



Key Instant Recall Facts

Year 1 – Autumn 1

Key Vocabulary
subitise
link
number
visual
group of objects

Key Questions

How many objects do you see?
What number do you see?
How do you know?
Can you show me that number in a different way? E.g. using your fingers, or a different object.
What would one more than that number be? What would one less be?

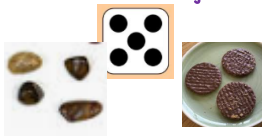
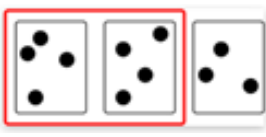
Top Tips

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 number of the day.

I aspire to subitise within 5.

By the end of this half term, you should be able to subitise within 5 and understand the composition of 5. You should be able to see a small set of objects and instantly know how many there are without counting them. It's like instantly knowing there are five fingers on your hand without counting. The aim is for you to subitise instantly.

Your Home learning this half term...

Challenge 1: What does subitising look like? 	Play 'show me' games – you will need to show the correct number of fingers in one go, rather than counting (up to 5). Your partner then shows a number on their hands and you need to subitise (know the number straight away).
Challenge 2: Learn to subitise with objects 	Use objects around the house and practise subitising. E.g. -Instantly recognizing 4 apples on a table -Identifying 5 dots on a die without counting -Noticing 3 pebbles on a path and recognizing the quantity without counting Put the objects in different orientations (not just a straight line, they could be scattered)..
Challenge 3: Develop your fluency 	Watch the videos and play the subitising games on BBC bitesize. https://www.bbc.co.uk/bitesize/topics/zb96p4j
Challenge 4: Increase your fluency 	Subitising rings - Write the numerals on each end of the wooden pegs and then match the numeral on the wooden peg to the matching amount of dots on each of the Subitising Rings. Challenge yourself by timing how fast you can match the pegs to their correct spots on the ring.
Challenge 5: Embed your knowledge 	Play a game involving dice such as Snakes and Ladders. Can you recognise the number shown on the dice straight away? You could even have a go at creating your own Game using a dice.
Challenge 6: Apply your skills 	Look at dot patterns. Linked to dominoes but less uniform in their layout. Challenge yourself to identify the number without counting and identify different dot patterns that show the same amount. Can you find the odd one out?"The first two patterns show 4 and the last pattern shows 3, so 3 is the odd one out.

