



Year 5 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.

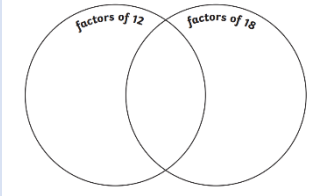
Key Instant Recall Facts

Year 5 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.

<p>This term's KIRF 1.....</p> <p>I can round decimal numbers.</p>	<p>For example:</p> <p>Rounding decimals to the nearest whole number or one decimal place.</p> <p><u>Round to nearest whole:</u> 5.8 -> 6 54.67 -> 55</p> <p>659.98 -> 660</p> <p><u>Round to one decimal place:</u> 45.92 -> 45.9 123.843 -> 123.8 67.964 -> 68</p>
<p>Key Vocabulary:</p> <p>Rounding</p> <p>Whole number</p> <p>Decimal.</p>	<p>Play a game:</p> <p>Look for patterns – Talk to your child about what happens when rounding with digits with 0 to 4 or 5 to 9 in the significant column.</p> <p>Rounding Numbers (mathsisfun.com)</p> <p>This website has great examples, explanations and activities to help with this.</p>
<p>Online games to practise:</p> <p>Dartboard - Rounding - 6-12 year olds - Topmarks</p> <p>IXL - Rounding: up to millions place (Year 6 maths practice)</p>	

<p>This term's KIRF 2.....</p> <p>I can find factors of a given numbers.</p>	<p>You should know your multiplication facts up to 12 x 12. Given any number that appears in those times tables, the factors are the numbers that are multiplied together to make the product.</p> <p>For example, $6 \times 12 = 72$</p> <p>Both 6 and 12 are factors and 72 is the product.</p>
<p>Key Vocabulary:</p> <p>Multiply</p> <p>Multiple</p> <p>Times table</p> <p>Factors.</p> <p>Factor pairs.</p> <p>Product.</p>	<p>Play a game:</p> <p>Can you create your own version of the Venn diagram?</p> 
<p>Online games:</p> <p>Conker Maths - Conker KIRFs Number Problems – choose factors game.</p> <p>Factor Feeder ↴ Play Factor Feeder at HoodaMath</p>	