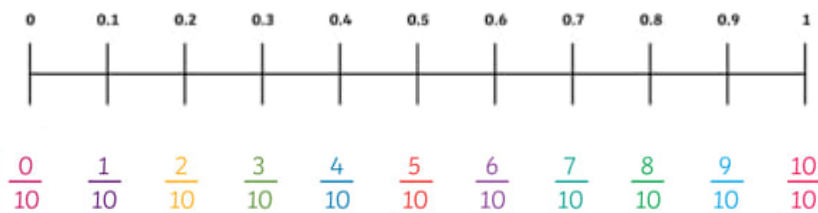# Key Instant Recall Facts

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

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**.

Hundreds	Tens	Ones

$3 \times 10 = 30$

$6 \times 10 = 60$

$8 \times 10 = 80$

Dividing by 10:

When you divide by 10, the digits move one place to the **right**.

Hundreds	Tens	Ones

$50 \div 10 = 5$

$90 \div 10 = 9$

$100 \div 10 = 10$

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