



Richardson Dees Primary School

**Times Tables
Games and Strategies**

Multiplication Squares

factors
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factors →

×	0	1	2	3	4	5	6	7	8	9	10
0	0	0	0	0	0	0	0	0	0	0	0
1	0	1	2	3	4	5	6	7	8	9	10
2	0	2	4	6	8	10	12	14	16	18	20
3	0	3	6	9	12	15	18	21	24	27	30
4	0	4	8	12	16	20	24	28	32	36	40
5	0	5	10	15	20	25	30	35	40	45	50
6	0	6	12	18	24	30	36	42	48	54	60
7	0	7	14	21	28	35	42	49	56	63	70
8	0	8	16	24	32	40	48	56	64	72	80
9	0	9	18	27	36	45	54	63	72	81	90
10	0	10	20	30	40	50	60	70	80	90	100

The times table square can be used for:

- Revising times tables
- Exploring patterns
- Checking answers to times table facts

Times Tables Games

We hope that you will enjoy playing some of the following games with your children.

Super Fingers

- This is a game for two players.
- This is played like '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. The one who says the answer quickest is the winner.

Multiplication Snap

- You will need a pack of cards for this game.
- Flip over the cards as if you are playing snap.
- The first person to say the fact based on the cards turned over (a 2 and a 3 = 6) gets the cards.
- The person who has the most cards at the end is the winner.

Rhyme Time

- Silly rhymes can help children to learn tricky times tables facts
- e.g. $8 \times 8 = 64$ He ate and ate and was sick on the floor, eight times eight is 64.
- $7 \times 7 = 49$ Seven times seven is like a rhyme, it all adds up to 49.

One Less = Nine

- This is a strategy for learning the 9 times tables. The key is that for any answer in the nine times tables, both digits in the answer add up to 9.
- E.g. Subtract 1 from the number you are multiplying so if its 7×9 , one less than 7 is 6. This number becomes the first number in the answer so $7 \times 9 = 6_$.

- The two numbers in the answer add up to 9, so if the first digit is 6, the second digit is 3 because $6 + 3 = 9$.

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 their target tables. Give them a question and if they have the answer they can cross it off. The first person to mark all their numbers off is the winner.

Looking for Patterns

- Being able to spot patterns in numbers is an important skill and can also help with learning times tables. Children can investigate the following rules:
- **Odd number \times odd number = odd number (E.g. $3 \times 5 = 15$)**
- **Even number \times even number = even number (E.g. $4 \times 6 = 24$)**
- **Odd number \times even number = even number (E.g. $3 \times 6 = 18$)**

Tricky Sixes

Six times tables can be difficult to learn. One helpful trick is that in the 6 times tables, when you multiply an even number by 6, they both have the same ones digit.

$$2 \times 6 = 12$$

$$4 \times 6 = 24$$

$$6 \times 6 = 36$$

$$8 \times 6 = 48$$

Double, double

- A trick for learning the four times tables is to double, double. Double the number, and then double it again.
- E.g. 3×4 double 3 is 6, double 6 is 12 so $3 \times 4 = 12$.

Speed tables

Time challenges can be a good way of helping times tables become automatic. Some ideas include:

- Time how long it takes to write out a times table, then try to beat that time.
- See how many times table facts from the target times tables can be written in one minute.
- Races against other people at home.

Web links and Apps

(These are only suggestions, and are not endorsed by the school. There are many similar websites).

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

<http://www.bbc.co.uk/skillswise/game/ma13tabl-game-tables-grid-find>

<http://www.oswego.org/ocsd-web/games/mathmagician/maths1.html>

<http://www.oswego.org/ocsd-web/games/Ghostbusters1/gbcd.html>

Suggestions specifically for Key Stage 1

Buzz

- This game requires at least 2 players.
- Choose a number between 2 and 9. The first player says 1, the next player says 2, and so on.
- Instead of saying a multiple of the selected number, the player says "buzz."
- If a player forgets to say buzz or says it at the wrong time, he or she is out.
- Continue until the players reach the last multiple of the number times 12.
- For example, if "2" is chosen. The first player says "1," the next player says "buzz," the next player says "3," the next player says "buzz," and so on until 24 (12×2) is reached.

Tables

Children can use their bodies to learn their tables! Decide on a physical movement that represents $1x\dots$, $2x\dots$, $3x\dots$ etc and the children then run through this routine as they chant their tables. For example, $1x\dots$ could be the left shoulder up, $2x\dots$ the right shoulder up, $3x\dots$, the left shoulder down, $4x\dots$ the right shoulder down, $5x\dots$ stretch the arms out in front and wiggle the fingers!

Beat your partner

Your topic could be a multiplication table. Two players needed. They stand with their backs to each other. Ask the pair a question - whoever knows the answer s/he turns around, gives the answer and shouts gotcha! The winner can then choose somebody else to play against. This is a good way of practising multiplication facts and can be differentiated to suit the children that are playing each question.

Consider making a recording of your own to help your child learn the times tables. You can even have your child do it on their own as they may learn faster if they hear their own voice.

Use games such as times tables table tennis which involves each player holding a tennis bat that is imaginary aiming to get to the next number in the times tables before striking the imaginary ball.

Try mnemonics. These can include rhymes like "I ate and ate till I fell on the floor!" 8×8 is 64! Your child can make up their own for added fun!

Bring in real life cases such as saving 4p every day would lead to saving how much in a week.

Try initially using objects such as sweets to help your child visualize the times tables and see what they really mean.