Key **I**nstant **R**ecall **F**acts

This half term the children are working towards achieving their individual KIRF targets, indicated below. The ultimate aim is for your child to be able to recall these facts instantly!

Know number bonds to 100.

Key Vocabulary
Add   plus   take away   total   less than   altogether   How many more to make?

Helpful hints:
- Use objects to consider the bonds in a practical way.
- Look at the patterns with both objects and numbers e.g. as one number increases the other one decreases.
- Practise with the numbers in order and chosen randomly - remember the aim is for your child to be able to respond immediately.

$0+100=100$ $100+0=100$
$10+90=100$ $90+10=100$
$20+80=100$ $80+20=100$
$30+70=100$ $70+30=100$
$40+60=100$ $60+40=100$
$50+50=100$ $50+50=100$

$50 + 50 = 100$
$51 + 49 = 100$
$52 + 48 = 100$
$53 + 47 = 100$
$54 + 46 = 100$
$55 + 45 = 100$
$56 + 44 = 100$
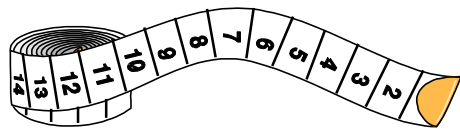$57 + 43 = 100$
$58 + 42 = 100$
$59 + 41 = 100$
$60 + 40 = 100$

What's hidden?
I have 100 beans on a plate. I hide some under a beaker. There are 35 beans left on this plate - how many have I hidden?

Make it real!
I have 100 cm of ribbon then I cut off 14 cm. How much ribbon is left?

$32 + 68 = 100$
3 tens and 2 ones + 6 tens and 8 ones
= 9 tens and 10 ones = 10 tens =one hundred

86 centimetres. Are you sure?
Yes, because I know that 86 and 14 make 100 altogether.

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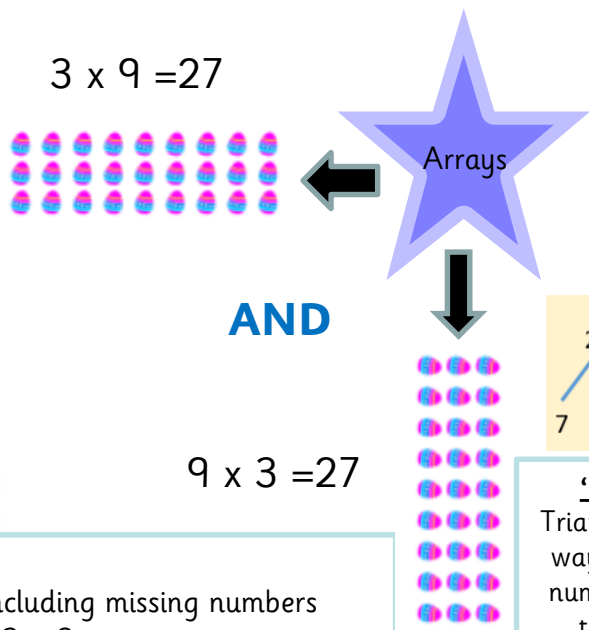
Key Instant Recall Facts

This half term the children are working towards achieving their individual KIRF targets, indicated below. The ultimate aim is for your child to be able to recall these facts instantly!

Know the 3 tables (x and ÷).

Helpful hints:
- Create regular opportunities for rapid-fire questions where an instant correct answer is required.
- Chanting tables really does help. Make it fun by adding actions too, or singing!
- Don't forget to chant those division facts too; they are often much harder to recall.
- Online games such as 'Hit the button' are lots of fun! https://www.topmarks.co.uk/maths-games/hit-the-button

