

# **Mathematics Quick-Fire Recall Cards - Guidance**

**Commissioned by The PiXL Club Ltd.**

**January 2015**

This resource is strictly for the use of member schools for as long as they remain members of The PiXL Club. It may not be copied, sold nor transferred to a third party or used by the school after membership ceases. Until such time it may be freely used within the member school.

All opinions and contributions are those of the authors. The contents of this resource are not connected with nor endorsed by any other company, organisation or institution.

© Copyright The PiXL Club Ltd, 2014

 [www.pixl.org.uk](http://www.pixl.org.uk/) The PiXL Club Ltd, Company number 07321607

**Maths Quick-Fire Recall Cards**

The purpose of the ***Maths Quick Recall Cards*** is to help Key Marginal pupils *learn, recall* and *remember* key mathematical facts that are vital in helping them gain a sound understanding of a range of important mathematical concepts.

The recall cards have been colour coded within the following mathematical domains. This allows for each domain to be learnt separately at first but as children gain confidence a selection of cards can be chosen across the domains within a session.

* Number: White
* Fractions: Blue
* Shape/Geometry: Yellow
* Measurements: Pink
* Statistics: Green

Repetition of these key facts on a daily basis will help secure pupils’ learning. The most effective method is to ensure that pupils have the opportunity to work with the recall cards in a short, sharp and focussed manner. ‘Little and often’ works best.

Two sets of the recall cards have been devised (both sets contain the same key mathematical facts and have the same colour coding) to allow for a variation of learning when using the cards.

* **Set 1** **is designed with key word(s) from the definition being omitted.**

This set can be used in whole group teaching where the teacher holds up the recall cards and pupils work on their whiteboards to fill in the missing words. The cards can be used as a ‘quick fire’ starter, a mini plenary or a short ‘brain’ exercise whilst lining up for assembly or lunch!

Furthermore, the cards can also be used independently by pupils to fill in the missing words and then check their answers against the completed definitions that are provided in the set.

As pupils gain confidence ‘time’ targets can be set to complete a defined number of cards or pupils can try to complete as many cards as possible within a set time e.g. 7 minutes. The next time the pupils play, their aim should be to beat the number of cards they completed correctly in the same amount of time.

For pupils who need further scaffolding, the omitted words could be given on post-it notes/cards and pupils have to select the missing words.

* **Set 2 is designed as a ‘matching’ game.** There are two Maths Recall cards for each key maths fact. One card states the *key word* and the second card gives the *complete* *definition* of the key word. Pupils can work independently or in pairs to match the two cards. Again, when pupils gain confidence in matching the sets of cards, ‘time’ targets can be used for pupils to play against each other or to time themselves independently to see how many fact cards they can match in a given set time.

**Printing the cards:** The cards have been formatted to print onto business card size. For cards in Set 1, please ensure that you set the printer to print double sided in order that the cards are printed back to back.