TIMES TABLE SQUARE!

The times table square could be used for:

- Revising tables
- Exploring patterns
- Checking answers in independent work

×	1	2	3	4	5	6	7	8	9	10	11	12
1	1	2	3	4	5	6	7	8	9	10	11	12
2	2	4	6	8	10	12	14	16	18	20	22	24
3	3	6	9	12	15	18	21	24	27	30	33	36
4	4	8	12	16	20	24	28	32	36	40	44	48
5	5	10	15	20	25	30	35	40	45	50	55	60
6	6	12	18	24	30	36	42	48	54	60	66	72
7	7	14	21	28	35	42	49	56	63	70	77	84
8	8	16	24	32	40	48	56	64	72	80	88	96
9	9	18	27	36	45	54	63	72	81	90	99	108
10	10	20	30	40	50	60	70	80	90	100	110	120
11	11	22	33	44	55	66	77	88	99	110	121	132
12	12	24	36	48	60	72	84	96	108	120	132	144

TUDHOE COLLIERY PRIMARY SCHOOL

Times Tables Games & Strategies

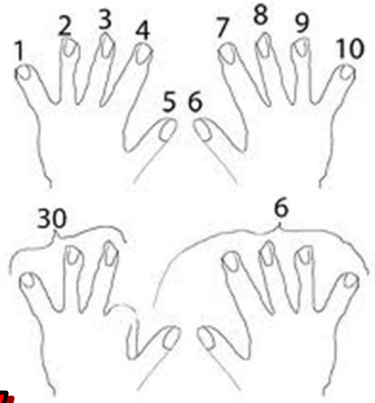
1 x 2 = 2	1 x 3 = 3	1 x 4 = 4	1 x 5 = 5
2 x 2 = 4	2 x 3 = 6	2 x 4 = 8	2 x 5 = 10
3 x 2 = 6	3 x 3 = 9	3 x 4 = 12	3 x 5 = 15
4 x 2 = 8	4 x 3 = 12	4 x 4 = 16	4 x 5 = 20
5 x 2 = 10	5 x 3 = 15	5 x 4 = 20	5 x 5 = 25
6 x 2 = 12	6 x 3 = 18	6 x 4 = 24	6 x 5 = 30
7 x 2 = 14	7 x 3 = 21	7 x 4 = 28	7 x 5 = 35
8 x 2 = 16	8 x 3 = 24	8 x 4 = 32	8 x 5 = 40
9 x 2 = 18	9 x 3 = 27	9 x 4 = 36	9 x 5 = 45
10 x 2 = 20	10 x 3 = 30	10 x 4 = 40	10 x 5 = 50
11 x 2 = 22	11 x 3 = 33	11 x 4 = 44	11 x 5 = 55
12 x 2 = 24	12 x 3 = 36	12 x 4 = 48	12 x 5 = 60

1 x 6 = 6	1 x 7 = 7	1 x 8 = 8	1 x 9 = 9
2 x 6 = 12	2 x 7 = 14	2 x 8 = 16	2 x 9 = 18
3 x 6 = 18	3 x 7 = 21	3 x 8 = 24	3 x 9 = 27
4 x 6 = 24	4 x 7 = 28	4 x 8 = 32	4 x 9 = 36
5 x 6 = 30	5 x 7 = 35	5 x 8 = 40	5 x 9 = 45
6 x 6 = 36	6 x 7 = 42	6 x 8 = 48	6 x 9 = 54
7 x 6 = 42	7 x 7 = 49	7 x 8 = 56	7 x 9 = 63
8 x 6 = 48	8 x 7 = 56	8 x 8 = 64	8 x 9 = 72
9 x 6 = 54	9 x 7 = 63	9 x 8 = 72	9 x 9 = 81
10 x 6 = 60	10 x 7 = 70	10 x 8 = 80	10 x 9 = 90
11 x 6 = 66	11 x 7 = 77	11 x 8 = 88	11 x 9 = 99
12 x 6 = 72	12 x 7 = 84	12 x 8 = 96	12 x 9 = 108

1 x 10 = 10	1 x 11 = 11	1 x 12 = 12
2 x 10 = 20	2 x 11 = 22	2 x 12 = 24
3 x 10 = 30	3 x 11 = 33	3 x 12 = 36
4 x 10 = 40	4 x 11 = 44	4 x 12 = 48
5 x 10 = 50	5 x 11 = 55	5 x 12 = 60
6 x 10 = 60	6 x 11 = 66	6 x 12 = 72
7 x 10 = 70	7 x 11 = 77	7 x 12 = 84
8 x 10 = 80	8 x 11 = 88	8 x 12 = 96
9 x 10 = 90	9 x 11 = 99	9 x 12 = 108
10 x 10 = 100	10 x 11 = 110	10 x 12 = 120
11 x 10 = 110	11 x 11 = 121	11 x 12 = 132
12 x 10 = 120	12 x 11 = 132	12 x 12 = 144

9X TABLE ON YOUR FINGERS!

1. Hold your hands in front of you with your fingers spread out.
2. For 9 X 4 bend your fourth finger down (like the picture)
3. You have 3 fingers in front of the bent finger and 6 after the bent finger. Thus the answer must be 36!
4. This technique works for the 9 times tables up to 10.



