Year 2 Maths

KEY INSTANT RECALL FACTS (KIRFs)

To develop your child's fluency and mental maths skills, we have introduced KIRFs (Key Instant Recall Facts) throughout school. KIRFs are a way of helping your child to learn by heart key facts and information which they need to have instant recall of.

KIRFs are designed to support the development of mental maths skills that underpin much of the maths work in schools. They are particularly useful when calculating: adding, subtracting, multiplying or dividing. They contain number facts such as number bonds and times tables that need constant practise and rehearsal, so children can recall them quickly.

Each half term, children will focus on 2 KIRFS to practise and learn at home alongside the work that we will be doing weekly in school. They will include ideas to assist your child in grasping these key facts. They are not designed to be a time-consuming task and can be practised anywhere – in the car, walking to school etc. Regular practise – little and often – helps children to retain these facts.

Over their time at primary school, we believe that – if the KIRFs are developed fully – children will be more confident with maths work, understand its relevance and be able to access the curriculum more easily. They will be able to apply what they have learned to a wide range of problems that confront us regularly.

Thank you for your support.

Key Instant Recall Facts Year 2 Spring 1

This half term your child is working towards achieving knowledge of the KIRFS, indicated below.

The ultimate aim is for your child to be able to recall these facts instantly.

This term's KIRF..... I know multiplication and division facts for the 10x table.	**For example:** 1 x 10= 10 2 x 10= 20 3 x 10= 30 .... 10 ÷ 10 = 1 20 ÷ 10 = 2 30 ÷ 10 = 3 ....
Key Vocabulary Multiplciation, division, times table, known facts.	**Activities to try:** **Hopscotch Math:** write the multiples of 10 in each hopscotch square, call out a multiplication fact and child hops to the square with correct answer. (Reverse for division) **Build towers:** (LEGO blocks or stacking cubes) child has 10 cubes, build towers by multiplying e.g 2 x 10 – two towers of 10 cubes each. For Division ask them to break a large towers into equal groups of 10.
Online games Coconut Multiples - Reinforce Times Tables Hit the Button - Quick fire maths practise for 6-11 year olds	

This term's KIRF 2.....

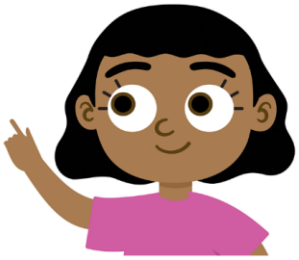
I can tell the time to quarter to the hour.

For example

What is quarter to?

When the minute hand of a clock has moved from 12 and travelled three quarters of the way around the clock to point at 9, this is **quarter to** the hour.

The hour hand also moves and is three quarters of the way from one number to the next one.



On this clock, the minute hand points to 9 so it is quarter to.

The hour hand points three quarters of the way past 4 so it is quarter to 5.

Key Vocabulary

Time, quarter too, minute, hour, hour hand, minute hand, clock, analogue.

Activities to try at home:

Quarter- to Simon says: Best to be played in a group, the leader says "Simon says, set your clock to quarter to 3!", children to move the hands on a paper or toy clock.

Draw the time: Say a time like "quarter to 10," and have a child draw it on a blank clock face. Discuss the position of the hour and minute hands.

Story time: Create a story where events happen at "quarter to" times, e.g "At quarter to 5, Sam eats his snack, can you show that time on the clock?"

Online games

Quarter past and quarter to - KS1 maths - BBC Bitesize

Hickory Dickory Clock: A tell the time game