

## Section 6 – Times Tables Toolkit

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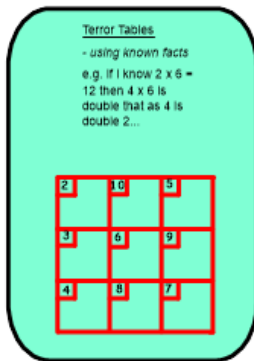
# Teaching and Learning Toolkit

## Section 6 – Times Tables Toolkit

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On the following pages are some suggestions for activities that you may wish to try out in your classroom. Times table activities can form part of the five phase teaching cycle, being taught in the warm up and task parts of sessions. The activities have been presented as 'cards' that can be printed and laminated as a resource for your classroom. Many of the times tables activities can also be adapted and used for KIRFs.

## Section 6 – Times Tables Toolkit



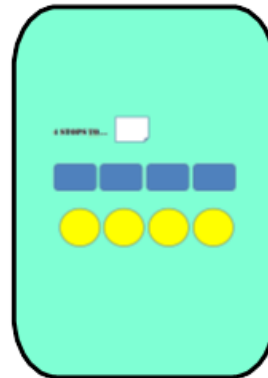
**Terror Tables** – each child is given the Terror Tables Grid. They use known facts to work out unknown numbers. For example –  $2 \times 6 = 12$  so  $4 \times 6 = 24$  because 4 is double 2, the answer of the first calculation is doubled to find the answer for the second.

Known facts can also be added e.g.  $10 \times 6 = 60$  and  $2 \times 6 = 12$  so  $12 \times 6$  is those facts added as  $2 + 10 = 12$  so  $60 + 12 = 72$

The child is given 2 minutes to complete the grid. After that time a child can go against the clock to chant their times tables. Other children in the class noting them on a whiteboard. A leader board of terror tables champions can

be created showing chant times.

**Four Steps To** - Children play in two teams (could be pairs whole class). The aim of the game is to reach as close to x10 multiple without going over that number e.g. 8x tables – is to reach 80. Team A rolls the dice - they can either by the number shown or add the number shown e.g. roll a 6 (times table chosen) or add 6. Team B rolls the dice. On the the totals accumulate. After 4 rolls, the team closest to the number are the winners. A good extension to the game is to (after 3 rounds) which team have the best probability of the game.



or up to of the the target multiply so  $6 \times 8$  second roll target work out winning



Beat the clock – the children are given two minutes to complete as many time tables questions given to them on a times tables grid.

Quick Draw - Children work in pairs with their hands behind their back. They say 1, 2, 3 draw and both show their hands with a certain number of fingers showing. For example child A has 5 fingers on show and child B has 7. They then perform a quick multiplication  $5 \times 7 = 35$  the winner is the first to shout the answer. This could be adapted into a KS1 maths game by using simple addition or subtraction sums.





**Kim's Game** – place a set of times tables cards face up on a table. A quiz master in the group removes 1 or 2 cards from the table while the rest of the team look away. The first person in the team to say the times table that is missing wins a point. A score card can be kept. The quiz master changes after each round.

### **Gladiators**

– on the

whiteboard, write the desired x table answers. All the children in pairs in class create x table questions (the answer must be on the white board). Pick 2 challengers and a quiz master from the class. The first challenger to cover the correct answer to the quiz master's question is the winner. The other children in class write their answer on their white board. The children 'show me' answers after the completion of the challenge. Winner stays on as a champion.

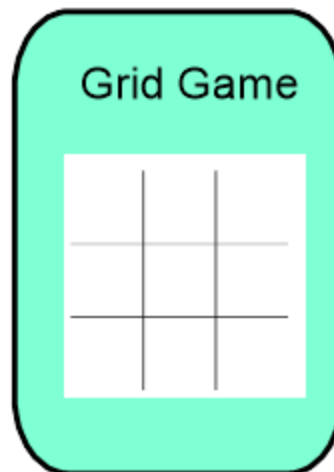




**Ping Pong** – children turn take with a partner or teacher turn takes with class asking and responding to x tables questions e.g. if the game is for 8 times table – quiz master says 6 and responder says 48 etc

**Grid Game** – a game which requires two players, dice and a whiteboard.

Draw out a grid (9 square, 16 squares...) Children collaboratively at first to populate the grid with x answers. They roll the dice e.g. roll a 6 (time table is 8x table) and fill in one part of the grid with the answer. They continue until the grid is full (repeated multiples are allowed). The second part game is competitive – children roll again but this cross off the times table they work out from the dice roll. The winner is the partner with most times tables crossed off. NB – if a partner misses a number and does not cross it off – the other partner can claim that square on their next turn.

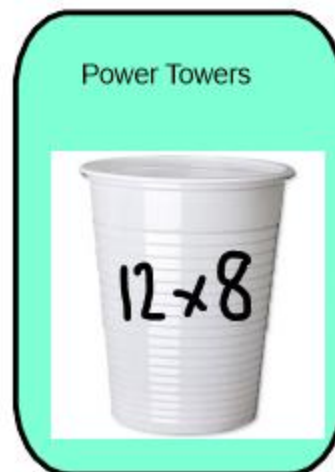


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**Around the world** – children sit in a circle and a starting person is selected. The starting person stands behind the child next to him/her. The teacher asks a times table question (or a quiz master child). The child who says the answer first moves on to challenge the next child. If the sitting child says the answer first, the children switch places. The ‘winner’ is the child who makes most moves along the circle.

**Power Towers** – A game to play in pairs, groups whole class. Write multiplication problem on the of the cup and write the answer on the inside on bottom. If the child gets the correct answer, they begin making a tower. Each time a correct is given they can add to the stack. Play in teams – build the tower first?



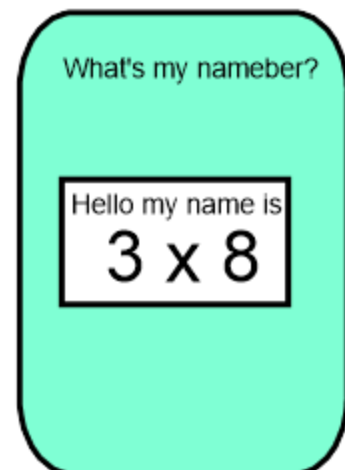
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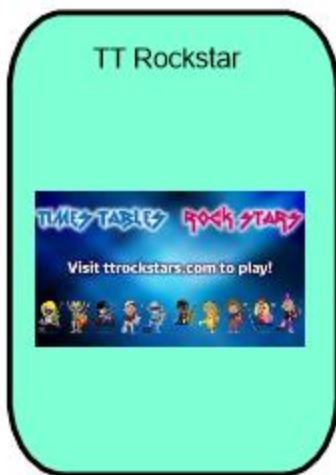
**Kahoot it** – this is a multi-choice on line game. There are a number of generated games for children to play or you can create your own.

You need to create a free teacher account. Children can play in pairs using an Ipad or laptop computer.

**What's my nameber?** – Write out some tags with multiplication equations. Give the tags to children to stick on. For the remainder of the day, everyone will refer to the child as the answer to the equation on their tag e.g. the child with  $3 \times 8$  on their tag will be referred to as 24!







TT Rockstars is an online subscribed game.

**Chase the answer** – Whole class game. Create a series of cards (one per child) where there is a question and an answer on each card. The question on the card leads to an answer on another card. For example – I have 64 (previous card question read who has  $8 \times 8$ ) Who has  $6 \times 8$ ? Time how long it takes to complete the round of cards. Keep a leader board.