3 x 1 = 3	1 x 3 = 3	3 ÷ 3 = 1	3 ÷ 1 = 3
3 x 2 = 6	2 x 3 = 6	6 ÷ 3 = 2	6 ÷ 2 = 3
3 x 3 = 9	3 x 3 = 9	9 ÷ 3 = 3	9 ÷ 3 = 3
3 x 4 = 12	4 x 3 = 12	12 ÷ 3 = 4	12 ÷ 4 = 3
3 x 5 = 15	5 x 3 = 15	15 ÷ 3 = 5	15 ÷ 5 = 3
3 x 6 = 18	6 x 3 = 18	18 ÷ 3 = 6	18 ÷ 6 = 3
3 x 7 = 21	7 x 3 = 21	21 ÷ 3 = 7	21 ÷ 7 = 3
3 x 8 = 24	8 x 3 = 24	24 ÷ 3 = 8	24 ÷ 8 = 3
3 x 9 = 27	9 x 3 = 27	27 ÷ 3 = 9	27 ÷ 9 = 3
3 x 10 = 30	10 x 3 = 30	30 ÷ 3 = 10	30 ÷ 10 = 3
3 x 11 = 33	11 x 3 = 33	33 ÷ 3 = 11	33 ÷ 11 = 3
3 x 12 = 36	12 x 3 = 36	36 ÷ 3 = 12	33 ÷ 12 = 3

3 x 9 =27

Arrays

AND

9 x 3 =27

21	7×3 = 21
7 3	3×7 = 21
	21÷3 = 7
	21÷7 = 3

'Fact Family'
Triangles are a useful way of showing the numbers that create the three facts.

'Missing Numbers'
Children need to answer questions in any order including missing numbers questions: 3 x __ = 18 or __ ÷ 3 = 9

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Key Instant Recall Facts

This half term the children are working towards achieving their individual KIRF targets, indicated below. The ultimate aim is for your child to be able to recall these facts instantly!

Know the 4 tables (x and ÷).

Helpful hints:
- Create regular opportunities for rapid-fire questions where an instant correct answer is required.
- Chanting tables really does help. Make it fun by adding actions too, or singing!
- Don't forget to chant those division facts too; they are often much harder to recall.
- Online games such as 'Hit the button' are lots of fun! https://www.topmarks.co.uk/maths-games/hit-the-button

4 x 1 = 4	1 x 4 = 4	4 ÷ 4 = 1	4 ÷ 1 = 4
4 x 2 = 8	2 x 4 = 8	8 ÷ 4 = 2	8 ÷ 2 = 4
4 x 3 = 12	3 x 4 = 12	12 ÷ 4 = 3	12 ÷ 3 = 4
4 x 4 = 16	4 x 4 = 16	16 ÷ 4 = 4	16 ÷ 4 = 4
4 x 5 = 20	5 x 4 = 20	20 ÷ 4 = 5	20 ÷ 5 = 4
4 x 6 = 24	6 x 4 = 24	24 ÷ 4 = 6	24 ÷ 6 = 4
4 x 7 = 28	7 x 4 = 28	28 ÷ 4 = 7	28 ÷ 7 = 4
4 x 8 = 32	8 x 4 = 32	32 ÷ 4 = 8	32 ÷ 8 = 4
4 x 9 = 36	9 x 4 = 36	36 ÷ 4 = 9	36 ÷ 9 = 4
4 x 10 = 40	10 x 4 = 40	40 ÷ 4 = 10	40 ÷ 10 = 4
4 x 11 = 44	11 x 4 = 44	44 ÷ 4 = 11	44 ÷ 11 = 4
4 x 12 = 48	12 x 4 = 48	48 ÷ 4 = 12	48 ÷ 12 = 4

4 x 7 = 28

Arrays
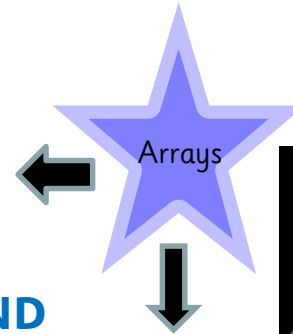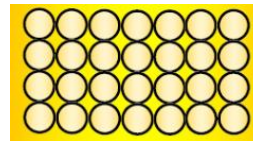
AND

