

# Times Table Square!

The times table square could be used for:

- Revising tables
- Exploring patterns
- Checking answers in independent work

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

# Bridgewater Prep.

## Department

# Times Tables Games and Strategies

We are having a big push in school on learning times tables! We often get asked at parents' evenings what can be done to help children at home with their maths- learning times tables is a brilliant way of helping your child and it really can make a huge difference.



Name of child .....

Target Times Tables .....

A times table will remain a target table, until a child knows the number facts in order and out of order.

# Learning Tables

**2x2**

I'm sure we all remember standing up, chanting tables at school (I know I do!) Learning by rote is one strategy, but there are also other activities we can do with children to help them learn their tables.

**4x8**

**3x8**

**5x2**

The aim of this booklet is to show you some strategies we use in school and that you could try at home to help children with their tables.

**7x5**

**9x4**

We hope you find it useful.

**4x9**

**6x2**

**7x6**

2 X 1 = 2
2 X 2 = 4
2 X 3 = 6
2 X 4 = 8
2 X 5 = 10
2 X 6 = 12
2 X 7 = 14
2 X 8 = 16
2 X 9 = 18
2 X 10 = 20
2 X 11 = 22
2 X 12 = 24

3 X 1 = 3
3 X 2 = 6
3 X 3 = 9
3 X 4 = 12
3 X 5 = 15
3 X 6 = 18
3 X 7 = 21
3 X 8 = 24
3 X 9 = 27
3 X 10 = 30
3 X 11 = 33
3 X 12 = 36

4 X 1 = 4
4 X 2 = 8
4 X 3 = 12
4 X 4 = 16
4 X 5 = 20
4 X 6 = 24
4 X 7 = 28
4 X 8 = 32
4 X 9 = 36
4 X 10 = 40
4 X 11 = 44
4 X 12 = 48

5 X 1 = 5
5 X 2 = 10
5 X 3 = 15
5 X 4 = 20
5 X 5 = 25
5 X 6 = 30
5 X 7 = 35
5 X 8 = 40
5 X 9 = 45
5 X 10 = 50
5 X 11 = 55
5 X 12 = 60

6 X 1 = 6
6 X 2 = 12
6 X 3 = 18
6 X 4 = 24
6 X 5 = 30
6 X 6 = 36
6 X 7 = 42
6 X 8 = 48
6 X 9 = 54
6 X 10 = 60
6 X 11 = 66
6 X 12 = 72

7 X 1 = 7
7 X 2 = 14
7 X 3 = 21
7 X 4 = 28
7 X 5 = 35
7 X 6 = 42
7 X 7 = 49
7 X 8 = 56
7 X 9 = 63
7 X 10 = 70
7 X 11 = 77
7 X 12 = 84

8 X 1 = 8
8 X 2 = 16
8 X 3 = 24
8 X 4 = 32
8 X 5 = 40
8 X 6 = 48
8 X 7 = 56
8 X 8 = 64
8 X 9 = 72
8 X 10 = 80
8 X 11 = 88
8 X 12 = 96

9 X 1 = 9
9 X 2 = 18
9 X 3 = 27
9 X 4 = 36
9 X 5 = 45
9 X 6 = 54
9 X 7 = 63
9 X 8 = 72
9 X 9 = 81
9 X 10 = 90
9 X 11 = 99
9 X 12 = 108

10 X 1 = 10
10 X 2 = 20
10 X 3 = 30
10 X 4 = 40
10 X 5 = 50
10 X 6 = 60
10 X 7 = 70
10 X 8 = 80
10 X 9 = 90
10 X 10 = 100
10 X 11 = 110
10 X 12 = 120

11 X 1 = 11
11 X 2 = 22
11 X 3 = 33
11 X 4 = 44
11 X 5 = 55
11 X 6 = 66
11 X 7 = 77
11 X 8 = 88
11 X 9 = 99
11 X 10 = 110
11 X 11 = 121
11 X 12 = 132

