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| Key Instant Recall Facts Year 3 – Summer 1  |

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**I can count up and down in tenths. I can recognise decimal equivalent of tenths.**

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

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|   You might use a number line to help count on/back in steps of tenths.  |
| The children are introduced to the decimal equivalents of tenths:  0.1= 1/10 0.2 = 2/10  0.3 = 3/10 0.4 = 4/10  0.5 = 5/10 0.6 = 6/10  0.7 = 7/10 0.8 = 8/10  0.9 = 9/10 1.0 = 10/10 etc.  |

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 but instead choose to focus on different aspects at different times.

Games: Make decimal and fraction equivalent cards and play snap/pairs.

<https://www.topmarks.co.uk/maths-games/daily10>- fraction/decimal sections

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| Key Instant Recall Facts Year 3 – Summer 2  |

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**I can multiply and divide 1 digit numbers by 10.**

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

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| Multiplying by 10: When you multiply by 10, the digits move one place to the **left**.  3 x 10 = 30  6 x 10 = 60  8 x 10 = 80   |
| Dividing by 10: When you divide by 10, the digits move one place to the **right**.  50 ÷ 10 = 5  90 ÷ 10 = 9  100 ÷ 10 = 10    |

**Key vocabulary**

 Ten times **smaller** Move the **digits** one place to the left

 Ten times **bigger** Move the **digits** one place to the right

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 but instead choose to focus on different aspects at different times.

Games: <https://www.topmarks.co.uk/maths-games/hit-the-button>- x and ÷ by 10 sections