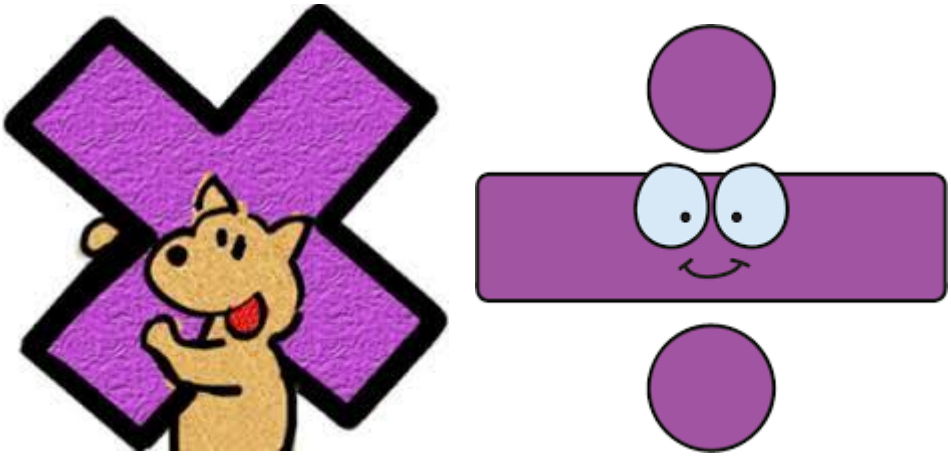
Great Wood Primary School



How can I support my child in learning the times tables and related division facts?

Why learn the times tables?

It is important for children to learn the times tables and related division facts so that they are able to become fluent mathematicians. Knowing these facts will enable them to calculate quickly and become proficient problem solvers.

At Great Wood, we recognise and appreciate the importance of parental support. We hope that this booklet will provide you with a selection of ideas for you to use when helping your child at home. Short bursts of daily practice are more effective than spending hours once a week!

What are the Times Tables Maths Whizz Bands?

From Year 2 onwards, depending on the readiness of the child, Great Wood have an incentive scheme for learning the times tables and related division facts. The children will be tested each week and after passing three consecutive timed, written tests, they will receive a Maths Whizz band. These are given out at the end of each half term in a celebratory assembly.

What are the year group expectations?

The National Curriculum 2014 sets out Key Learning for each year group. The expectation is that all children will be able to recall all the times tables facts up to 12 x 12 by the end of Year 4. At Great Wood, pupils may learn times tables from different year groups, depending on their ability.

Year group	Key Learning
EYFS	Know doubles of numbers to 5 and corresponding halves. Understand that doubling is the same as multiplying by 2.
Year 1	Count in multiples of twos, fives and tens.
Year 2	Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables.
Year 3	Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables.
Year 4	Recall and use multiplication and division facts up to 12 x 12.
Year 5 and 6	Consolidate skills learnt in previous year groups. Increase speed and accuracy of recall.

EYFS

Children are encouraged to develop a mental image of the size of numbers. They learn to think about equal groups or sets of objects in practical, real life situations.

Together, you could record these ideas as pictures. Also, you could practise creating doubles or sharing using objects from around the home, e.g. biscuits, fruit, buttons, pegs or stickers.

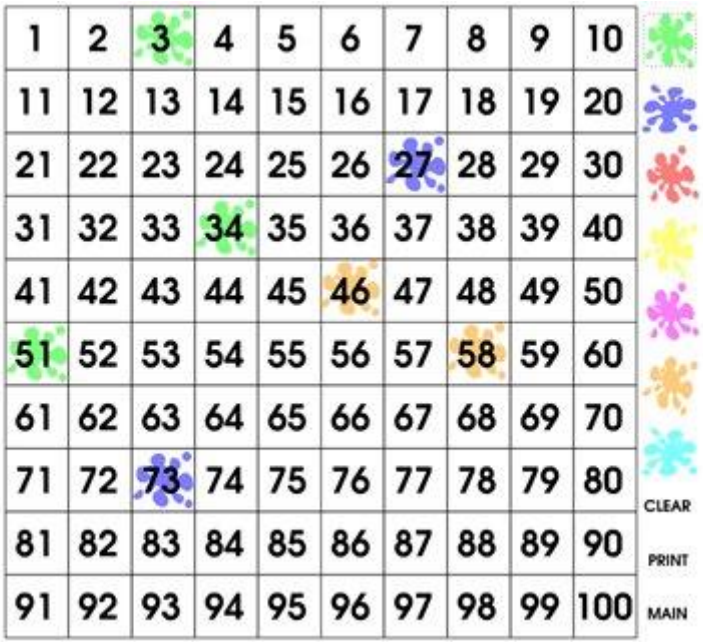
A child's jotting showing fingers on each hand as a double.