9 x 4 = 36

SUPERFINGERS!

This is a game for two players!

The game is basically a version of stone, paper, scissors but with numbers. Two players count to three and then make a number using their fingers.

Both players then have to multiply both the numbers together and the quickest wins. The first to write the word SUPERFINGERS is the winner!


Player 1


Player 2

= 5 x 3!

MULTIPLICATION SNAP!

You will need a deck of cards for this game!

1. Flip over the cards as though you are playing Snap.
2. The first one to say the fact based on the cards turned over (a two and a three = Say "6") gets the cards.
3. The person to get all of the cards wins!

RHYME TIME!

Silly rhymes can help children learn tricky tables, eg.

8 x 8 = 64 He ate and ate and he sticks in the door, eight times eight is 64.

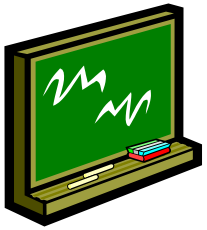
6 x 6 = 36 Swing from tree to tree on a vine, three times three is nine.

6 x 8 = 48 Six and eight got along great, multiplied together and they made forty eight.

Children can write their own for the tricky multiplications .

ONE LESS = NINE!

This is a strategy for learning the 9 x table. The key to it is that for any answer in the 9 times table, both digits add up to 9. Try it and see!



1. Subtract 1 from the number you are multiplying by 9. Eg. 7 x 9, one less than 7 is 6
2. This number becomes the first number in the answer. 7 x 9 = 6_
3. The two numbers in the answer add up to 9 so the second number must be 3. 7 x 9 = 63

BINGO!

This game will need two players!

Make a grid of six squares on a piece of paper and ask your child to write a number in each square from the target table. Give them a question and if they have the answer, they mark the number off. First one to cross off all their numbers is the winner!

LEARNING TABLES!

The National Curriculum states that children are expected to know their times tables up to 12 x 12 (with the corresponding division facts) by the end of Year 4.

The table shows the tables children are expected to learn in each year group.

Knowledge of times tables really does help the children with all areas of their Maths and is a very quick way in which you can help your child with their Maths at home. Just 5 minutes a day reciting times tables can help your child massively. The key is 'little and often .'

Children don't have to practise the tables from their year group. For example, your child may be in Year 5 but still not fully secure with the 3 and 4 times tables – these would then be the ones they would practise first!

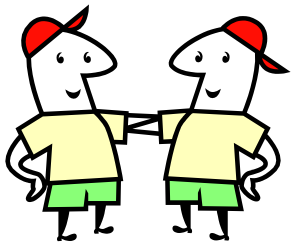
Year	Tables
Year 2	2x 5x 10x
Year 3	3x 4x 8x
Year 4	6x 7x 9x 11x 12x

TRICKY SIXES

Six times table can be tricky to learn. One helpful trick is that in the 6 x table, when you multiply an even number by 6, they both end in the same digit:

2 x 6 = 12

DOUBLE, DOUBLE!



A quick trick for learning the fours is just to double, double. Double the number and double again.

Eg. 3 x 4 ___double 3 is 6, double 6 is 12___3 x 4 = 12!

SING A SONG OF TABLES!

Singing tables can be a really good way for the children to learn. Most book shops and toy shops will have CDs of times tables songs that the children can sing along to, or you could always make up your own to a known tune!

SPEED TABLES!

Time challenges can be a really good way of helping times tables become automatic. Some ideas we use in school are:

- Measuring the time is takes to write the table, then trying to beat that time
- Seeing how many times you can write that table in one minute
- Races/challenges against other people

LOOKING FOR PATTERNS...

Being able to spot patterns in numbers is an important skill and can also help with learning tables. Children can investigate these multiplication rules:

- Odd number x odd number = odd number (Eg. 3 x 5 = 15)
- Even number x even number = even number (Eg. 4 x 6 = 24)
- Odd number x even number = even number (Eg. 3 x 6 = 18)

FLASH CARDS

Once children know the times table facts in order, they can use flashcards to practice the facts out of order. They could just use them to answer questions, or for an extra challenge, try it against the clock!

Flash cards could also be stuck around the house to help children learn the facts!

Flashcards can be bought in most book/toy shops.

TT ROCKSTARS

There are a range of different games that children can play on the site (as shown by the table below). The best game for children to start off with would be 'Garage' as this is where the children practise the times tables that they specifically need to work on.

Once your child is secure with all tables, (Y4 upwards, but earlier depending on how much practice they do!) they can try games such as Studio and Soundcheck to give them quickfire practice at mixed times tables.

	SCHEDULE SET BY TEACHER	QUESTIONS UP TO 12X12	
SINGLE PLAYER	GARAGE BEST FOR PRACTICE 10 COINS PER ANSWER	STUDIO EARN A ROCK SPEED AND STATUS	SOUNDCHECK MULTIPLICATION CHECK EMULATOR
MULTI PLAYER	ARENA COMPETE AGAINST CLASSMATES	FESTIVAL TAKE ON THE WORLD	ROCK SLAM 1 VS 1 AGAINST TEACHERS AND SCHOOL FRIENDS