12 X 1 = 12
12 X 2 = 24
12 X 3 = 36
12 X 4 = 48
12 X 5 = 60
12 X 6 = 72
12 X 7 = 84
12 X 8 = 96
12 X 9 = 108
12 X 10 = 120
12 X 11 = 132
12 X 12 = 144

## 9 x table on your fingers!

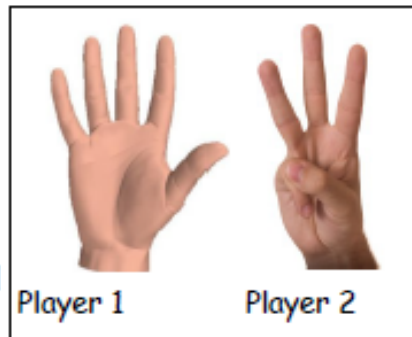
1. Hold your hands in front of you with your fingers spread out.
2. For  $9 \times 4$  bend your 4th finger down (like the picture).
3. You have 3 fingers in front of the bent finger and 6 after the bent finger. Thus the answer must be 36!
4. The technique works for the 9 times table up to 10.



## Superfingers!

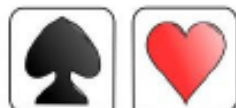
This is a game for two players!

The game is basically a version of rock, paper, scissors but with numbers. Two players count to 3 and then make a number using their fingers.



Both players then have to multiply both numbers together and the quickest wins.

## Multiplication Snap!



You will need a deck of cards for this game!



1. Flip over the cards as though you are playing snap.
2. The first to say the fact based on the cards turned over (a 2 and a 3 = say 6) gets the cards.
3. The person to get all of the cards wins.

## Rhyme Time!

Silly rhymes can help children learn tricky tables, e.g.

$8 \times 8 = 64$  He ate and ate and was sick on the floor, eight times eight is 64.

$3 \times 3 = 9$  Swing from tree to tree on a vine, three times three is nine.

$7 \times 7 = 49$  Seven times seven is like a rhyme, it all adds up to 49.

## One less = nine!

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

1. Subtract 1 from the number you are multiplying by. E.g.  $7 \times 9$ , one less than 7 is 6.
2. This number becomes the first number in the answer.  $7 \times 9 = 6\_$
3. The two numbers in the answer add up to 9 so the second number must be 3.  $7 \times 9 = 63$

## BINGO!

This game will need 2 players!

Make a grid of six squares on a piece of paper and ask your child to write a number in each square from the target tables. Give them a question and if they have the answer, they mark them off. First one to mark off all their numbers is the winner!



## 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** (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.  $3 \times 6 = 18$ )

## Flash Cards

Once children know the times table facts in order, they can use flash cards to practise the facts out of order. They could just use them to answer questions, or for an extra challenge, try it against the clock!

Flash cards could also be stuck around the house to help children learn the facts!



## Websites

<http://www.woodlands-junior.kent.sch.uk/maths/timestable/index.html>

<http://www.topmarks.co.uk/Flash.aspx?f=HitTheButton10>

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

<http://www.what2learn.com/home/examgames/maths/subtraction/>

<http://www.bbc.co.uk/skillwise/numbers/wholenumbers/multiplication/timestables/game.shtml>

<http://www.sumdog.com/>

## Tricky Sixes

Six times tables can be tricky 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.

$$\underline{2} \times 6 = \underline{12}$$

$$\underline{4} \times 6 = \underline{24}$$

$$\underline{6} \times 6 = \underline{36}$$

$$\underline{8} \times 6 = \underline{48}$$

## Double, Double!

A quick trick for learning the fours is just to double, double. Double the number and then double it again.

E.g.  $3 \times 4$

double 3 is 6, double 6 is 12

$3 \times 4 = 12$



## Sing a song of 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 table songs that the children can sing along to, or you could always make up your own to a known tune!

## Speed Tables!

Time challenges can be a really good way of helping times tables become automatic. Some ideas we use in school are:

- Measuring the time it takes to write the tables, then trying to beat the time.
- Seeing how many times you can write that table in 1 minute.
- Race/challenges against other people.

