### 7. 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. E.g.  $2 \times 6 = 12, 4 \times 6 = 24, 6 \times 6 = 36, 8 \times 6 = 48$ 

### 8. 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 x 4, double 3 is 6, double 6 is 12. so  $3 \times 4 = 12$ .

### 9. Speed tables

Timed 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 facts you can say in one minute
- •races against other people at home.

#### 10. Times tables race

You need two dice and a pile of counters.

- ◆Take turns to roll the two dice.
- ♦Multiply the two numbers and call out the answer.
- ♦If you are right, you win a counter. The first to get 10 counters wins.

### Some useful websites



http://www.topmarks.co.uk/maths-games/7-11-years/times-tables http://www.mad4maths.com/multiplication table math games/ http://www.maths-games.org/times-tables-games.html

http://www.teachingtables.co.uk/

http://www.transum.org/Tables/Times Tables.asp

### Some useful apps:

Times table quiz Early birds: times table training Mr Thorne's Times Tables Terra My times tables Ten minutes a day times tables Times Table Toons Squeebles times tables





# Times tables

At St Anne's our aim is to work in partnership with you to enhance your child's progress and enjoyment of Maths. The acquisition of multiplication knowledge is essential for all primary school children. Multiplication facts are amongst the most important 'tools of the trade' for mathematics. Children who know the multiplication tables and, just as importantly, understand how and why they work, are better equipped to deal successfully with the mathematics they will encounter.



It is essential that the children learn their multiplication tables and can recall them guickly as they can then apply this knowledge in all areas of mathematics. Of course, once learnt they must never be forgotten which means that they need to be practised. As parents you can help your child on a day-to-day basis both to learn and practise their tables. There are lots of methods, each of which are successful with different children. You could try chanting, singing, posters around the house, games or technology. A list of some useful websites and apps, is included within this leaflet.

## The times tables are learnt in the following order:

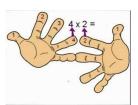
- o 2, 5 and 10 times tables
- O 3 and 4 times tables
- o 6 and 8 times tables
- o 7, 9, 11 and 12 times tables including linked division facts for all (e.g.  $3 \times 4 = 12$ ,  $12 \div 4 = 3$  etc).
- Mixed tables.

## By the end of Year 2 children should know:

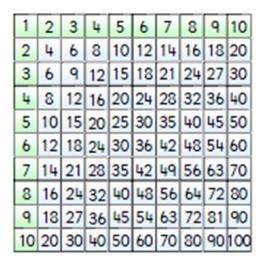
- $\Rightarrow$  2 times table
- $\Rightarrow$  5 times table
- $\Rightarrow$  10 times table

## By the end of Year 3 children should know:

- $\Rightarrow$  2 times table
- $\Rightarrow$  3 times table
- $\Rightarrow$  4 times table
- $\Rightarrow$  5 times table
- $\Rightarrow$  6 times table
- $\Rightarrow$  10 times table



# By the end of Year 4 children should be able to recall all multiplication facts up to $12 \times 12$ .



# The times table square can be used for:

- revising times tables
- exploring patterns
- checking answers to times table facts

# The following games will help your children to learn and secure their times table facts.

### 1. Super fingers

This is a game for 2 players. This is played like 'Rock, paper, scissors' but with numbers. 2 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.

### 2. 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.

### 3. Rhyme time

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

#### 4. One less = nine

This is a strategy for learning the 9 times tables. The key is that for any answer in the 9 times tables, both digits in the answer add up to 9. E.g. subtract 1 from the number you are multiplying so if it's  $7 \times 9$ , one less than 7 is 6. This number becomes the first number in the answer, so  $7 \times 9 = 6$ . The 2 numbers in the answer add up to 9, so if the first digit is 6, the second digit is 3, because 6 + 3 = 9.

### 5. 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 cross all their numbers off is the winner.

### 6. 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 x odd number = odd number e.g.  $3 \times 5 = 15$
- Even number x even number = even number e.g.  $4 \times 6 = 24$
- Odd number x even number = even number e.g.  $3 \times 6 = 18$