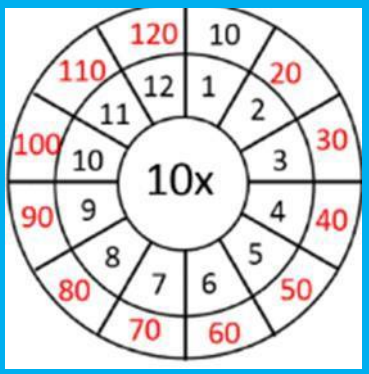
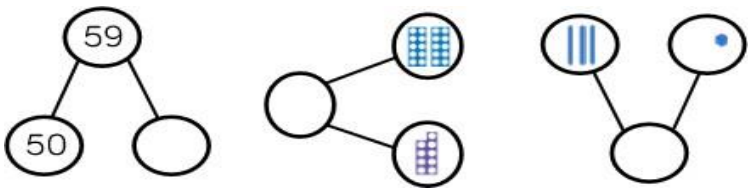
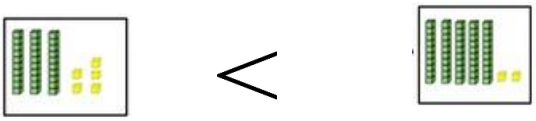
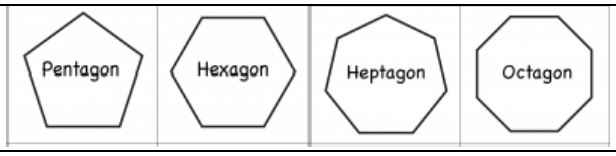
Year 2 Autumn 1 KIRFs

Key Instant Recall Facts (KIRFs) are designed to support the development of the mental skills that underpin much of the maths work in school. Instant recall facts help enormously with mental agility within maths lessons.

KIRF this term is: 10 x table and related division facts

1x10=10		10÷10=1
2x10=20		20÷10=2
3x10=30		30÷10=3
4x10=40		40÷10=4
5x10=50		50÷10=5
6x10=60		60÷10=6
7x10=70		70÷10=7
8x10=80		80÷10=8
9x10=90		90÷10=9
10x10=100		100÷10=10
11x10=110		110÷10=11
12x10=120		120÷10=12

In addition you can help by practising the following:

Partition a two digit number into tens and ones	
Comparing using < > and =	
Pentagon, hexagon, heptagon, octagon	
Add 10 to any 2 digit number	23 + 10 = 33 49 + 10 = 59
Double 11, 12 and 13 and inverse	Double 11 is 22, Half of 26 is 13
Recognise ½ and ¼ of object shape or quantity	
Equivalent measures	
	60 minutes = 1hour How many minutes in half an hour? How many minutes in two hours?

Year 2 Autumn 2 KIRFs

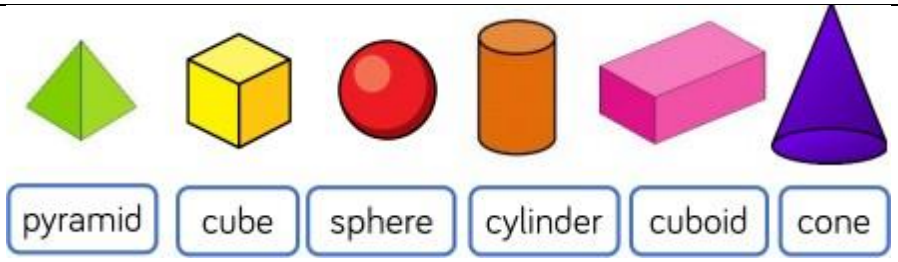
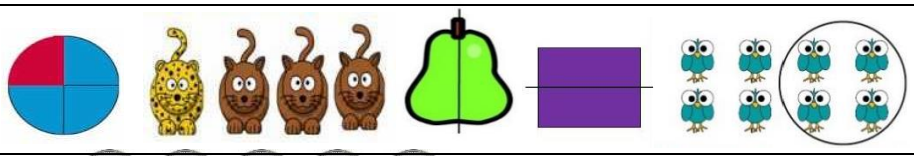
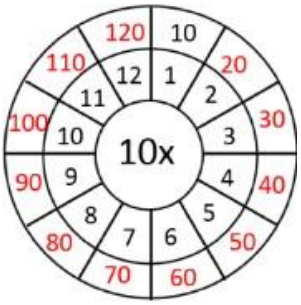
Key Instant Recall Facts (KIRFs) are designed to support the development of the mental skills that underpin much of the maths work in school. Instant recall facts help enormously with mental agility within maths lessons.