A child's jotting showing double three as three cookies on each plate.

Year 1

Number Splat online game:

http://www.primarygames.co.uk/pg2/splat/splatsq100.html



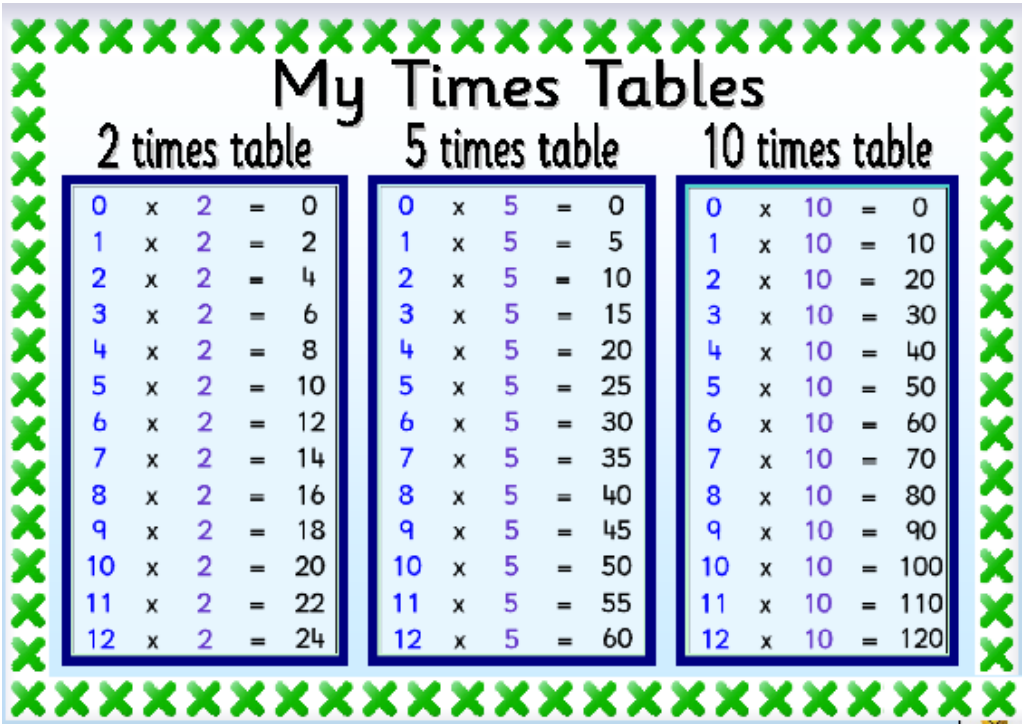
A 100 square can be used to support children learning to count in steps of 2, 5 and 10. Can you and your child notice any patterns?

Singing and chanting

These "old-fashioned" strategies still help. Say the multiples as you go up the stairs (multiples of 2, 5 or 10). Time how quickly children can do it. Can they do it backwards when they come back down? (Please walk forwards though we don't want to be responsible for any A&E trips!)

Year 2

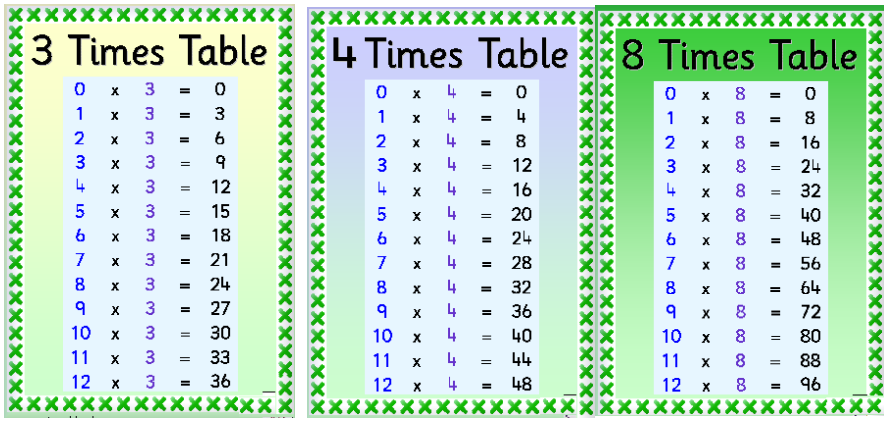
Similar activities can be used to those listed in the Year 1 section. However, in Year 2, the expectation is that the children learn their 2, 5 and 10 times tables in a more formal way.



Bingo

This game will need 2 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 tables. Give them a question and if he or she has the answer, it can be marked off. The first one to mark off all their numbers is the winner!