7 x 4 = 28
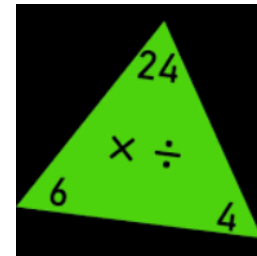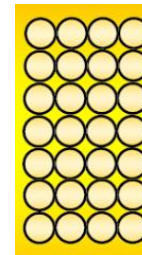
'Fact Family'
Triangles are a useful way of showing the numbers that create the three facts.
6 x 4 = 24, 4 x 6 = 24
24 ÷ 6 = 4, 24 ÷ 4 = 6

'Missing Numbers'
Children need to answer questions in any order including missing numbers questions: 4 x __ = 16 or __ ÷ 4 = 3

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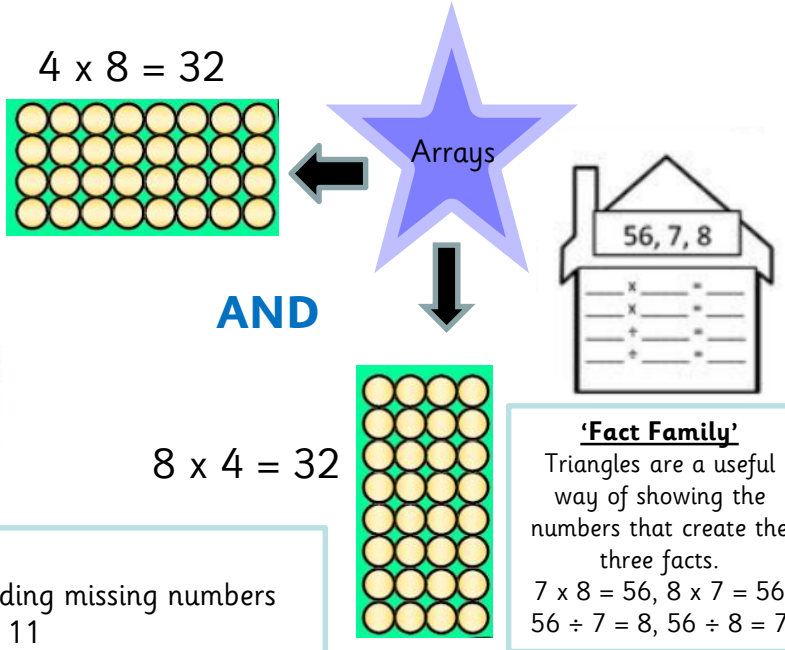
Key Instant Recall Facts

This half term the children are working towards achieving their individual KIRF targets, indicated below. The ultimate aim is for your child to be able to recall these facts instantly!

Know the 8 tables (x and ÷).

Helpful hints:
- Create regular opportunities for rapid-fire questions where an instant correct answer is required.
- Chanting tables really does help. Make it fun by adding actions too, or singing!
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- Online games such as 'Hit the button' are lots of fun! https://www.topmarks.co.uk/maths-games/hit-the-button

8 x 1 = 8	1 x 8 = 8	8 ÷ 8 = 1	8 ÷ 1 = 8
8 x 2 = 16	2 x 8 = 16	16 ÷ 8 = 2	16 ÷ 2 = 8
8 x 3 = 24	3 x 8 = 24	24 ÷ 8 = 3	24 ÷ 3 = 8
8 x 4 = 32	4 x 8 = 32	32 ÷ 8 = 4	32 ÷ 4 = 8
8 x 5 = 40	5 x 8 = 40	40 ÷ 8 = 5	40 ÷ 5 = 8
8 x 6 = 48	6 x 8 = 48	48 ÷ 8 = 6	48 ÷ 6 = 8
8 x 7 = 56	7 x 8 = 56	56 ÷ 8 = 7	56 ÷ 7 = 8
8 x 8 = 64	8 x 8 = 64	64 ÷ 8 = 8	64 ÷ 8 = 8
8 x 9 = 72	9 x 8 = 72	72 ÷ 8 = 9	72 ÷ 9 = 8
8 x 10 = 80	10 x 8 = 80	80 ÷ 8 = 10	80 ÷ 10 = 8
8 x 11 = 88	11 x 8 = 88	88 ÷ 8 = 11	88 ÷ 11 = 8
8 x 12 = 96	12 x 8 = 96	96 ÷ 8 = 12	96 ÷ 12 = 8

