NAUNTON PARK PRIMARY SCHOOL

Times Tables

Games and ideas

The aim of this booklet is to share some ideas and games to help you improve your child's speedy recall of multiplication facts. We hope you find it helpful.

Useful Tips

- Initially, stick to one table at a time to minimise confusion.

- Start with chanting and writing tables out slowly in order.

- Then, move on to writing the table quickly in order or verbally chanting it.

- Finally, move onto answering tables questions in any order.

- As your child becomes more confident, ask them questions from any times table.

- Keep reminding your child that 3 x 4 is the same as 4 x 3 as this effectively halves the number of tables facts.

- Each table has a square number, 3 x 3 or 8 x 8 . These are special numbers which can act as a memory hook.

- Remember that there are ÷ facts hiding in times tables: 9 ÷ 3 = 3.

- Talk about numbers as you encounter them. If the answer to

  5 x 5 is your house number, use this as a memory hook. Maybe

  6 x 7 is Mum's age or 8 x 7 is Grandad's age.

  You can talk about times tables when dealing with money, playing a board game (use the dice to practise tables facts), playing cards (use the cards as digit cards), taking steps as you walk ("Take 4 lots of 2 steps. How many steps did you take?")

Websites and Apps

Multiplication Tables Check- like game

https://mathsframe.co.uk/en/resources/resource/477/Multiplication-Tables-Check

BBC Supermovers (dance routine for times tables)

https://www.bbc.co.uk/teach/supermovers/ks2-maths-the-7-times-table-with-moonbeam/zjp8y9q

Songs

https://www.youtube.com/watch?v=e7rYbk9PNuM

Other online games

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

https://www.topmarks.co.uk/times-tables/coconut-multiples

APPs

Dorling Kindersley—10 minutes a day times tables

Times table game—David Van Bergen

Maths for Kids—Angelico

Quick math—Shiny Things

And many, many more!

One less equals nine

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

- **Subtract 1 from the number you are multiplying it by**

  7 x 9 ⟶ **one less than 7 is 6.**

- **This number becomes the first number in the answer, so 7 x 9 = 6 ?**

- **6 + 3 = 9   Therefore, 7 x 9 = 63**

9x table on your fingers

1. Hold your hands in front of you with your fingers spread out.
2. For 9 x 4 bend down your 4th finger (like in the picture)
3. You have 3 fingers in front of the bent finger and 6 after. The answer to 9 x 4 is 36!
4. This technique works for the 9x table up to 10.
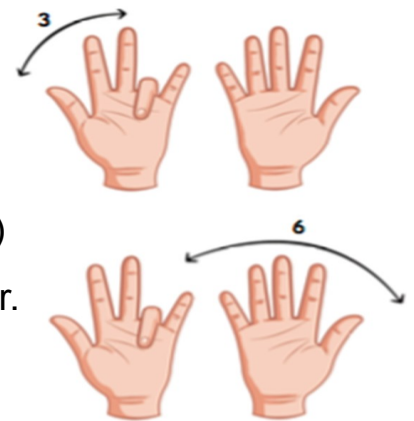
Bingo!

This game will need 2 players

Make a grid of 6 squares on a piece of paper and ask your child to write a number in each square from the target times table. You do the same.

Ask them a x table question and if they have the answer, they cross it off. They then ask you a question and the first to cross off all their numbers is the winner!

Super Fingers!

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 with their fingers.

Both players have to multiply both numbers together

and the quickest to shout out the total wins.

Looking for Patterns

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

- Odd number x odd number = odd number (3 x 5 = 15)

- Even number x even number = even number (4 x 6 = 24)

- Odd number x even number = even number (3 x 6 = 18)

Speed Tables

Time challenges can be a really good way of helping times tables become automatic. Some ideas you can try at home are:

- Measuring the time it times to write out a table, then trying to beat the time.

- Seeing how many times you can write out the table in 1 minute.

- Have a race—who can write out the table the quickest?

Number Squares

When numbers are placed in a number square,
times tables make a visual pattern. Some children find these visual
patterns help them to remember the table.

1	2	3	4	5	6	**7**	8	9	10
11	12	13	**14**	15	16	17	18	19	20
21	22	23	24	25	26	27	**28**	29	30
31	32	33	34	**35**	36	37	38	39	40
41	**42**	43	44	45	46	47	48	**49**	50
51	52	53	54	55	**56**	57	58	59	60
61	62	**63**	64	65	66	67	68	69	**70**
71	72	73	74	75	76	**77**	78	79	80
81	82	83	**84**	85	86	87	88	89	90
91	92	93	94	95	96	97	**98**	99	100

On the TES website you can find a resource for a 100 square.

https://www.tes.com/teaching-resource/100-square-6154596

Multiplication Snap!

You will need a deck of cards

1 Flip over the cards as though you are playing snap

2 The first to say the x table fact based on the cards turned over, wins the cards

3 The first person to get all the

Tricky Sixes

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

2 x 6 = 12   6 x 6 = 36

4 x 6 = 24   8 x 6 = 48

Double, Double

A quick trick for learning the

4x table is just to double, double. Simply double the number and then double it again.

3 x 4   double 3 is 6, double 6 is 12

5 x 4   double 5 is 10, double 10 is 20

Come and play multiplication

games with your child

in class...

Wednesday 29th April at 2.50pm