Year 3



Doubles

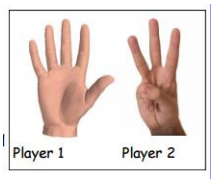
It helps to learn the doubles. If children are able to double they don't just learn the two times tables. They can quickly remind themselves of other facts. For 8 x 6 – double six (2x6=12), double again (4x6=24), double again (8x6=48).

Writing them

For the arty children, make a tables poster for the wall at home.

Rock, Paper, Tables

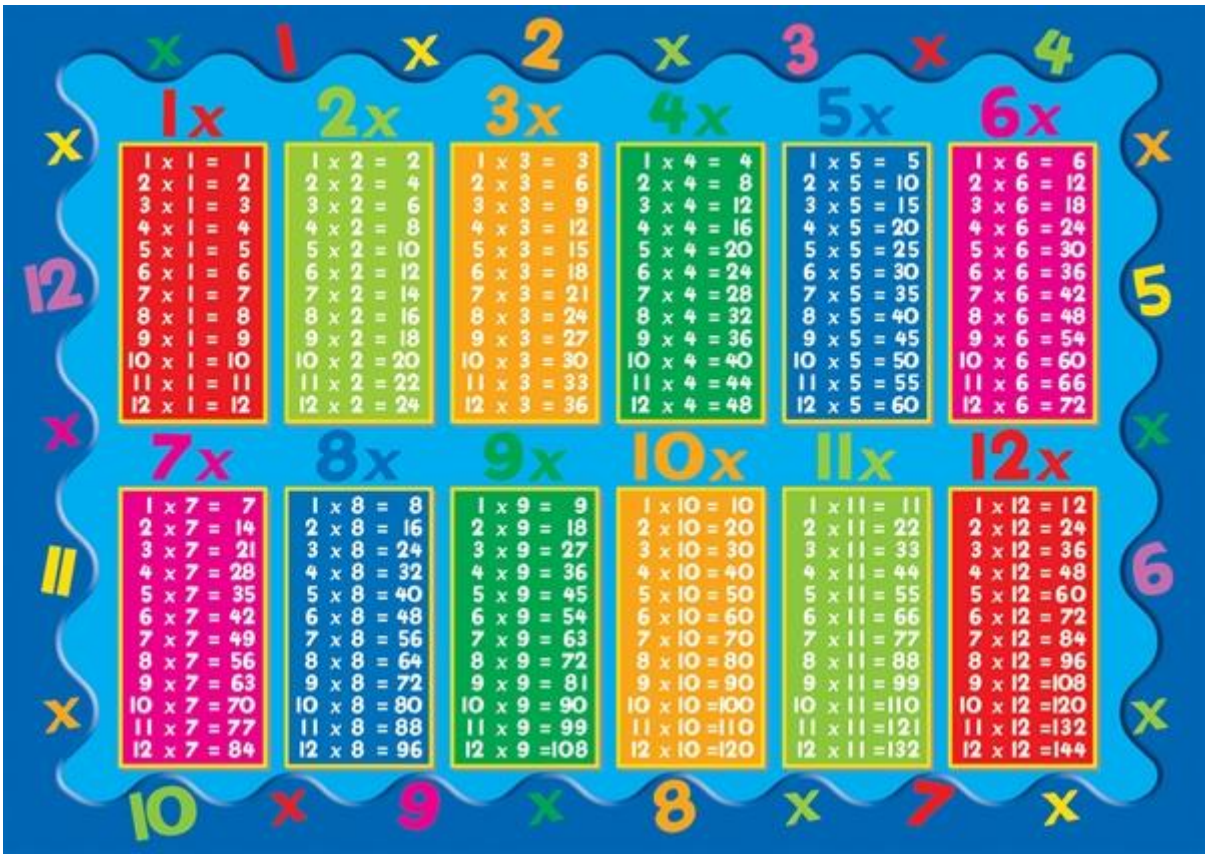
This is a game for two players. The game is basically a version of rock, paper, scissors but with numbers. Two players count to 3 and then make a number using their fingers. Both players then have to multiply both numbers together and the quickest wins.



In year 3, your child will be introduced to Times Tables Rock Stars. This is a fun and challenging online programme designed to help them master the times tables and boost their recall speed. Years 3 and 4 will have daily 5 minute sessions in school and the whole of key stage 2 will be able to use the programme as a homework tool. If there are any reasons why your child is unable to access the internet from home, your class teacher will be able to provide a paper version of the practice sessions.

Please see the attached Times Tables Rock Stars parent guide for support on how to use the website (ttrockstars.com). Links to both the website and the parent guide document, can be found on the school website.

