Year 5 Autumn Term 1

KIRF: **I can recall the decimal number bonds to 1 and 10.**

This half term, the children will be learning the decimal number bonds to 1 and 10.

Decimal number 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
0.7 + 0.3 = 1
0.8 + 0.2 = 1
0.9 + 0.1 = 1

Decimal number bonds to 10.

1.1 + 8.9 = 10	2.1 + 7.9 = 10
1.2 + 8.8 = 10	2.2 + 7.8 = 10
1.3 + 8.7 = 10	2.3 + 7.7 = 10
1.4 + 8.6 = 10	2.4 + 7.6 = 10
1.5 + 8.5 = 10	2.5 + 7.5 = 10
1.6 + 8.4 = 10	2.6 + 7.4 = 10
1.7 + 8.3 = 10	2.7 + 7.3 = 10
1.8 + 8.2 = 10	2.8 + 7.2 = 10
1.9 + 8.1 = 10	2.9 + 7.1 = 10

Key Questions:

They should also know the commutative calculations:
0.1+ 0.9=1
0.9+0.1= 1
They should be able to answer these questions in any order, including missing number questions,
e.g. 1.4 + ◯ = 10 or
◯ - 2.1 = 7.9.

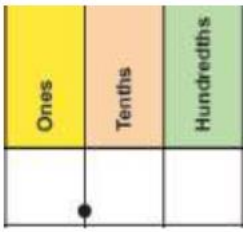
Children should be able to answer questions like these as well as missing number problems
e.g. 0.2 + ◯ = 1 or 3.6 + ◯ = 10

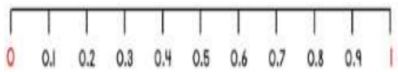
Key Vocabulary:

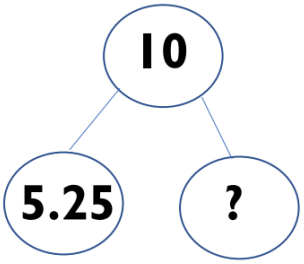
What do I add to 0.4 to get to 1?
What is the difference between 1 and 0.8?
What do I add to 4.5 to get to 10?
Which decimal number is bigger?
What is the value of that digit?

What can this look like?

Concrete Pictorial Abstract







Activity ideas:

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.

What do you already know? – Your child will already know many of these facts from the 2, 3, 5 and 10 times tables.

Beat the clock- You have 10 seconds to answers as many questions as you can. Each correct answer will earn you one second of extra time. The game ends when the time runs out or an incorrect answer is given.

Create a chain link with facts or design a game to practise these bonds.

Websites

MyMaths Children will be set weekly home learning.

Hit the Button Practise the 4 times tables