

Mathematics
Key Instant Recall Facts
KIRFs



To develop your child's fluency and mental maths skills, we are introducing KIRFs (Key Instant Recall Facts) throughout Mill Rythe Junior 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 our school. 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 and accurately.

Instant recall of facts helps enormously with mental agility in maths lessons. When children move onto written calculations, knowing these key facts is very beneficial. Being able to recall these facts quickly allows your child to focus on problem solving and reasoning which is a main focus for the mathematics curriculum. For your child to become more efficient in recalling them easily, they need to be practised frequently and for short periods of time.

Each half term, children will focus on a Key Instant Recall Fact (KIRF) to practise and learn at home for the half term. They will also be available on our school website under the maths section. The KIRFs include practical ideas to assist your child in grasping the key facts and contain helpful suggestions of ways in which you could make this learning interesting and relevant. They are not designed to be a time-consuming task and can be practised anywhere – for example in the car and walking to school. Regular practice - little and often – helps children to retain these facts and keep their skills sharp. Throughout the half term, the KIRFs will also be practised in school and your child's teacher will assess whether they have been retained.

Over their time at Mill Rythe Junior School, we believe that - if the KIRFs are developed fully - children will be more confident with number work, understand its relevance, and be able to access the curriculum much more easily. They will be able to apply what they have learnt to a wide range of problems and contexts that they will encounter as parts of their learning in maths.



Key Instant Recall Facts

Year 5– Spring 1

Know the decimal and percentage equivalents of the fractions $\frac{1}{2}$, $\frac{1}{4}$, $\frac{3}{4}$, $\frac{1}{3}$, $\frac{2}{3}$, tenths and fifths

By the end of this half term, children should know the following facts. The aim is for them to recall these facts instantly.

$$\frac{1}{2} = 0.5 = 50\%$$

$$\frac{1}{4} = 0.25 = 25\%$$

$$\frac{3}{4} = 0.75 = 75\%$$

$$1/10 = 0.1 = 10\%$$

$$3/10 = 0.3 = 30\%$$

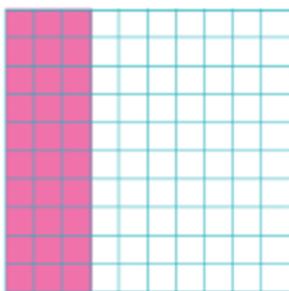
$$1/5 = 0.2 = 20\%$$

$$3/5 = 0.6 = 60\%$$

$$1/100 = 0.01 = 1\% \text{ Etc...}$$

Children should be able to convert between decimals, fractions and percentages for $\frac{1}{2}$, $\frac{1}{4}$, $\frac{3}{4}$ and any number of tenths.

One way to help children to understand percentages and how they link to fractions is to represent them on a blank hundred grid.



30 per cent

30 out of 100

$$30/100 = 3/10$$

This can then be shown on a place value chart to help them to convert to a decimal.

| Ones | Tenths | Hundredths |
|------|--------|------------|
| | ● | |
| | ● ● ● | |
| 0 | ● | |

Top Tips - The secret to success is practising little and often. Use time wisely. Can you practise these KIRFs while walking to school or during a car journey? You do not need to practise them all at once; perhaps you could have a fact of the day.

Play games – Make some cards with equivalent fractions, decimals and percentages. Use these to play memory game or snap. Or make your own dominoes with fractions on one side and decimals on the other.