

Parents' Information

KIRF's (Key Instant Recall Facts) are pieces of mathematical knowledge that we want the children to learn off-by-heart or be able to work out very quickly (within 3 seconds).

They are designed to support the development of the mental skills that underpin mathematics. They are particularly useful when calculating, be it adding, subtracting, multiplying or dividing. They will include facts such as number bonds, counting on, back, times tables, equivalence of units of measure, and square numbers.

Each year group is allocated key facts to focus on throughout the year, in line with age related expectations. These should be practised for rapid recall.

Why are they important?

Research shows that:

- Learning key facts 'by heart' enables children to concentrate on the calculation, which helps them to develop calculation strategies.
- Using and applying strategies to work out answers helps children to acquire and so remember more facts.
- Many children who are not able to recall key facts often treat each calculation as a new one and have to return to first principles to work out the answer again.
- Once they have a secure knowledge of some key facts, and by selecting problems carefully, you can help children to appreciate that from the answer to one problem, other answers can be generated.

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.

If you would like more ideas, please speak to your child's teacher.



Key Instant Recall Facts Nursery – Autumn 2

I can name and order numbers to 3.

By the end of this half term, children should know the following facts. The aim is for them to recall these facts **instantly**.



Top Tips

<u>Around the house/out and about</u> - Create opportunities for them to use number language. How many balls do you think it will take to fill the bucket? How many shells can you hold in your hand?

- Use every opportunity to count - pieces of fruit at snack time, cars that go past, when putting away toys/books, going up and down stairs etc.

- Play action games, using hands and feet, as much as possible. Jump three times, then clap your hands.

<u>Reading</u> – There are lots of number picture books available (including at the library)

Internet activities, including free printables - 20+ Preschool Counting Activities for School and Home (teaching2and3yearolds.com)

Online songs and videos - Count 1 2 3 | Counting Song for Kids | Pancake Manor – YouTube

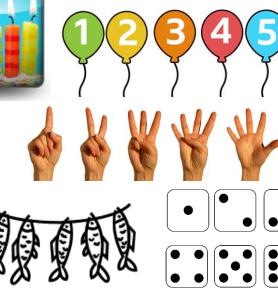
How To Count To 3 - Let's Count To 3 - Counting 123 - Count 123 - YouTube

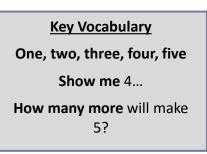


Reception – Autumn 2

Mastering Number Parent Project:

I can recognise and subitise numbers to 5.





Scan these QR codes to take you to some online games...







NATIONAL CENTRETOR EXCELLENCE IN THE TEACHING OF MATHEMATICS

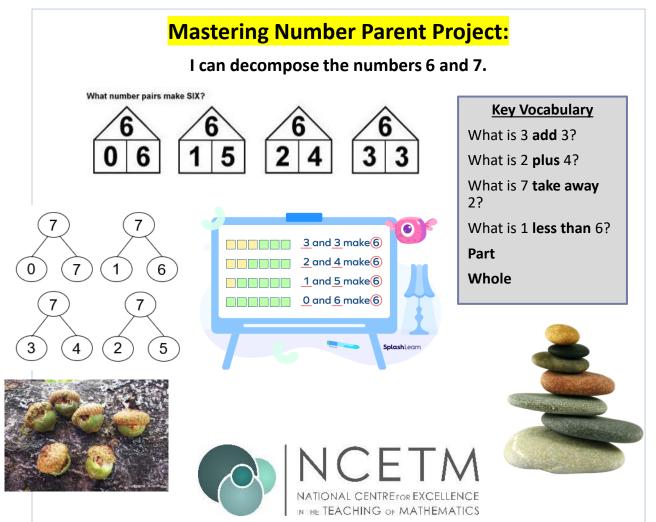
Top Tips

<u>Songs and rhymes</u> – 'One, two, three, four, five, once I caught a fish alive' and 'One man went to mow'. <u>Five Little Ducks | Kids Songs | Super Simple Songs -</u> <u>YouTube</u>

<u>Play games together (found in your packs)</u>– Frogs on a log Subitising snap 3 or NOT 3 game Part-part whole game



Year 1 – Autumn 2



Top Tips

<u>Get outside</u>– Make groups of 6 or 7 with things found in nature e.g. acorns, leaves, sticks, pebbles etc.

