

EYFS Key Instant Recall Facts

Spring 2		
KIRF	Ideas to support your child with KIRFS	Vocabulary
I can instantly show the correct number of fingers when given a number to 10.	<ol style="list-style-type: none"> Finger Flash <ul style="list-style-type: none"> How to Play: Parents call out a number (1 to 10) quickly, and the child must immediately show that number of fingers. Start slowly and increase speed as they get the hang of it. Number Scavenger Hunt <ul style="list-style-type: none"> How to Play: Write numbers 1-10 on separate pieces of paper and hide them around the house or yard. When a child finds a number, they must show the corresponding number of fingers before moving on to the next one. Finger Counting Songs <ul style="list-style-type: none"> How to Play: Sing songs that incorporate numbers, like "One, Two, Buckle My Shoe" or "Five Little Monkeys." As the song progresses, ask the child to show the correct number of fingers along with the lyrics. Flashcard Challenge <ul style="list-style-type: none"> How to Play: Use number flashcards (1-10) and hold them up for the child to see. The child must immediately show the number of fingers that match the card. You can make it a race for added excitement. Number Bingo with Fingers <ul style="list-style-type: none"> How to Play: Create bingo cards with numbers 1 to 10. As you call out numbers, the child must show the corresponding number of fingers. The first one to show the correct fingers gets a point or a reward. 	Number Quantity Counting Sequence Match Subitizing (instant recognition of quantity) Instant recall Ordinal numbers (first, second, etc.) Comparison
I can say one more / one less than a given number to at least ten.	<ol style="list-style-type: none"> One More, One Less Hop <ul style="list-style-type: none"> How to Play: Lay out number cards from 1 to 10 on the floor. Call out a number (e.g., "3"), and the child has to hop to the card that shows "one more" (4) or "one less" (2). Continue the game by calling out different numbers and asking the child to jump to the correct card. Count and Compare with Blocks <ul style="list-style-type: none"> How to Play: Give the child a set of counting blocks or any small objects (e.g., buttons or coins). Ask them to create a number (e.g., 5) and then ask, "What's one more than 5?" and "What's one less than 5?" Help them adjust the number of blocks to show the answers. One More, One Less Card Game <ul style="list-style-type: none"> How to Play: Create or print out a set of cards with numbers from 1 to 10. Take turns with the child drawing a card, and ask them to say the number that's "one more" and "one less." For example, if they draw a "7," they should say "one more is 8" and "one less is 6." Story Problems <ul style="list-style-type: none"> How to Play: Tell a simple story with numbers and ask questions like, "If there are 6 apples and one more is added, how many are there now?" or "If there are 9 toys and one is taken away, how many are left?" Encourage the child to think about what happens when you add or take away one item. Roll and Build with Dice <ul style="list-style-type: none"> How to Play: Use a die and have the child roll it. Ask them to say the number rolled, then say what is "one more" and "one less." For example, if they roll a "4," they should say "one more is 5" and "one less is 3." You can build a tower with blocks or draw on paper as they answer. 	One more, one less, sequence, number line, counting, comparison, addition, subtraction, quantity, counting, sequence, quantity, change, problem solving, dice