Year 4



Fizz Buzz

(If you've got older siblings to join in – this works well)

Count around in a group with each person taking it in turns to say the next number. Count again, but instead of saying the number the child has to say fizz instead of the multiples of 5. For example 1, 2, 3, 4 fizz, 6, 7, 8, 9 fizz. Repeat this time saying buzz for multiples of 3. A challenge is to say fizz for the multiples of 3 and buzz for the multiples of 5. This game can be adapted for other multiples. This

game helps children rehearse the pattern of multiples. What do you say instead of 15?

Multiplication snap

You will need a deck of cards for this game. Flip over the cards as though you are playing snap. The first to say the fact based on the cards turned over (a 2 and a 3 = say 6) gets the cards. The person to get all of the cards wins.

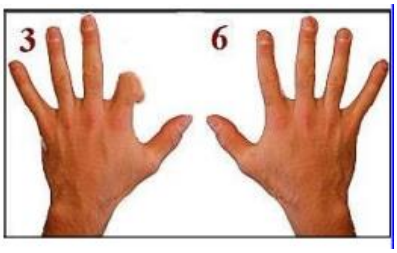
Nine times tables on your fingers

1. Hold your hands in front of you with your fingers spread out.

2. For 9 x 4 bend your 4th finger down (like the picture).

3. You have 3 fingers in front of the bent finger and 6 after the bent finger. Therefore, the answer must be 36!

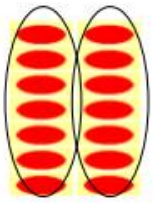
4. The technique works for the 9 times table up to 10.



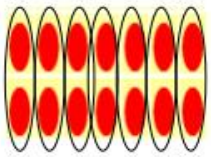
Year 5 and 6

Learn 1 get 1 free!

Multiplication is perfect for switchers! For example 7 x 2 gives the same result as 2 x 7. Knowing this means children reduce the number of times table facts they need to learn, by half!



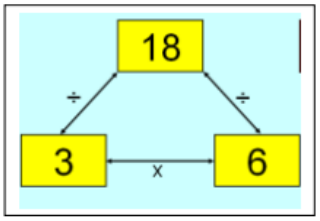
2 lots of 7



7 lots of 2

Four facts

Children learn the relationship between multiplication and division. They should learn that 6 x3= 18, 3 x 6= 18, 18 ÷3 = 6 and 18 ÷ 6 =3. Children can make a set of 3 cards e.g. 18, 6 and 3. Cover one card and ask the children to explain the relationship. What is 3 multiplied by to give 18? How many 6s in 18? What is 18 divided by 3? Children then begin to use this to look at related facts. How many 30s in 180? How many 0.6s in 1.8?



Speed Table Challenge

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

- Measuring the time it takes to write the tables, then trying to beat the time.
- Seeing how many times you can write that table in 1 minute.
- Race/challenges against other people.

Flash Cards

Once children know the times table facts in order, they can use flash cards to practise 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!

Other ideas

Times Tables Square

You could cover over half of this times tables square because once you know half of the facts, you automatically know them all! For example, if you know that 2 x 5 is 10, you also know that 5 x 2 is 10 (see Learn one, get one free in the Year 5 and 6 section of this booklet).

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
1	1	2	3	4	5	6	7	8	9	10
2	2	4	6	8	10	12	14	16	18	20
3	3	6	9	12	15	18	21	24	27	30
4	4	8	12	16	20	24	28	32	36	40
5	5	10	15	20	25	30	35	40	45	50
6	6	12	18	24	30	36	42	48	56	60
7	7	14	21	28	35	42	49	56	63	70
8	8	16	24	32	40	48	56	64	72	80
9	9	18	27	36	45	54	63	72	81	90
10	10	20	30	40	50	60	70	80	90	100

Songs

Singing tables can be a really good way for the children to learn. Most book shops and toy shops will have CDs of times table songs that the children can sing along to, or you could always make up your own to a known tune! If you have access to the internet, there are also many times tables songs available on YouTube or other download sites.

Rhymes and patterns

Create rhymes to help children remember facts.

8 x 8 = 64 (I ate and I ate and was sick on the floor, 8 x 8 is 64)

8 x 7=56 (56=7 x 8) (the numbers in this times table fact are in order 5, 6, 7, 8!)

Dominoes

Place dominoes face down on the table. Player one takes a domino. Multiply the two numbers together and say the answer. If they are correct they can keep the domino. Continue the game with each player doing the same. The winner is whoever has the most dominoes at the end.

Websites

https://ttrockstars.com/home

http://resources.woodlands.kent.sch.uk/maths/timestable/interactive.htm

http://www.topmarks.co.uk/maths-games/hit-the-button

http://www.topmarks.co.uk/Flash.aspx?f=SpeedChallenge

http://www.what2learn.com/home/examgames/maths/subtraction/

http://www.bbc.co.uk/skillswise/game/ma13tabl-game-tables-grid-find

http://mathszone.co.uk/number-facts-x%C3%B7/