KIRF this term is:

1+19 = 20 2+18 = 20 3+17 = 20
4+16 = 20 5+15 = 20 6+14 = 20
7+13 = 20 8+12 = 20 9+11 = 20

Please learn these facts with their inverses e.g. 20–7 = 13
and commutative pairs e.g. 8+12 is the same as 12+8

In addition you can help by practising the following:

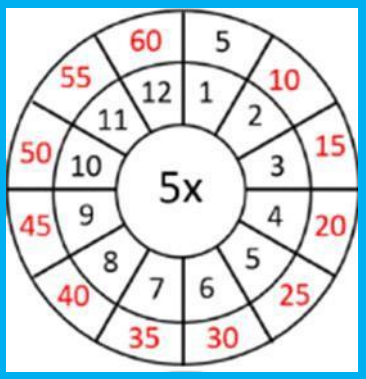
Count in 10s from any given number forwards and back	87, 77, 67, 57 … 17, 7
Cube, cuboid, pyramid, sphere, cone, cylinder	
Subtract 10 from any 2 digit number	23 - 10 = 13 68 + 10 = 78
Double 14, 15, 16 and inverse	Double 14 is 28, Half of 32 is 16
Recognise ½ and ¼ of object, shape or quantity	
How many 10ps in £1	
10 x table and related division facts 	1x10=10 2x10=20 3x10=30 4x10=40 5x10=50 6x10=60 7x10=70 8x10=80 9x10=90 10x10=100 11x10=110 12x10=120 10÷10=1 20÷10=2 30÷10=3 40÷10=4 50÷10=5 60÷10=6 70÷10=7 80÷10=8 90÷10=9 100÷10=10 110÷10=11 120÷10=12

Year 2 Spring 1 KIRFs

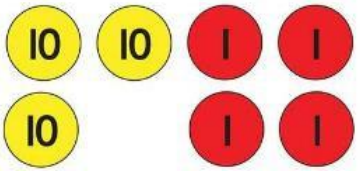
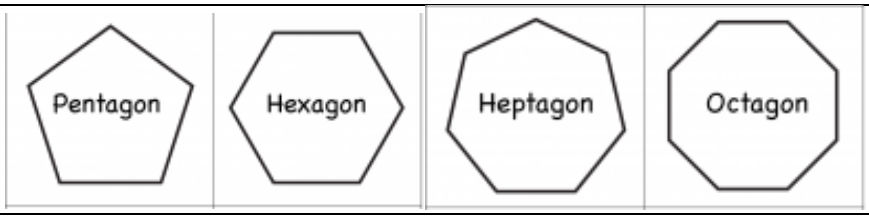
Key Instant Recall Facts (KIRFs) are designed to support the development of the mental skills that underpin much of the maths work in school. Instant recall facts help enormously with mental agility within maths lessons.

Your child's KIRF this term is: 5 x table and related division facts

1x5=5	5÷5=1
2x5=10	10÷5=2
3x5=15	15÷5=3
4x5=20	20÷5=4
5x5=25	25÷5=5
6x5=30	30÷5=6
7x5=35	35÷5=7
8x5=40	40÷5=8
9x5=45	45÷5=9
10x5=50	50÷5=10
11x5=55	55÷5=11
12x5=60	60÷5=12



In addition you can help by practising the following:

Find 5 more and 5 less	5 less is 29  5 more is 39
Bonds to 20	14 + _ = 20 _ + 2 = 20
Add multiples of 10	10 + 30 = 40 50 + 20 = 70
Double 17, 18, 19 and 20 and inverse	Double 17 is 34, Half of 40 is 20
How many 5ps in 10p	 = 
How many 5ps in 20p	 = 
Hours in a day	1 day = 24 hours How many hours in two days?
Pentagon, hexagon, heptagon, octagon	

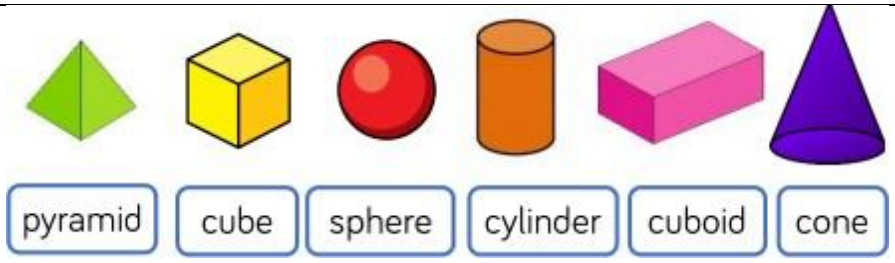
Year 2 Spring 2 KIRFs

Key Instant Recall Facts (KIRFs) are designed to support the development of the mental skills that underpin much of the maths work in school. Instant recall facts help enormously with mental agility within maths lessons.

