



Key Instant Recall Facts

YEAR 1 KIRF CARD - TERM 3

This half term your children are working towards achieving their individual KIRF targets, indicated below. The ultimate aim is for your child to be able to recall these facts **instantly!**

To know number bonds of 20

By the end of this half term, children should be able to recall all the number bonds of 20. The aim is for them to recall these facts instantly.

Number facts of 20

- 1 + 19, 19 + 1
- 2 + 18 18 + 2
- 3 + 17 17 + 3
- 4 + 16 16 + 4
- 5 + 15 15 + 5
- 6 + 14 14 + 6
- 7 + 13 13 + 7
- 8 + 12 12 + 8
- 9 + 11 11 + 9
- 10 + 10

Rainbow to 20



Play number ping pong!

Start of saying 'ping', child replies with 'pong'. Repeat and then convert to numbers i.e. say 17 and they reply '3'.

SNAP game

What about creating a game using number cards? Perhaps a game of SNAP or matching pairs.

Numicon

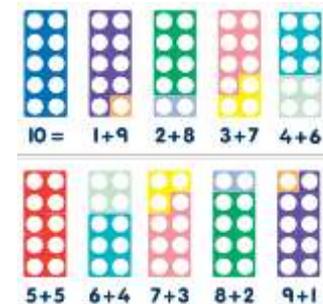
We use Numicon in school. You can print Numicon and create bonds to 20: bit.ly/NumiconPictures

KEY VOCABULARY and QUESTIONS
bond/ add/ subtract/ more than/

What do I **add** to 18 to make 20?
What is 20 **take away** 8?
What is 5 **less than** 10?



Scan this to play Hit the Button. A great game to practise bonds to 20



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 don't need to practise them all at once: perhaps you could have a fact of the day. Building confidence in mathematics is crucial so be pleased with their efforts and always encourage with praise. Make sure these practice sessions are enjoyable - if your child is really not in the mood it is the wrong time to be practising! If you would like more ideas, please speak to your child's teacher.