

Doubles	
6	12
7	14
8	16
9	18
10	20

Halves	
12	6
14	7
16	8
18	9
20	10

2D Shapes	
Circle	1 curved side 0 vertices
Triangle	3 straight sides 3 vertices
Rectangle	4 straight sides 4 vertices

Numbers and Number Names					
0	Zero	10	Ten	20	Twenty
1	One	11	Eleven	30	Thirty
2	Two	12	Twelve	40	Forty
3	Three	13	Thirteen	50	Fifty
4	Four	14	Fourteen	60	Sixty
5	Five	15	Fifteen	70	Seventy
6	Six	16	Sixteen	80	Eighty
7	Seven	17	Seventeen	90	Ninety
8	Eight	18	Eighteen	100	One hundred
9	Nine	19	Nineteen		

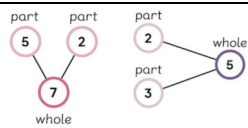
Number bonds within 10	
6	0 + 6, 1 + 5, 2 + 4, 3 + 3
7	0 + 7, 1 + 6, 2 + 5, 3 + 4,
8	0 + 8, 1 + 7, 2 + 6, 3 + 5, 4 + 4
9	0 + 9, 1 + 8, 2 + 7, 3 + 6, 4 + 5,
10	0 + 10, 1 + 9, 2 + 8, 3 + 7, 4 + 6, 5 + 5

Symbols and Language	
+	Plus, add
-	Takeaway, sub- tract, minus
=	Equal to
5 - 3 = 2	Difference
Odd numbers	Numbers ending with: 1, 3, 5, 7, 9
Even numbers	Numbers ending with: 0, 2, 4, 6, 8

3D Shapes	
	Cube
	Cylinder
	Sphere
	Cuboid
	Cone
	Square-based pyramid

Time	
24 hours in a day	60 minutes in an hour
60 seconds in a minute	
A.M. - morning	P.M. - afternoon
Midday - 12:00pm	Midnight - 12:00am

Commutative Law
Reordering numbers while adding or multiplying, you get the same answer if you swap the numbers around e.g. 2 + 5 = 7 is the same as 7 = 2 + 5.

Part - Part Whole	
	
Part + part = whole	5 + 2 = 7
Part + part = whole	2 + 5 = 7
Whole - part = part	7 - 5 = 2
Whole - part = part	7 - 2 = 5

Place value grid		
	Tens	Ones
11	10	1
26	20	6

