KIRF	Suggested activities to rehearse the KIRF
Year 1 To know number bonds to 10 and number bonds for each number.	**Towers** Use snap cubes (or Lego bricks) in two different colours. Build a tower of bricks using as many different combinations of the same 2 colours as possible. **Ten Towers**. Print out or draw a blank Ten Towers ask the children to colour in the Ten Tower in as many different combinations of **two colours** as possible. **Snap Challenge**. At any random time during the day call out "**Snap Challenge"** - Number Bonds to 10 - I give you 4!" Your child must quickly answer 6! Give 3 or 4 challenges at a time. Encourage your child to Snap Challenge you, too. **SPLAT!** Place numerals from 0 to 10 on the floor or IWB. Then get two pupils to stand in front of the board. When you call out a number bond to 10 first pupil to "splat" the answer is the winner. You can play this individually or split the class into two teams and keep score. **Numbots**
Year 2 To know multiplication and division facts for the 10 times table.	**Use what they already know** – If your child knows that 10 x 2 = 20, they can use this fact to work out that 20 ÷ 2 = 10 I know _____ so I know that ____ **Flash cards** – with the multiplication and division facts on. The front and answers on the back. When you show a random fact the child who says the correct answer is the winner. You can play this individually or split the class into two teams and keep score. If they get it wrong, turn the card back over and their partner has a try. Repeat. SEN learners could be supported with a multiplication square. **Multiplication Bingo (for 10s)** – Those who struggle could share a bingo game board in a group.

	Roll and Answer Roll a 0-9 dice –children need to answer in their jotters / on a WB as quick as they can the answer to that number multiplied by 10. Multiplication squares can be used to support those that need it **Find the Pair** - Put the question and answers on separate cards. Place them all face down and try and find the answers to match the questions. **White Rose One Minute App** (you can specifically choose the 10 times table) **Hit the Button** **https://www.topmarks.co.uk/maths-games/hit-the-button** **Snap Challenge**. At any random time during the day call out "**Snap Challenge"** – Multiplications by 10 or Division by 10 (stay with one until the children clear in what you are asking) - I say 4!" The children must quickly answer 40! Give 3 or 4 challenges at a time. Encourage your child to Snap Challenge you, too. **White Rose One Minute App**

Year 3 To know multiplication and division facts for the 4 times table.	**Use what they already know** – If your child knows that 4 x 3 = 12, they can use this fact to work out that 12 ÷ 4 = 3 I know _____ so I know that ____ Using a counting hoop / counting stick – oral counting in that times tables. **Multiplication Bingo (for 4s)** – Those who struggle could share a bingo game board in a group. **Roll and Answer** Roll a 0-9 dice –children need to answer in their jotters / on a WB as quick as they can the answer to that number multiplied by 3. Multiplication squares can be used to support those that need it / support from adults to count up in multiples of 4. **Find the Pair** Put the question and answers on separate cards. Place them all face down and try and find the answers to match the questions **Digit card race** Using a set of 0-12 digit cards, mix the order up and turn all cards over in a row. How fast can you turn each card over and answer the multiplication fact x by a multiple of 4. If they get it wrong, turn the card back over and their partner has a try. Repeat. SEN learners could be supported with a multiplication square. **White Rose One Minute App** (you can specifically choose the 4 times table) **Hit the Button** **https://www.topmarks.co.uk/maths-games/hit-the-button** **Snap Challenge**.

