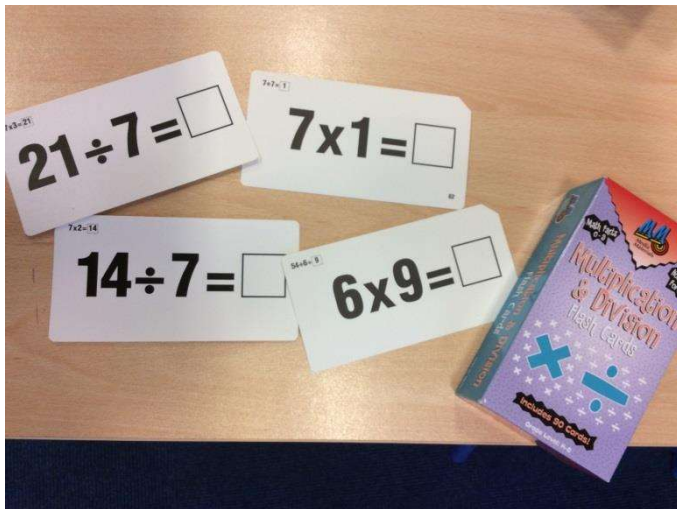


## Times Table Strategies

### Flashcards

Using coloured card, you can make simple games to help your child learn their times tables. For instance, cut some card into 24 identical pieces, and write out all the questions for one times table on 12 of the cards. Then write the answers on the other 12 cards. Spread them out on a table and see if your child can match them all up correctly. Once they are more confident, time them with a stopwatch. See if they can try to beat their own record each time they do it!



12x Table Flash Cards

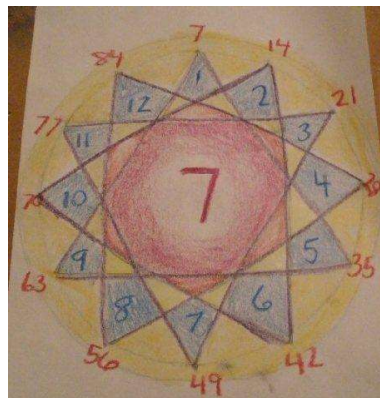
Fold here and glue together before cutting out.

7 x 12	84
8 x 12	96
9 x 12	108

### Single out the tricky one!

We all have a few particular times table questions that we get stuck on. If your child finds a particular equation difficult, for example  $7 \times 8 = 56$ , get them to 'single it out' by drawing it in bubble writing with marker pens on a big piece of paper. Stick it up in their room so they see it every time they walk in. You could get them to say it in a silly voice every time they see it, which should help them to remember it even better!

### Create colourful diagrams to represent multiplication and division facts pictorially



### Super fingers

This is a game for two players. This is played like '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. The one who says the answer quickest is the winner.

### Multiplication Snap

You will need a pack of cards for this game. Flip over the cards as if you are playing snap. The first person to say the fact based on the cards turned over (a 2 and a 3 = 6) gets the cards. The person who has the most cards at the end is the winner.

### Random number generators

Use dice, playing cards, or even the egg box game below to generate random numbers to multiply together.



### Egg box game

Using an old egg box, assign a number to each section. Place two buttons in the egg box, close the lid and give it a good shake! Multiply the two selected numbers together. Each player adds their scores from each multiplication calculation. The first to reach 100 wins.



### Rhyme time

Silly rhymes can help children to learn tricky times tables facts e.g.  $8 \times 8 = 64$  He ate and ate and was sick on the floor, eight times eight is 64.  $7 \times 7 = 49$  Seven times seven is like a rhyme, it all adds up to 49.

### Posters

Create posters to demonstrate your child's understanding of a specific times table.



### One less = nine

This is a strategy for learning the 9 times tables. The key is that for any answer in the nine times tables, both digits in the answer add up to 9. E.g. Subtract 1 from the number you are multiplying so if its  $7 \times 9$ , one less than 7 is 6. This number becomes the first number in the answer so  $7 \times 9 = 6\_$ . The two numbers in the answer add up to 9, so if the first digit is 6, the second digit is 3 because  $6 + 3 = 9$ .

### 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 their target tables. Give them a question and if they have the answer they can cross it off. The first person to mark all their numbers off is the winner.

### Looking for patterns

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

Odd number  $\times$  odd number = odd number (E.g.  $3 \times 5 = 15$ )

Even number  $\times$  even number = even number (E.g.  $4 \times 6 = 24$ )

Odd number  $\times$  even number = even number (E.g.  $3 \times 6 = 18$ )

### **Tricky Sixes**

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

$$2 \times 6 = 12$$

$$4 \times 6 = 24$$

$$6 \times 6 = 36$$

$$8 \times 6 = 48$$

### **Double, double**

A trick for learning the four times tables is to double, double. Double the number, and then double it again. E.g.  $3 \times 4$  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 table facts from the target times tables can be written in one minute.
- Races against other people at home.

### **Buzz**

This game requires at least 2 players.

