

Times tables Games and Strategies

At our school we believe it is a key skill to know times tables and division facts. We are often asked by parents how they can help their children learn these facts. Learning by rote is one strategy but there are also other activities you can use to help your children learn their tables. We hope this booklet will give you some ideas.

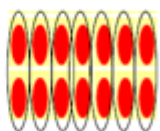
Strategies

Learn 1 get 1 free!

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



2 lots of 7



7 lots of 2

Double, double

A trick for learning the four times tables is to double, double. Double the number, and then double it again.

E.g. 3×4 – double 3 is 6, double 6 is 12 so $3 \times 4 = 12$

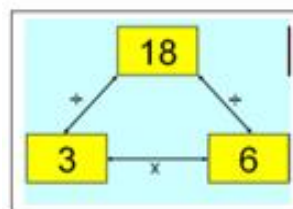
Speed Tables

Time challenges can be a good way of helping times tables become automatic. Some ideas include:

- Time how long it takes to write out a times table, then try to beat that time.
- See how many times tables facts from the target times tables can be written in one minute.
- Race against other people at home.

Four Facts

Children learn the relationship between multiplication and division. They should learn that $6 \times 3 = 18$, $18 \div 3 = 6$ and $18 \div 6 = 3$.



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? (As they get older – not in yr 3 don't panic! 😊)

Tricky Sixes

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

$$2 \times 6 = 12$$

$$4 \times 6 = 24$$

$$6 \times 6 = 36$$

$$8 \times 6 = 48$$

Table Square

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

Help children to see the patterns and so cut down on the number of facts to memorise. Highlight the facts you already know on the square and then start work on selected table facts. Children can be given times table squares like this one to complete with the missing table facts they are working on.

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Games you can play to help your child learn their Times Tables

Bingo

This game will need two players. Make a grid of six squares and ask your child to write a number in each square from their target tables. Give them a question and if they have the answer they can cross it off. The first person to mark all the numbers off is the winner.

Pairs

Make a set of 0-12 number cards. Turn them all face down – take it in turns to randomly turn one over and multiply by your chosen table (e.g. x3). If it's right you keep it – if not, it goes back face down. Play on your own – how quickly can you work them all out?

Singing Tables

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

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 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?

Beat your partner

Your topic could be a multiplication table. Two players needed. They stand with their backs to each other. Ask the pair a question – whoever knows the answer s/he turns around, give the answer and shouts gotcha! The winner can then choose somebody else to play against. This is a good way of practising multiplication facts and can be differentiated to suit the children that are playing each question.

Websites and Apps

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

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

<http://www.oswego.org/ocsd-web/games/mathmagician/maths1.html>

<http://www.oswego.org/ocsd-web/games/Ghostbusters1/gbcd.html>

