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 1 KIRF 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 Autumn 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	**For example:**
I can automatically recall addition and subtraction number bonds for numbers to, at least, 20	"What adds to 20?" → "17 + 3" "What is 20 minus 8?" → "12" "What goes with 6 to make 20?" → "14"
Key Vocabulary number bond, add, addition, subtract, subtraction, total, sum, difference, part, whole, equals, fact family.	**Activities to try:** **Number Bond Snap** You will need a set of number cards 0-20. 1. Shuffle cards and place them face down. 2. Pick one card at a time and say aloud "What goes with __ to make 20?" 3. Search through the pile to find the matching number bond. 4. Once they find the correct pair, they "snap" them together and set them aside. 5. Continue until all pairs are matched.
Online games Number Bonds Games for Year 2 - Ages 6 - 7 | KS1 👉 Number Bonds of 20 Interactive Pairs Game - Twinkl	