- Choose a number between 2 and 9. The first player says 1, the next player says 2, and so on.
- Instead of saying a multiple of the selected number, the player says "buzz."
- If a player forgets to say buzz or says it at the wrong time, he or she is out.
- Continue until the players reaches the last multiple of the number times 9.
- For example, if "2" is chosen. The first player says "1," the next player says "buzz," the next player says "3," the next player says "buzz," and so on.

### **Physical Tables**

Children can use their bodies to learn their tables! Decide on a physical movement that represents  $1x...$ ,  $2x...$ ,  $3x...$  etc and the children then run through this routine as they chant their tables. For example,  $1x...$  could be the left shoulder up,  $2x...$  the right shoulder up,  $3x...$ , the left shoulder down,  $4x...$  the right shoulder down,  $5x...$  stretch the arms out in front and wiggle the fingers!

### **Beat your partner**

Two players needed. They stand with their backs to each other. Ask the pair a question - whoever knows the answer s/he turns around, gives the answer and shouts gotcha! The winner of each round gets a point. The first child to score 10 points wins the game.

### **Record the times tables**

If you have access to voice recording software (on a phone or a tablet device) you could record your child chanting the times tables or making up a times table song.

### Times table tennis

Each player holds an imaginary tennis ball. They 'strike' it back and forth, aiming to get to the next number in the times tables before returning the imaginary ball.

### Real life examples

Bring in real life cases such as saving 4p every day would lead to a total weekly savings of 28p.

### Ask questions

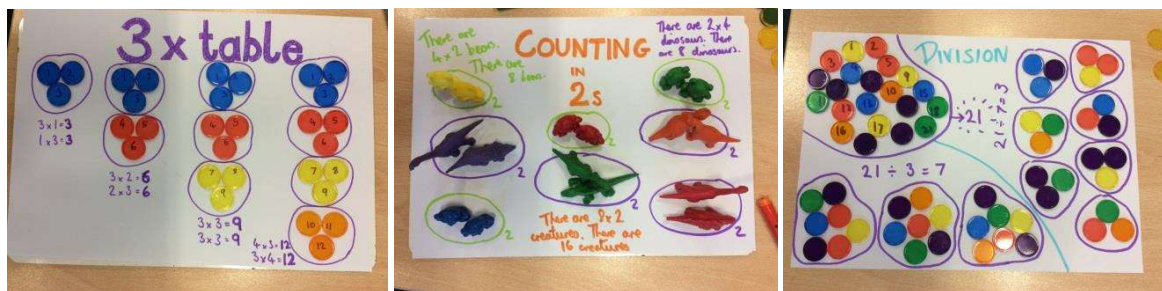
How does knowing  $5 \times 4 = 20$  help you work out  $6 \times 4$ ?

I know that  $10 \times 7 = 70$ , how can I use that to find  $9 \times 7$ ?

If I know that  $20 \times 3 = 60$ , what else do I know?

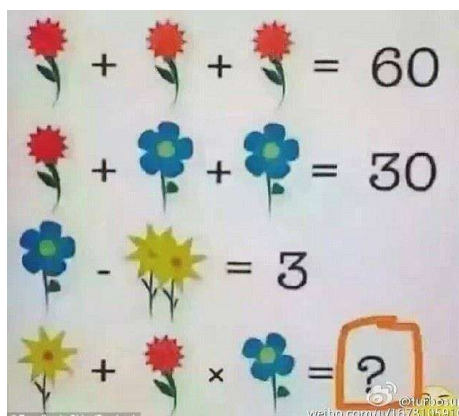
### Group objects together or divide objects up

Try using objects such as sweets or toys to help your child visualise the times tables and see what they really mean.



### Puzzles

Your child can create puzzles to test his/her classmates. Gap fill activities such as the one below require deeper problem solving skills. This repeated addition activity also targets times table knowledge.



### Multiplication and division Jenga







Add labels to Jenga blocks, including division calculations as well as multiplication calculations. Play Jenga, testing each other as you go.



### Board game multiplication and division

Create your own board game using multiplication and division facts on each square. Alternatively, you could add sticky notes to each of the squares of an existing board game.



Start	$24 \div 3$	$28 \div 4$	$18 \div 3$		$14 \div 2$	$21 \div 3$	$24 \div 6$	$15 \div 5$	
<b>Mad Monsters</b> a game for 2-4 players Need: dice, counters Mixed Division								$18 \div 2$	
$56 \div 7$	$20 \div 4$		$63 \div 9$	$12 \div 6$	$36 \div 9$	$32 \div 8$	$35 \div 5$		$36 \div 4$
$2 \div 1$	Each player puts a counter on the start. Players take turns to roll a dice and move. If the player lands on a division space, they work out the answer and move forward that many spaces. They then stop on this space until their next turn.								
$48 \div 6$		$28 \div 7$	$49 \div 7$	$18 \div 9$	$36 \div 6$		$54 \div 6$	$64 \div 8$	$27 \div 3$
When a player lands on a monster space they go back to the previous monster. The first player to reach the finish is the winner.									
Finish		$5 \times 5$	$36 \div 4$	$45 \div 5$	$14 \div 7$	$8 \div 1$	$42 \div 7$	