Play games together (found in your packs)–

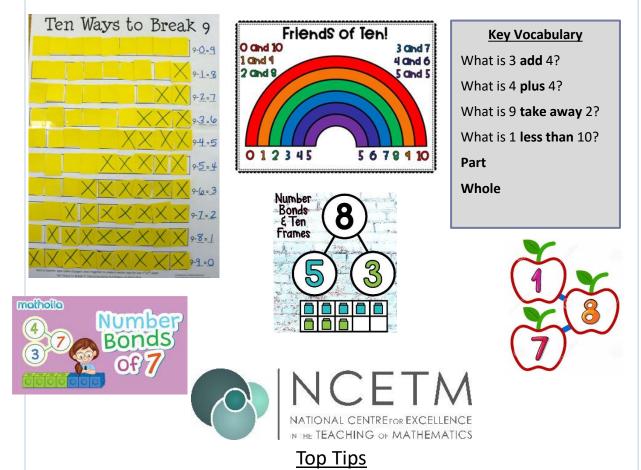
Drop the counters Egg box 6 Find pairs to 6 and 7 Copy my 7 Make it 7



Year 2 – Autumn 2

Mastering Number Parent Project:

I can decompose the numbers 7, 8, 9 and 10.



<u>Get outside</u>– Look out for 'odds and evens' in nature e.g. spot an odd number of birds or an even number of cars in the car park.

Play games together (found in your packs)–

Copy my number 7 or NOT 7 Explore odd and even numbers How many more to make 10? Make 10 bingo



Year 3 – Autumn 2

I know halves and doubles of whole numbers to 20.

By the end of this half term, children should know the following facts. The aim is for them to recall these facts **instantly**.

4 9 9	44 0 00	20.0	40.0
1 x 2 = 2	11 x 2 = 22	20 ÷ 2 = 10	10 ÷ 2 = 5
2 x 2 = 4	12 x 2 = 24	19 ÷ 2 = 9 ½	9 ÷ 2 = 4 ½
3 x 2 = 6	13 x 2 = 26	18÷2=9	8 ÷ 2 = 4
4 x 2 = 8	14 x 2 = 28	17 ÷ 2 = 8 ½	7 ÷ 2 = 3 ½
5 x 2 = 10	15 x 2 = 30	16 ÷ 2 = 8	6 ÷ 2 = 3
6 x 2 = 12	16 x 2 = 32	15 ÷ 2 = 7 ½	5 ÷ 2 = 2 ½
7 x 2 = 14	17 x 2 = 34	14 ÷ 2 = 7	4 ÷ 2 = 2
8 x 2 =16	18 x 2 = 36	13 ÷ 2 = 6 ½	3 ÷ 2 = 1 ½
9 x 2 = 18	19 x 2 = 38	12 ÷ 2 = 6	2 ÷ 2 = 1
10 x 2 = 20	20 x 2 = 40	11 ÷ 2 = 5 ½	1 ÷ 2 = ½



Double means multiplied by 2 (x2).

Half means divided by 2 (÷2)

What is **double** 3?

What is half of 19?





Scan the QR code to be taken to 'Hit the Button' – an online game, in which you can select to practise doubling and halving





			н	alf of 10 is	Half of 12 is	-
	0	0	$2\frac{1}{2}$	$2\frac{1}{2}$	15	
5		5	Half of	5 is $2\frac{1}{2}$		
<u>Top Tips</u>					Partitioning helps!	

<u>Use Previous Knowledge – Year 2 KIRFs included writing half of odd numbers as a fraction</u> e.g. 1, 3, 5, 7, 9. Use this when thinking about the numbers 11, 13, 15, 17, 19. For example, partition into 10 and 1, therefore 5 ½ etc.

<u>Play games -</u> Doubling and Halving Practice Zone (math-salamanders.com) <u>https://www.ictgames.com/mobilePage/archeryDoubles/index.html</u>

Draw it – use symmetrical ladybirds or butterflies to draw out doubling or halving 'spots'.



Year 4 – Autumn 2

I know the multiplication and division facts for the 7 times table.

By the end of this half term, children should know the following facts. The aim is for them to recall these facts **instantly**.

7 × I = 7	× 7 = 7	7 ÷ 7 = I	7 ÷ = 7
7 × 2 = 14	2 × 7 = 14	14 ÷ 7 = 2	14 ÷ 2 = 7
7 × 3 = 21	3 × 7 = 21	21 ÷ 7 = 3	21 ÷ 3 = 7
7 × 4 = 28	4 × 7 = 28	28 ÷ 7 = 4	28 ÷ 4 = 7
7 × 5 = 35	5 × 7 = 35	35 ÷ 7 = 5	35 ÷ 5 = 7
7 × 6 = 42	6 × 7 = 42	42 ÷ 7 = 6	42 ÷ 6 = 7
7 × 7 = 49	7 × 7 = 49	49 ÷ 7 = 7	49 ÷ 7 = 7
7 × 8 = 56	8 × 7 = 56	56 ÷ 7 = 8	56 ÷ 8 = 7
7 × 9 = 63	9 × 7 = 63	63 ÷ 7 = 9	63 ÷ 9 = 7
7 × 10 = 70	10 × 7 = 70	70 ÷ 7 = 10	70 ÷ 10 = 7
7 × = 77	× 7 = 77	77 ÷ 7 =	77 ÷ = 7
7 × 12 = 84	12 × 7 = 84	84 ÷ 7 = 12	84 ÷ 12 =7

What is 7 multiplied by 6? What is 7 times 8? What is 84 divided by 7? Scan the QR code to be taken to 'Coconut Multiples' – an online game 07 14 21 28 35 42

Key Vocabulary

They should be able to answer these questions in any order, including missing number questions e.g. $7 \times \bigcirc = 28$ or $\bigcirc \div 6 = 7$.

