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 know how to double and half number to at least 10	**For example:** This half term, the children will be learning doubling numbers and halving. Any number doubled is the same number twice.
Key Vocabulary If I double any number I use the same number twice Double 10 10+10 = 9+9= 8+8= 7+7= 6+6= 5+5= 4+4= 3+3= 2+2= 1+1=	**Activities to try:** Chants- Practice chanting the number bonds. Say it, make it, write it- For each doubling sentence.. Use dice to roll numbers and then double them. For example, if a child rolls a 3, they need to calculate the double, which is 6 1. Card Games: Play a game where children draw cards and double the number on the card. You can use regular playing cards or special math cards
Online games **Numbots** doubling games - Topmarks Search	

This term's KIRF 2…… I can recognise and name 3D shapes	**For example:** Children need to be able to recognise a cube as a shape with six equal square faces. For example, a dice is a cube. Cuboid: They should identify a cuboid as a shape with rectangular faces, like a cereal box. Sphere: A sphere is a perfectly round shape, like a ball. Cone: They should recognize a cone as a shape with a circular base and a pointed top, similar to an ice cream cone. Cylinder: A cylinder has two parallel circular bases connected by a curved surface, like a can of soup. Pyramid: Children should identify a pyramid as a shape with a polygonal base and triangular faces that meet at a point, like the pyramids in Egypt
Key Vocabulary Cube Cuboid Sphere Cone	**Questions to ask:** Can you find me a ball, what 3D name is it? What 3D name do we use to identify a can? **Activities to try:** Go on a 3D shape hunt around the house how many 3D shapes can you find.

Cylinder

Online games

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