

To test their times table knowledge there are many games that children can play. These can be as simple as writing out twenty mixed questions and timing them to see how quickly they can do it, giving them a target for their next test.

Bingo!

Another fun way of testing your child is with a game of times table 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 the target table. Give them a question and if they have the answer, they can mark the number off. The first one to cross off all their numbers is the winner!

Other bingo games can also be found using the website below;

http://www.multiplication.com/teach/classroom-games

Times Table Square!

The times table square could be used for:

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

x	1	2	3	4	5	6	7	8	9	10	11	12
1	1	2	3	4	5	6	7	8	9	10	11	12
2	2	4	6	8	10	12	14	16	18	20	22	24
3	3	6	9	12	15	18	21	24	27	30	33	36
4	4	8	12	16	20	24	28	32	36	40	44	48
5	5	10	15	20	25	30	35	40	45	50	55	60
6	6	12	18	24	30	36	42	48	54	60	66	72
7	7	14	21	28	35	42	49	56	63	70	77	84
8	8	16	24	32	40	48	56	64	72	80	88	96
9	9	18	27	36	45	54	63	72	81	90	99	108
10	10	20	30	40	50	60	70	80	90	100	110	120
11	11	22	33	44	55	66	77	88	99	110	121	132
12	12	24	36	48	60	72	84	96	108	120	132	144

Can you try to complete this table then check your answers?

x	1	2	3	4	5	(5	7	8		9	10		11	12
1															
2															
3															
4															
5															
6															
7															
8															
9															
10															
11															
12															
1 x 2 = 2 1 x		1 x 3 =	3	1 x 4 = 4			1 x 5 = 5			1 x 6 = 6			1 x 7 = 7		
2 x 2 = 4		2 x 3 =	2 x 3 = 6			2 x 4 = 8			2 x 5 = 10			2 x 6 = 12			
3 x 2 = 6		3 x 3 =	3 x 3 = 9			3 x 4 = 12			3 x 5 = 15			3 x 6 = 18			
4 x 2 = 8		4 x 3 =	$4 \times 3 = 12$				$4 \times 5 = 20$			4 x 6 = 24			4	x 7 = 28	
5 x 2 =	5 x 2 = 10		$5 \times 3 = 15$		= 20		$5 \times 5 = 25$			$5 \times 6 = 30$			5	x 7 = 35	
6 x 2 = 12		6 x 3 =	$6 \times 3 = 18$		= 24		$6 \times 5 = 30$			$6 \times 6 = 36$			$0 \times 7 = 42$		
7 x 2 =	$7 \times 2 = 14$		$7 \times 3 = 21$		$7 \times 4 = 20$		$7 \times 5 = 35$			$7 \times 6 = 42$			/	$7 \times 7 = 49$	
$8 \times 2 = 16$		0 x 3 =	$9 \times 3 = 27$		$9 \times 4 = 36$		$9 \times 5 = 40$			$9 \times 6 = 54$		9 v 7 - 62			
$10 \times 2 =$	$9 \times 2 = 10$ 9		$10 \times 3 = 30$		$10 \times 4 = 40$		$10 \times 5 = 50$		0	$10 \times 6 = 6$			1	$10 \times 7 = 70$	
10 x 2 =	$10 \times 2 = 20$ 10		$11 \times 3 = 33$		11 x 4 = 44		11 x 5 = 55		5	$11 \times 6 = 6$		6 1		11 x 7 = 77	
12 x 2 =	$12 \times 2 = 24$		12 x 3 = 36 12		12 x 4 = 48		12 x 5 = 60		0	12 x 6 = 72		2 12 x 7 = 8		$2 \times 7 = 84$	4
	1 x 8 = 8		1 x	1 x 9 = 9			1 x 10 = 10			1 x 11 = 11		1 x 12 = 12		12	
	2 x 8 = 16		2 x 1	2 x 9 = 18		2 x 10 = 20		2 x 11 = 22		2	2 x 12 = 24		24		
3 x 8 =		= 24	3 x 5	3 x 9 = 27		3 x 10 = 30		3 x 11 = 33		3	3 x 12 = 3		36		
$4 \times 8 = 3$		= 32	4 x	4 x 9 = 36		4 x 10 = 40		4 x 11 = 44		4	4 x 12 =		48		
	5 x 8 = 40		5 x	5 x 9 = 45		5 x 10 = 50		5 x 11 = 55		5	5 x 12 = 6		60		
	6 x 8 = 48		6 x 1	6 x 9 = 54		6 x 10 = 60			6 x 11 =		= 66 6 x 12		=	72	
	$7 \times 8 = 56$		7 x 1	7 x 9 = 63		7 x 10 = 70			7 x 11 = 77		7	7 x 12 =		84	
	$8 \times 8 = 64$		8 x 1	8 x 9 = 72		8 x 10 = 80			8 x 11 = 88		8	8 x 12 = 96		96	
	9 x 8 =		9 x 1	x 9 = 81		9 x 10 = 90			9 x 11 = 99		9	$9 \times 12 = 108$		108	
	10 x 8 =		10 >	$10 \times 9 = 90$		$10 \times 10 = 100$		10	$10 \times 11 = 110$		110	$10 \times 12 = 120$			
	11 x 8		12、	y = 33		11 X I	$11 \times 10 = 110$			1 X = 2 12 x 1 = 122			$11 \times 12 = 132$		
12 x 8 =		0 – 90	127	12 x 9 = 108		$12 \times 10 = 120$		$ 2 \times = 32$			$12 \times 12 = 144$		144		

Multiplication Snap!



You will need a deck of cards for this game!

- Flip over the cards as though you are playing Snap.
- The first on to say the fact based on the cards turned over (a three and a four = Say
- "12") gets the cards
- The person to get all the cards wins!

Flash Cards

Once children know the times table facts in order, they can use flashcards to practice 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!



Speed Tables!

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

- \Rightarrow Measuring the time it takes to write the table, then trying to beat that time
- \Rightarrow Seeing how many times you can write that table in one minute
- ☆ Races / challenges against other people



Tricky Sixes

Six times table can be tricky to learn. One helpful trick is that in the 6 x table, when you multiply an even number by 6, they both end in the same digit:

2 x 6 = 1**2 4** x 6 = 2**4 6** x 6 = 3**6 8** x 6 = 4**8**

Double, Double!

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



For example: 4 x 4 Double 4 is 8, double 8 is 16 4 x 4 = 16!

One less = nine!

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



1. Subtract 1 from the number you are multiplying by 9. Eg. 7 x 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 x 9 = 63

9 x table on your fingers!

- 1. Hold your hands in front of you with your fingers spread out.
- 2. For **9** x **3**, bend your third finger down (like the picture)
- 3. You have 2 fingers in front of the bent finger and 7 fingers after the bent finger. Thus the answer must be 27!
- 4. This technique works for the 9 times tables up to 10.





Sum = 4 x 5!

Superfingers!

This is a game for two players!

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

Both players then have to multiply both the numbers together and the quickest wins. The first to write the word **SUPERFINGERS** is the winner!

Fun Ideas

Mnemonics

With your child you could design fun mnemonics to help learn their times tables. Use phrases which sound like numbers if it helps.

For example, for:

8 = Eight	48 = Thought I ate						
16 = Sticks mean	56 = Pretty slip						
24 = Plenty more	64 = Sticky floor						
32 = Dirty screws	72 = Heavenly shoes						
40 = Naughty	80 = Achy						



These mnemonics can then easily extend further into songs and rhymes.



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 CDs of times tables songs that the children can sing along to, or

you could always make up your own to a known tune, YouTube or Supermovers have a great range of songs available

