



Year 1 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 1 Summer 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 1;
I can automatically recall add and subtract number bonds for numbers to, at least, 10.

Example or explanation

To be able to know number bond facts on recall.

For example, $3 + 7 = 10$, $2 + 8 = 10$ etc.
 $10 - 8 = 2$, $10 - 7 = 3$,.

Key Vocabulary
Number bonds, add, total, equals, minus, subtract, difference, part - whole.

Number bond rainbow: Draw a rainbow with number bonds written at each end of the arches. Child to match the pairs by drawing lines.

Ten-Tower Challenge: Use Lego bricks or blocks to build towers of 10 in different colour combinations, Ask "How many red and how many blue make 10?" Then record as an equation.

Online games to practise times tables

This term's KIRF 2;
I can tell the time to the hour and half past the hour.

Example or explanation

To be able to recognise when the minute hand is pointing to 12, it means o'clock.
When the minute hand is pointing to 6, it is half past.

	The hour hand points to the hour in which the time is now.
Key Vocabulary Clock, minute, hour, O'clock, half past, hands, clock face, hour hand, minute hand.	Make your own clock: Use a paper plate to make a clock face with numbers 1-12. Move the hands and ask "what time is it?", focussing on o'clock and half past times. Time matching games: Write times on one set of cards and draw matching clock faces on another set. Mix them up and ask your child to match the correct pairs.
Online games	