Key Instant Recall Facts (KIRFs)

This year your child has been working towards achieving their individual KIRF targets shown below. The ultimate aim is for your child to be able to recall these facts instantly. It will help them greatly if you can find a few minutes regularly throughout the holidays to continue practicing. Every little bit really does help.

Know all decimals that total 1 or 10 (1 decimal place)	Consolidate multiplication and division facts for all times tables	Know the doubles and halves of all 2 digit numbers	Know doubles and halves of: all whole numbers to 100, all multiples of 10 to 1000, all multiples of 100 to 10 000	Know all pairs of factors of numbers up to 100	Know the tests for divisibility for 2x, 3x, 5x, 9x and 10x tables

MAKING IT FUN!

- **CALL OUT**

  Play number ping pong – start off saying 'ping', child replies with 'pong'. Repeat and then convert to numbers.
  - ✓ i.e. say '32' and they reply with '68' (pairs of numbers that total 100)
  - ✓ or say '39' and they reply with '78' (doubles of numbers up to 50),
  - ✓ or say '550' and they reply '450 (multiples of 50 that make 1000);
  - ✓ say '0.3' and they reply '0.7' (decimal bonds to 1)
  - ✓ say 3.9' and they reply '7.8' (double 2 digit decimal)
  - ✓ Or say, '7.8' and they say '3.9' (halve 2 digit decimal)

  Fizz Buzz

  To practice the 5x and 8 x table together – take it in turns to count in ones. If the number is in the 5x table say 'Fizz' instead of the number. Say 'Buzz' if it is in 8s and 'Fizz Buzz' if it is in both.

  Beat the calculator

  One person works out the answer to a multiplication or division question with a calculator and one person works them out in their head. Who is the quicker?
- **MONEY**

  Show children a set of coins. They add up the amount and tell you how much more is needed to make £1.
- **PLAYING CARDS**

  Number bonds

  Take out the picture cards from a deck of cards and include the jokers as zero.
  - ✓ Play 'snap' by matching the number bonds
  - ✓ Play the memory game to find matching number bonds

  Multiplication and division

  Take out the picture cards. Pick a card and state the multiplication and division fact your child is working on, e.g. pick the 8 card, so 4 x 8 = 32 and 32 divided by 8 = 4.

  Number bonds

  Take out the picture cards. Pick two cards and use one to represent the tens and one to represent the units. e.g. pick a 3 and a 6 and use to make the number 36. Ask the child to find another pair to make a multiple of 10, such as 100, 90, 80, 70 etc.

  Doubling/halving

Pick three cards, one to represent the thousands, one to represent the hundreds and one to represent the tens so that the number is always a multiple of 10. How quickly can you double and halve the number? e.g. show 8150

Multiples of 50 that total 1000

Make cards with multiples of 50 on them (e.g. 50, 100, 150 etc)

- ✓ child can select one at random a quickly calls out how many more are needed to make 1000
- ✓ ask children to sort them into pairs that total 1000 – how quickly can they do it? Can they beat their last time?

Decimal bonds

Remove picture cards and the 10s. Play snap treating each card as tenths. When you have a pair which total 1, shout snap and explain why e.g. 0.2 + 0.8 = 1

Decimal multiplication and division

Remove picture cards from the pack. Pick a card and treat the number as tenths. State the multiplication and division fact that the child is working on. e.g. Pick the '8' card
so 7 x 0.8 = 5.6 and 5.6 divided by 7 is 0.8

- **DOMINOES**

Number bonds

Connect two dominoes to make a number bond, e.g. 6 + 4 = 10

Multiplication and division

Pick a domino and add the number of dots together then multiply by the table they are working on. To extend to all times tables, pick two dominoes to multiply the total number of dots on each together.

Doubling or halving

Pick a domino, e.g.  The number could be 32, 320 or 3200. Use any of these numbers to double or halve.

Number Bonds

Pick a domino from a set facing downwards. Choose one end to represent the tens and one to represent the units. Ask how much more is needed to make 60, 70, 80 etc.

Decimal bonds

Pick a domino from a set facing down. Choose one side to represent the whole number and the other side to be the tenth. Ask how much more to make 10. e.g. 3.2, so 6.8 more makes 10.

- **DICE**
  - ✓ Roll two dice, add them together to find the total. Child multiplies the total by 2, 4 or 10. Do they know the associated division fact?
  - ✓ Roll a dice and generate a two-digit, three-digit or four-digit number. Children discuss whether the number is divisible by 2,3,4,5.6, 9 or 10
  - ✓ Roll two die treat them as the first as the tens digit and the second as the ones - ask how many more to make 100.

- **CHALLENGE**
  - ✓ Start with any single digit number. Keep doubling. How far can you get? Can you get back to the beginning again?
  - ✓ Choose any even 4 digit number and halve it. If the answer is even, halve it again; if it is odd add one and then halve. How far can you go?
- **TIMED GAMES**

How well are you doing? How many questions can you answer in 2 minutes? Can you beat your own record?