



Key Instant Recall Facts – Y5 Autumn Term 1

Know all decimals that total 1 or 10 (1 decimal place)



Helpful Tips for Parents

Create regular, short opportunities for rapid-fire questions where an instant correct answer is required.

Use objects to consider the bonds in a practical way.

Look at patterns with the numbers – as one number increases the other decreases.

All decimal bonds to 1:

$0.1 + 0.9 = 1$
 $0.2 + 0.8 = 1$
 $0.3 + 0.7 = 1$
 $0.4 + 0.6 = 1$
 $0.5 + 0.5 = 1$
 $0.6 + 0.4 = 1$
 $0.7 + 0.3 = 1$
 $0.8 + 0.2 = 1$
 $0.9 + 0.1 = 1$
 $1.0 + 0.0 = 1$

Practise with the numbers in order AND chosen randomly – remember the aim is for your child to be able to respond immediately.



Activity Ideas

Create a set of cards with some decimal bonds to 10. Ask your child to match the cards. You could also make it into a memory game.

Roll two dice and make it into a decimal (e.g. dice below would make 2.4) – *how many more to make 10?*



Timed Games

How many questions can you answer in 2 minutes? Can you beat your own record?

Some examples of decimal bonds to 10:

$$6.2 + 3.8 = 10; 3.8 + 6.2 = 10$$

so

$$10 - 6.2 = 3.8; 10 - 3.8 = 6.2$$

$$4.9 + 5.1 = 10; 5.1 + 4.9 = 10$$

so

$$10 - 4.9 = 5.1; 10 - 5.1 = 4.9$$



Key Vocabulary

how many more to make?
altogether, make, sum, total,
difference between, how
much more is ...than ...?

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 if possible through games and challenges. If your child is really not in the mood it is the wrong time to be practising!

Useful Websites

<https://www.topmarks.co.uk/maths-games/hit-the-button>