Year 4 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 4 Summer 2

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 to 12 x 12

For example:

Question:

If you have 7 boxes with 9 pencils in each box, how many pencils do you have in total?

Answer:

7 boxes × 9 pencils = 63 pencils

Question:

There are 8 rows of chairs with 12 chairs in each row. How many chairs are there altogether?

Answer:

8 rows × 12 chairs = 96 chairs

Key Vocabulary

Multiplication: Adding a number to itself repeatedly.
Division: Splitting a number into equal parts.
Product: Result of multiplication.
Quotient: Result of division.
Factor: Numbers multiplied to get a product.
Multiple: Result of multiplying a number by an integer.
Times Table: A table showing multiplication results.
Equation: A math statement showing equality.
Array: Visual representation of multiplication.
Commutative Property: Order of numbers doesn't change the product.

Questions to ask at home:

Flashcards: Create flashcards with multiplication problems on one side and answers on the other. You can make a game out of it by timing how quickly your child can answer each card.

Multiplication Bingo: Create bingo cards with different products of any times tables. Call out multiplication problems and your child can mark the corresponding answers on their card.

Online games

https://www.timestables.co.uk/speed-test/

https://ttrockstars.com/

Use these websites to practice all your times tables.

This term's KIRF 2.....

I know decimal equivalents of any number of tenths or hundredths

For example

Question:

What is the decimal equivalent of 7 tenths?

Answer:

7 tenths = 0.7

Question:

What is the decimal equivalent of 45 hundredths?

Answer:

45 hundredths = 0.45

Key Vocabulary

Decimal: Part of a whole.

Tenths: The first place to the right of the decimal point representing parts out of ten.

Hundredths: The second place to the right of the decimal point representing parts out of one hundred.

Activities to try:

Decimal flash cards

Create a set of cards with fractions e.g., 3/10, 25/100 and their decimal equivalents e.g., 0.3, 0.25. Flick through the flashcards and your child has to say the decimal equivalent to the fraction. Play against the clock or against each other.

Online games

https://www.sheppardsoftware.com/math/decimals/match/models/