Key Instant Recall Facts

YEAR 2 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 the facts from the 10 x table.

By the end of this half term, children should be able to recall the facts for the 10 times table. The aim is for them to recall these facts instantly.

Ten Times Table

0 x 10 = 0
1 x 10 = 10
2 x 10 = 20
3 x 10 = 30
4 x 10 = 40
5 x 10 = 50
6 x 10 = 60
7 x 10 = 70
8 x 10 = 80
9 x 10 = 90
10 x 10 = 100
11 x 10 = 110
12 x 10 = 120

Play number ping pong!
Start of saying 'ping', child replies with 'pong'. Repeat and then convert to tables facts i.e. say 7 and they 70 or 10 and they say 100.

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

Hit the Button
This game is an online app, free to use and great fun.
Scan the QR code

The BBC Super Movers website has some good songs and dances to help remember times tables as well as keeping active. Try this one:

SCAN ME

SCAN ME

KEY VOCABULARY and QUESTIONS
fact/multiplication/divide/multiply
What is 5 **multiplied** by 10?
How do you know a number is in the 10x table.
How many 10s are in 50?

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.