4 x 8 = 32

Arrays

AND

8 x 4 = 32

56, 7, 8

'Fact Family'
Triangles are a useful way of showing the numbers that create the three facts.
7 x 8 = 56, 8 x 7 = 56
56 ÷ 7 = 8, 56 ÷ 8 = 7

'Missing Numbers'
Children need to answer questions in any order including missing numbers questions: 8 x __ = 72 or __ ÷ 8 = 11

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Key Instant Recall Facts

This half term the children are working towards achieving their individual KIRF targets, indicated below. The ultimate aim is for your child to be able to recall these facts instantly!

Tell time to the nearest minute.
Recall facts about durations of time.

Make sure that you have an analogue clock visible in your house as it is an invaluable learning aid. Talk about time as much as possible and give your child opportunities to tell the time.

Children also need to be able to tell time on clocks with Roman Numerals.

TIME
There are 60 seconds in a minute.
There are 60 minutes in an hour.
There are 24 hours in a day.
There are 7 days in a week.
There are 12 months in a year.
There are 365 days in a year.
There are 366 days in a leap year.

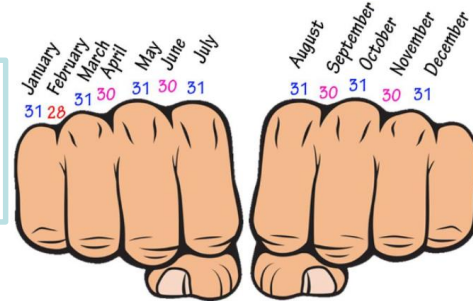Reading the time to the hour needs a little more concentration than with minutes past the hour.

A simple method is to count the blocks of 5 minutes to the hour from '0' at the top, then any more minutes there may be.

This show 5 lots of 5 minutes and 1 more minute.

What is the exact time ?

Children also need to know the order of the months in a year. They should be able to apply these facts to answer questions, such as:
What day comes after 30th April?
What day comes before 1st February?

Use Knuckles to remember the number of days in each month

January February March April May June July   August September October November December
31 28   31 30   31 30 31   31 30 31   30 31

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Key Instant Recall Facts

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Know doubles and halves of:
- all whole numbers to 20
- all multiples of 10 to 1000

Some examples are:

0 + 0 = 0	½ of 0 = 0	120 + 120 = 240
10 + 10 = 20	½ of 20 = 10	150 + 150 = 300
20+ 20 = 40	½ of 40 = 20	160 + 160 = 320
30 + 30 = 60	½ of 60 = 30	250 + 250 = 500
40 + 40= 80	½ of 80 = 40	
50 + 50 = 100	½ of 100 = 50	
60 + 60 = 120	½ of 120 = 60	
70 + 70 = 140	½ of 140 = 70	
80 + 80 = 160	½ of 160 = 80	
90 + 90 = 180	½ of 180 = 90	
100 + 100 = 200	½ of 200 = 100	
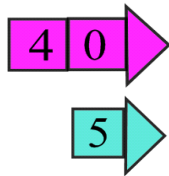
4 0 $\rightarrow$ 1/2 of 40 = 20

5 $\rightarrow$ 1/2 of 5 = $2\frac{1}{2}$

Doubles & Halves:

12 doubled is 24
12 halved is 6

9 doubled is 18
9 halved is 4 $\frac{1}{2}$

17 doubled is 34
17 halved is 8 $\frac{1}{2}$

Ping Pong – In this game, the parent says, "Ping," and the child replies, "Pong." Then the parent says a number and the child doubles it. For a harder version, the adult can say, "Pong." The child replies, "Ping," and then halves the next number given.

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