Your child's KIRF this term is:

1x5=5	2x5=10
3x5=15	4x5=20
5x5=25	6x5=30
7x5=35	8x5=40
9x5=45	10x5=50
11x5=55	12x5=60

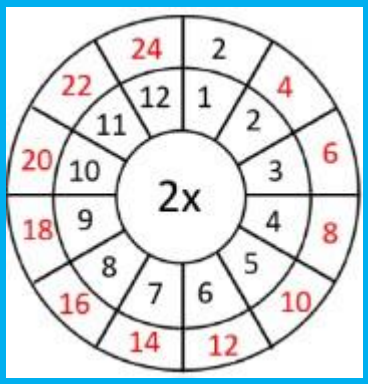
In addition you can help by practising the following:

Count on and back in 5s from any number	54, 49, 44, 39, 34, … 9, 4
Bonds to 20	14 + _ = 20 _ + 2 = 20
Subtract multiples of 10	70 - 30 = 40 50 - 20 = 30
Double numbers to 20 and inverse	Double 17 is ?, Half of ? is 20
How many 5ps in 50p	 = 
How many 5ps in £1	 = 
Cube, cuboid, pyramid, sphere, cone, cylinder	
Recognise $\frac{1}{3}$ and $\frac{3}{4}$ of object shape or quantity	

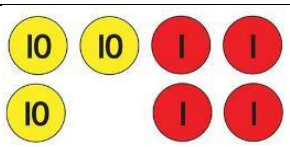
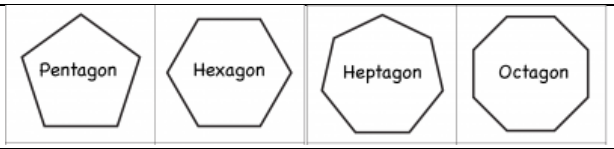
Year 2 Summer 1 KIRFs

Key Instant Recall Facts (KIRFs) are designed to support the development of the mental skills that underpin much of the maths work in school. Instant recall facts help enormously with mental agility within maths lessons.

KIRF this term is: 2 x table and related division facts

1x2=2		2÷2=1
2x2=4		4÷2=2
3x2=6		6÷2=3
4x2=8		8÷2=4
5x2=10		10÷2=2
6x2=12		12÷2=6
7x2=14		14÷2=7
8x2=16		16÷2=8
9x2=18		18÷2=9
10x2=20		20÷2=10
11x2=22		22÷2=11
12x2=24		24÷2=12

In addition you can help by practising the following:

Find 2 more and 2 less	2 less is 32		2 more is 36
Bonds to 100 in multiples of 10	20+80 = 100	40+60 = 100	70+30 = 100
Recognise odd and even	0 2 4 6 8 For example 4, 56, 750		1 3 5 7 9 For example 9, 83, 641
How many 2ps in 10p	 = 		
How many 2ps in 20p	 = 		
Pentagon, hexagon, heptagon, octagon			
Recognise $\frac{1}{3}$ and $\frac{3}{4}$ of object shape or quantity			

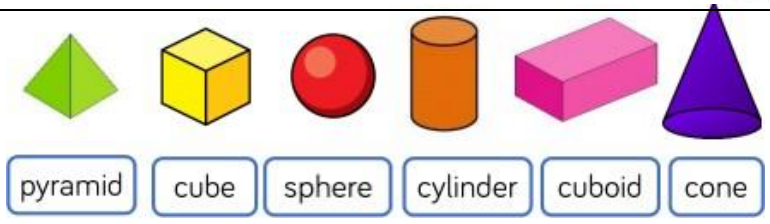
Year 2 Summer 2 KIRFs

Key Instant Recall Facts (KIRFs) are designed to support the development of the mental skills that underpin much of the maths work in school. Instant recall facts help enormously with mental agility within maths lessons.

KIRF this term is:

10+90 = 100 20+80 = 100
30+70 = 100 40+60 = 100
50+50 = 100 60+40 = 100
70+30 = 100 80+20 = 100
90+10 = 100

In addition you can help by practising the following:

Count in 2s from any number	32, 34, 36, 38, 40, 42
How many 2ps in 20p	
How many 2ps in 50p	
Cube, cuboid, pyramid, sphere, cone, cylinder	
Recognise $\frac{1}{3}$ and $\frac{3}{4}$ of object shape or quantity	
Addition facts for multiples of 10 to 100	20+70 = 90 40+30 = 70 20+30 = 50
Recognise odd and even	0 2 4 6 8 Examples: 4, 56, 730 | 1 3 5 7 9 Examples: 9, 83, 641

Year 2 Summer 3 KIRFs

Key Instant Recall Facts (KIRFs) are designed to support the development of the mental skills that underpin much of the maths work in school. Instant recall facts help enormously with mental agility within maths lessons.