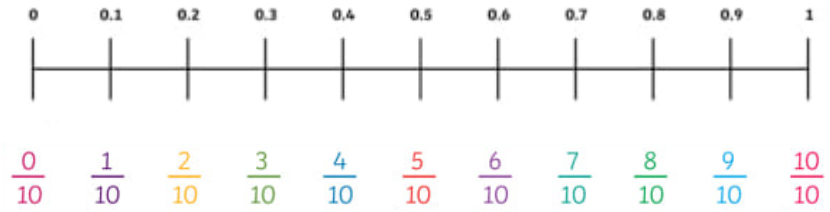
Key Instant Recall Facts

Year 3 – Summer 1

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**.



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

Key Instant Recall Facts

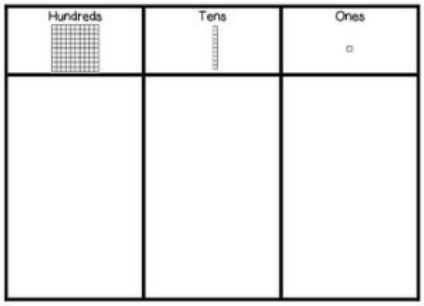
Year 3 – Summer 2

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**.

Multiplying by 10:

When you multiply by 10, the digits move one place to the **left**.



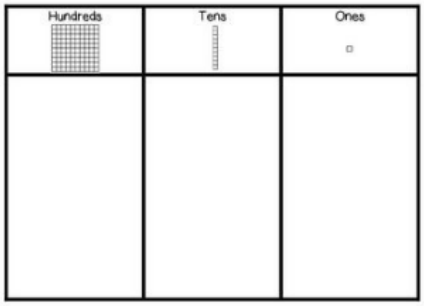
3 x 10 = 30

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