Mathematics at Ghyllgrove Primary School

Supporting your children at home with their times tables

Our Vision

At Ghyllgrove Primary School, we want to provide a fun, engaging and relevant Mathematics curriculum, which promotes the development of confident, independent and efficient mathematicians. By the end of their time at Ghyllgrove Primary School, we aim to have developed mathematically fluent children who enjoy the challenge of Mathematics, have a solid understanding of fundamental mathematical skills and have mastered a set of skills that will support them throughout life. We aim for all children to develop a strong sense of number and our number system, proficiency in arithmetic and an ability to articulate their mathematical understanding and reasoning. As well as providing children with rich, real life examples and opportunities for the application of these skills in lessons, we continuously seek to provide opportunities across the curriculum and through partnership with our families at home, to promote Maths skills and shows their relevance in all aspects of everyday life.

At Ghyllgrove we aim to develop confident, efficient Mathematicians by delivering a fun, engaging and relevant Mathematics curriculum in and out of the classroom. We recognise that times tables are an essential skill, which many other mathematical concepts and knowledge is built upon. When it comes to times tables, speed AND accuracy are important – the more facts your child learns, the easier it is for them to apply them to their other learning and more challenging calculations.

It is recommended that your child does a little bit of times table practice every night, either verbally, written, using Times Tables Rock Stars, or ALL! Short bursts of practise on a daily basis are more effective than spending hours once a week. With regular practice and your support, over the course of the next few weeks and months, your children **WILL** get faster and more accurate with their times tables. All your hard work and theirs **WILL** make them a Times Tables Rock Star!

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

We hope you find it useful.

If you have any questions, please ask to your child's class teacher or Mr. Collins (Mathematics Lead).

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/challenge against other people

9 x table on your fingers

1. Hold your hands in front of you with your fingers spread out.
2. For 9 x 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 tables up to 10.

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.

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 (2 and 3 say 6) gets the card.
3. The person to get all of the cards wins.

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 their target tables. Give them a question and if they have the answer they mark the answer off. First one to mark off all their numbers is the winner!

Rhyme Time!

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

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

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

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

4 x 4 = 16 'A 4 by 4 is a mean machine. I'm going to get one when I am 16.'

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 (3 x 5 = 15)
- Even number x even number = even number (4 x 6 = 24)
- Odd number x even number = even number (3 x 6 = 18)

Websites

www.topmarks.co.uk

Hit the Button
Coconut Multiples
Maths Fishing
Times Table Grid

www.timetables.co.uk

Times Table Shooting
Times Table Memory
Spuq Balloons
Times Tables Rally

https://play.ttrockstars.com/

Quick fire times table questions. The quicker you are, the more coins you will earn.

Websites

https://urbrainy.com/mtc

This website replicates the MTC assessment the children will sit. They will get 3 practice questions. After that, they are asked 25 questions with 6 seconds to type their answer.