	At any random time during the day call out "**Snap Challenge”** – Multiplications by 4 or Division by 4 (stick with one until the children clear in what you are asking) - I say 9!" The children must quickly answer 36! Give 3 or 4 challenges at a time. Encourage your child to Snap Challenge you, too. SEN learners could be supported with a multiplication square **White Rose One Minute App**
Year 4 To **know all the multiplication and division facts for all times tables up to 12 x 12**	**Use what they already know** – If your child knows that 4 x 3 = 12, they can use this fact to work out that 12 ÷ 4 = 3 I know _____ so I know that ____ **Snap Challenge**. At any random time during the day call out "**Snap Challenge”** – Multiplications by (teacher to decided) or Division by (teacher to decided) stick with one until the children clear in what you are asking – for example Multiplication by 9 - I say 9!" The children must quickly answer 81! Give 3 or 4 challenges at a time. Encourage your child to Snap Challenge you, too. SEN learners could be supported with a multiplication square **Hit the Button** **https://www.topmarks.co.uk/maths-games/hit-the-button** **Digit card race** Using a set of 0-12 digit cards, mix the order up and turn all cards over in a row. How fast can you turn each card over and answer the multiplication fact x by a multiple of (1 to 12). If they get it wrong, turn the card back over and their partner has a try. Repeat. SEN learners could be supported with a multiplication square. Dominoes On one side put a question and on the other side put a different answer. Play as a class or a group. **Snap** The traditional snap game but with questions and answers

	Tic-toc-bingo To play this game, Children need to create a tic-tac-toe board and then fill each space with a certain times table (up to 12). As the caller calls out a random question, students circled the numbers in their grid if they have them listed. The first person to get three in a row is the winner. You could reverse this where students write questions on the grid and the caller says the answer for example 81 students look for 9 X 9.

Year 5 To identify prime numbers up to 50.	**Tic-toc-bingo** To play this prime numbers game, Children need to create a tic-tac-toe board and then fill each space with a prime number up to 50. As the caller calls out a random prime numbers, students circled the numbers in their grid if they had them listed. The first person to get three in a row is the winner **Matching game** Have the prime number up to 50 on cards. The aim of this game is to match pairs of cards. Start with all the cards face up so children can focus on the maths rather than the memory aspect of the game. The game ends when the cards are matched. Once children are very secure you could have the cards face down or play with a scoring system – you start with 100 points, you lose 10 points whenever you turn over a card that don't match, and add 50 points whenever they **Snap** The traditional snap game but with prime numbers **Last one standing** Ask the children to stand and tell them that you will be calling out numbers up to 50, and they will need to decide if the number is prime number. If it is a prime number, they should jump; if it is not, they should sit down. The winner is the last one standing. **Prime Number Songs** https://www.youtube.com/watch?v=rK7i5XBtQPs&t=38s https://www.youtube.com/watch?v=cRz4hW9SPPc&t=37s **Play pick the prime number** **https://www.transum.org/Maths/Game/Primes/Pick.asp** **Find the prime number**

	Have a pack of playing cards and shuffle the deck and remove the jokers. Either remove aces, jacks, queens, and kings, or assign them number values. For example, tell your students aces are 1 and all face cards (kings, queens and jacks) are 11. Then lay 10 to 20 cards face-down in rows on a table or desk. Students take turns flipping over two playing cards at a time. The student whose turn it is needs to add the numbers together. If the resulting number is a prime number, they get to keep the cards. If not, they flip the cards back over, and the next student will take a turn **Throwing and catching a bean bag** – recall prime numbers SEN learners could be supported with a 100 square with the prime numbers shading in.
Year 6 To know the first 5 cube numbers.	**Cubed number fortune teller** **The fortune-telling cube number game is a visual aid to demonstrate how cubed numbers create a whole number as their product.** https://content.twinkl.co.uk/resource/94/d8/t-n-5544-cubed-numbers-fortune-teller-activity-sheet-.pdf?__token__=exp=1707125500~acl=%2Fresource%2F94%2Fd8%2Ft-n-5544-cubed-numbers-fortune-teller-activity-sheet-.pdf%2A~hmac=66f3da014ebade2be93714f1d6704585fa267f63c942bebc94774f39212cd79a Sorting https://wordwall.net/resource/45190/maths/square-and-cube-numbers-using-sort **Cube number up to 10** https://www.purposegames.com/game/cube-numbers-up-to-10-cubed-game .