly.

0 + 0 = 0	0 + 1 = 1	0 + 2 = 2	They should also know the commutative calculations (the other way around):
1 + 0 = 1	1 + 1 = 2	1 + 2 = 3	
2 + 0 = 2	2 + 1 = 3	2 + 2 = 4	
3 + 0 = 3	3 + 1 = 4	3 + 2 = 5	
4 + 0 = 4	4 + 1 = 5	4 + 2 = 6	
5 + 0 = 5	5 + 1 = 6	5 + 2 = 7	
6 + 0 = 6	6 + 1 = 7	6 + 2 = 8	2 + 4 = 6
7 + 0 = 7	7 + 1 = 8	7 + 2 = 9	
8 + 0 = 8	8 + 1 = 9	8 + 2 = 10	2 + 9 = 11
9 + 0 = 9	9 + 1 = 10	9 + 2 = 11	
10 + 0 = 10	10 + 1 = 11	10 + 2 = 12	2 + 3 = 5
When you add zero to a number, the number stays the same.	When you add one to a number, the number increases by one.	When you add two to a number, the number increases by two.	1 + 6 = 7
			1 + 9 = 10

Key vocabulary
8 add 2 equals 10
3 plus 2 is the same as 5
If I have 6, then I get 2 more, how many in total now?

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? Make it fun by using interactive resources such as Splat 100 square Play games such as
https://www.topmarks.co.uk/maths-games/mental-maths-train

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