



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:

The ten times table is a key skill for KS1 learners. They should already be able to count forward and backwards in 10's, now they need to apply that be able to multiplication facts.

They should be able to answer these questions in any order, including missing number questions, e.g. $_ \times 10 = 80$.

Key Vocabulary

Multiply - Adding equal groups a certain number of times,
e.g. $5 \times 4 = 5+5+5+5 = 20$.
Can also be referred to as groups of or lots of.

Divide - Sharing or grouping numbers/objects into equal groups,
e.g. $10 \div 5 = 2$

Questions to ask at home:

What is 10 multiplied by 8?

What is 10 times 3?

What is 100 divided by 10?

How many groups of 10 can you make from 20 objects?

Beat the clock - You have 10 seconds to answers as many questions as you can. Each correct answer will earn you one second of extra time. The game ends when the time runs out or an incorrect answer is given.

Multiplication race - Write the answers to the 10 times table (10, 20, 30 etc.) on large pieces of card. Shout out a random 10 times table question and race your

child to the right answer.

10p challenge – Gather some 10p coins, how many pence is there in total? What would this be as a multiplication sum? Change the number of coins and repeat.

Online games

Whack A Mole - Counting in steps of 1, 2, 3...12 ictgames.com

Duck Shoot - ictgames.com

This term's KIRF 2.....

I can tell the time to quarter to 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, half past and quarter past.

Key Vocabulary

Minute hand – the longer hand.

Hour hand – the shorter hand.

Half past – 30 minutes past the hour.

O'clock – on the hour

Quarter past – 15 minutes past the hour.

Quarter to – 45 minutes past the hour.

Questions to ask at home

Where does the minute hand point when it is quarter to?

Which side of the clock will the minute hand be if it is a 'to' time?

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.

Hula hoop clock - Use a hula hoop, chalk for the numbers and some sticks to make your own clock.

Time monitoring - Give your child responsibility for keeping track of the time, for example 'We need to take the cakes out of the oven at quarter to 4. Tell me when that is.'

Online games

https://mathsframe.co.uk/en/resources/resource/116/telling_the_time

<https://www.sheppardsoftware.com/math/time/clock-splat-game>