<u>Top Tips</u>

<u>Songs and Chants</u> – You can find many multiplication songs and chants online. If your child creates their own song, this can make the times tables even more memorable. <u>https://www.youtube.com/watch?v=t4xU4CiaGvg</u>

<u>Order of difficulty</u> – Ask your child to order these facts from the easiest to the most challenging. Can they explain why some facts are easier to remember? Then focus on practising the most challenging facts.

<u>Use memory tricks</u> – For this multiplication table there is a handy trick to learn... https://www.youtube.com/watch?v=6TWuOvN-4jk

<u>Flashcards</u> – Make flashcards with questions on one side and answers on the back, to whizz through regularly e.g. whilst having breakfast, before going to bed, whilst waiting for a bus etc.

Play online games - <u>https://www.timestables.co.uk/7-times-table.html</u> <u>https://www.topmarks.co.uk/maths-games/hit-the-button</u>



Year 5 – Autumn 2

I know all prime numbers within 100.

By the end of this half term, children should know the following facts. The aim is for them to recall these facts **instantly**.

44 45 46

95

96

94

43

93

A prime number is a number with no factors other than itself and one.

e.g. 2, 3, 5, 7, 11, 13, 17, 19

All prime numbers to 100 are marked in yellow in the hundred square.

A composite number is divisible by a number other than 1 or itself.

e.g. 4, 6, 8, 9, 10, 12, 14, 15

Children should be able to explain how they know that a number is composite. E.g. 15 is composite because it is a multiple of 3 and 5.

92

1 2 3 4 5 6 7

11 12 13 14 15 16

21 22 23 24 25 26

31 32 33 34 35 36

41 42

51 52 53 54 55 56

61

71 72 73 74 75 76

81 82 83 84 85 86

91

62 63 64 65 66





8 9

18 19

28

38

48

58

68

78

88

98

29 30

39 40

49 50

59 60

69

79 80

89 90

99 100

17

27

37

47

57

67

77

87

97

10

20

70

4 has **three factors - itself, 1 and 2**. So it is NOT a prime number.

Key

Vocabulary

prime

number

number

multiple

factor

composite

<u>Brush up on your multiplication tables</u>! Knowing your tables and divisibility rules will help you to identify prime numbers.

Top Tips

It's really important that your child uses mathematical vocabulary accurately. Choose a number between 2 and 20. How many correct statements can your child make about this number using the vocabulary above?

<u>Make a set of cards</u> for the numbers from 2 to 20. How quickly can your child sort these into prime and composite numbers? How many even prime numbers can they find? How many odd composite numbers?

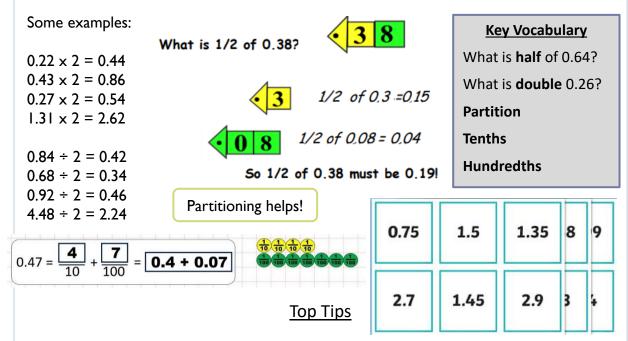
Online Practise - https://www.youtube.com/watch?v=FBbHzy7v2Kg https://www.transum.org/Maths/Game/Primes/Pick.asp?Level=1 https://www.abcya.com/games/number_ninja_factors



Year 6 – Autumn 2

I know halves and doubles of two digit decimals.

By the end of this half term, children should know the following facts. The aim is for them to recall these facts **instantly**.



<u>Use past learning</u> Knowledge of doubling and halving whole numbers can be transferred to decimal places. i.e. If you know that 23 X 2 = 46, then $0.23 \times 2 = 0.46$

<u>Play doubling and halving games (whole numbers) to help speed up:</u>

Online games $_$

<u>Dartboard Double and Half - 6-11 year olds – Topmarks</u> (Includes doubling up to 2 d.p.) <u>Dartboard Calculator - 5-11 year olds – Topmarks</u> Archery Arithmetic - Multiplication – Mathsframe

Loop Cards - 5-11 year olds - Topmarks

I Can Halve Two Digit Numbers. | Interactive Game | Lesson ID 042 | Studyzone.tv

Use Mental Strategies

Partitioning the number into tenths and hundredths can help to break down the calculation into manageable chunks (see diagrams above).

<u>Play card games</u> – make a set of cards which you could then play snap or pairs with.