

**KEY INSTANT RECALL FACTS (KIRFs) YEAR 1 SUMMER 1 HOME LEARNING**

**I know doubles and halves of numbers to 20.**

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

0 + 0 = 0 11 + 11 = 22 ½ of 0 = 0 ½ of 22 = 11

**Key Vocabulary**

What is **double** 9?

What is **half** of 26?

1 + 1 = 2 12 + 12 = 24 ½ of 2 = 1 ½ of 24 = 12

2 + 2 = 4 13 + 13 = 26 ½ of 4 = 2 ½ of 26 = 13

3 + 3 = 6 14 + 14 = 28 ½ of 6 = 3 ½ of 28 = 14

4 + 4 = 8 15 + 15 = 30 ½ of 8 = 4 ½ of 30 = 15

5 + 5 = 10 16 + 16 = 32 ½ of 10 = 5 ½ of 32 = 16

6 + 6 = 12 17 + 17 = 34 ½ of 12 = 6 ½ of 34 = 17

7 + 7 = 14 18 + 18 = 36 ½ of 14 = 7 ½ of 36 = 18

8 + 8 = 16 19 + 19 = 38 ½ of 16 = 8 ½ of 38 = 19

9 + 9 = 18 20 + 20 = 40 ½ of 18 = 9 ½ of 40 = 20

10 + 10 = 20 ½ of 20 = 10

**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 counting step of the day. If you would like more ideas, please speak to your child’s teacher.

**Ping Pong** – In this game, the parent says, “Ping,” and the child replies, “Pong.” Then the parent says a number and the child doubles it. For a harder version, the adult can say, “Pong.” The child replies, “Ping,” and then halves the next number given.

**Practise online** – Go to www.conkermaths.com and see how many questions you can answer in just 90 seconds.

The following game allows children to practise doubling and halving to 10 and 20: <http://www.topmarks.co.uk/maths-games/hit-the-button>