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 addition and subtraction number bonds for numbers to, at least, 10.

For example:

Number bonds show us how numbers join together. They are very important for addition and subtraction. This half term, the children will be learning number bonds that make 10; they should be able to recall these independently.

Key Vocabulary

2 add 8 equals 10

8 plus 2 is the same as...

10 take away 7 equals 3

10 subtract 3 makes 7

10 minus 9 equals 1

Activities to try:

Chants- Practice chanting the number bonds.

Paper Chains- Use two different colours to make paper chains to show each number bond, for example 14 + 6 could be shown as 14 green links and 6 blue links.

Say it, make it, write it- For each number bond, say it our loud, make it using everyday objects and then write it as a sum.

Pegs – Put 20 pegs on to a coat hanger, split them in different ways and count how many pegs are on each side. E.g. 14 pegs + 6 pegs = 20 pegs (14+6=10).

Online games

White Rose video: Aut2.5.1 - Fact Families on Vimeo

Funk Mummy - Quick recall of addition, subtraction and multiplication facts || Mobilefriendly version (ictgames.com)

Smoothie Maths || Practise number facts to 10, then 20 (ictgames.com)

This term's KIRF 2.....

I can tell the time to the hour and half past the hour.

For example:

Children need to be able to tell the time using a clock with hands (analogue clock).

They should already be able to read o'clock and half past.

Key Vocabulary

Minute hand – the longer hand.
Hour hand – the shorter hand.
Half an hour – 30 minutes past.
O'clock – on the hour

Questions to ask:

Where does the minute hand point to show half past?
Which is the minute hand and which is the hour hand?
How many minutes past is the same as half past?

Activities to try:

What time is it? - Find as many opportunities as possible to ask your child what time it is throughout the day. This will also help them to understand what happens at different times throughout the day.
Paper plate clock- Use a paper plate, a split pin and coloured card (for the minute and hour hands) to make a clock!

	Human clock- Draw a clock in chalk outside and use it to make a human clock with people as the hands to show different times
Online games https://mathsframe.co.uk/en/resources/resource/116/telling_the_time# https://www.sheppardsoftware.com/math/time/clock-splat-game	