Some creative ideas to help keep the tables learning interesting

TTRockstars and chanting tables are effective ways to learn tables. A few minutes each day is the most productive way, while making a note of the 'problem' answers and a focus on these ones (rather than chanting out all the ones that they know very well already.)

But there are lots of other ways too…

- Use car journeys to all chant tables. Once familiar with them forwards, can you chant them backwards? Can you use the division facts? (I.e., 96 ÷ 8 =)
- Throw questions at your child, repeating the tricky ones to them whenever you can. I.E., when they enter the room, say "What is 6 X 8?" repeat this several times a day until secure, then move on to the next 'tricky' tables question.

- 7X8 is the table that adults get incorrect most often. Get them to write a list of unsuspecting adults (e.g., grandparents/friends' parents) to see how many of them know that the answer is 56.

Flash Cards

We have found these are one of the most effective ways to help your child become fluent with their times tables. We suggest going through the flashcards, which have been sent home, and putting aside the ones they are unsure of. Select a few of these and practise until they become fluent with them. Then introduce some more. Regular daily practise is crucial to help them learn them and become fluent. Once your child is fluent with the set they have, and passed their times table test, we ask for them to be returned, and they will be provided with the next set to learn.

Fizz Buzz

Players generally sit in a circle. The player designated to go first says the number "1", and the players then count upwards in turn. However, any number that is a multiple of three is replaced by the word "fizz" and any number which is a multiple of five is replaced by the word "buzz". Numbers that are multiples of 3 and 5 become "fizz buzz".

So the game would go "1, 2, Fizz, 4, Buzz, Fizz, 7, 8, Fizz, Buzz, 11, Fizz, 13, 14, Fizz Buzz, 16, 17, Fizz, 19, Buzz, Fizz, 22, 23, Fizz, Buzz, 26, Fizz, 28, 29, Fizz Buzz, 31, 32, Fizz, 34, Buzz, Fizz,"

Rhyme Time!

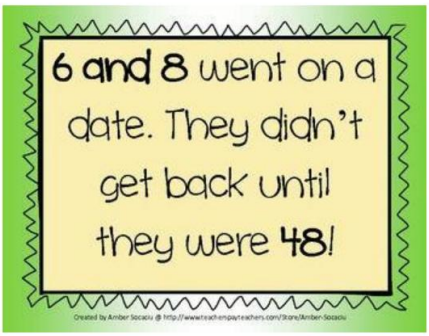
Silly rhymes and songs can help children to remember these patterns, e.g. '0 2 4 6 8, my mum thinks I'm great' – the sillier the better really!

3x3=9	Swing from tree to tree on a vine, three times three is nine.
7x7=49	Seven times seven is like a rhyme, it all adds up to 49.
8x8=64	He ate and ate and was sick on the floor, eight times eight is 64.

You can:

- See if, together, you can think of a silly rhyme to go with the first few numbers in each table: **'5, 10, 15, 20 ...'**

You could swap the 5 being a "buzz" to a 7, or adapt further depending on the tables being practised.



Make up silly rhymes for the tricky times tables and share them with Mrs Etherington, Miss Slade and Mr Weller.

One Less Equals Nine!

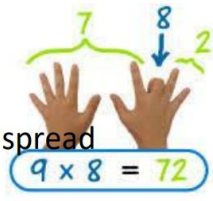


This is a strategy for learning the 9 x tables. The key to it is that for any answer in the nine times table, both digits add up to 9. Try it and see!

1. Subtract 1 from the number you are multiplying by. E.g. 7x9, one less than 7 is 6.
2. This number becomes the first number in the answer. 7x9=6__
3. The two numbers in the answer add up to 9 so the second number must be 3. 7x9=63

---

9 Times Tables on your Fingers!



1. Hold your hands in front of you with your fingers spread out.
2. For 9 x 8 bend your 8th finger down (like the picture).

3. You have 7 fingers in front of the bent finger (the tens) and 2 after the bent finger (the ones). Thus the answer must be 72!
4. The technique works for the 9 times table up to 10.

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!

You can:

- Turn this into a family game and include a reasonable reward/incentive to entice your child.

Number Squares

When numbers are placed in a number square, highlighted times tables make a visual pattern. Some children find these very visual patterns help them to remember the table.

Here is a number square with the 3 times table highlighted.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

You can:

- Print the 3 times table number square and stick it somewhere in your house, where your child will find it easy to read for a few minutes a day. Encourage them to read to 12 × 3 a few times and then close their eyes and see how much they can recall.

Super Fingers!



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. You can do it with one or two hands.

Multiplication cards



Turn two cards over and multiply them together. Quickest correct answer keeps the cards. Or turn a card over and multiply it by the times table you are working on. Encourage your child to say a related division fact straight away.