Ways to Practise Your Times Tables

Parent Workshop
Wednesday 11th October
2016

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- Missing tens – to practise counting in 10s

- Doubles - to practise counting in 2s

- Three in a Line - to practise counting in 2s

- Doubles - to practise counting in 2s, dividing by 2 and working beyond range of times table

- Factor 2,3,5 - to practise 2, 3 and 5 times table

- Properties - to practise 2, 3, 4, 5 and 10 times table

- Multiples - to practise 2, 3, 4, 5 and 6 times table

- Numbers in boxes - to practise 3 and 4 times table

- Dice Wars – to practise all times tables

NB – all games can be adapted to different times tables. Where a 0-9 dice is mentioned, you could instead use a spinner or cards numbered 0-9.

1. <u>Games to play that cover a range of times tables</u>

<u>Fizz</u>

Choose a number to be 'fizz' e.g. 3
Count from 1 to 100
Every time you reach a multiple of 3 say FIZZ instead of that number

e.g. 1, 2, fizz, 4, 5, fizz, 6, 7, fizz

This can be extended to practice two times tables at once e.g. if FIZZ is for multiples of 3, then BUZZ can be for multiples of 5.

e.g. 1,2,FIZZ, 4, BUZZ, 5, FIZZ, 7, 8, 9, BANG, 11, FIZZ, 13, 14, FIZZ BANG, 16…

<u>Seeing Doubles</u>

Learning multiplication facts with 2 as a factor can be fun and easy with dominos. Use domino doubles to demonstrate that multiplying by two is the same as adding doubles: 5+5=2x5, 6+6=2x6, and so on.

<u>Flip Up</u> - Times Tables Card Game

This game is played by two players with a deck of cards with the jokers and face cards removed. Shuffle the deck and deal them all out face down. Each player flips over a card from his or her pile. The first player to multiply the 2 numbers on the card and call out the correct answer gets to collect two flipped over cards. If a player calls out the wrong answer the other player gets the cards. Players continue until all the cards have been flipped over. The winner is the player with the most cards at the end.

<u>Break My Eggs</u>

Write numbers in the bottom of egg cartons. Put two small objects in the egg carton. Shake the carton and multiply the two numbers together.

<u>Memory Multiplication</u>
- A deck of cards with just the multiplication problems that need to be learned
- A deck of cards with the answers to the problems. Set up:
1. On one side of the platform (ex: table, desk, floor) we turn the problem cards face down and mix them up.
2. On the other side, we turn down the answers to the problems face down as well and mix them up.
3. Player One starts the play just like we play the regular Memory game; however, we are using two decks of cards. Player One goes to the problem cards and turns one face up, and sees a problem (i.e. 7 x 4). Then, he/she goes to the answers on the other side of the platform and flips one over to see if the correct answer is flipped over (i.e. 32 for the wrong answer; 28 for the right answer). If the correct answer is flipped over, the player keeps the two cards flipped face up and goes again. If not, the two cards get flipped face down again and Player Two goes next.
4. Player Two does the same as Player One.
5. The player who wins most collected cards when they're all gone wins the game.

2. Useful Websites/Apps for ideas or more practice

http://www.netrover.com/~kingskid/MulTab/Applet.html helps children to visualise times tables

http://www.multiplication.com/ - mixture of games and ideas for activities

http://www.resourceroom.net/Math/1timestables.asp - practise times tables at various levels

http://www.coolmath4kids.com/times-tables/Timernator-multiplication.html children can practise their times tables against the clock

http://www.brainormous.com/online/loader_multiflyer.html - you can select which times tables you want to practise. Following a training mission, you can then fly round the planets, practising times tables. You can print a report of your successes and weaknesses so you know what to practise next.

http://www.oswego.org/ocsd-web/games/Mathmagician/cathymath.html - click multiplication and choose which times table you would like to practise

http://www.percyparker.com/ - find out more about Percy and his times tables songs. Some of these can be found on You Tube.

http://www.maths-games.org/times-tables-games.html

http://resources.woodlands-junior.kent.sch.uk/maths/timestable/

http://www.topmarks.co.uk/maths-games/5-7-years/times-tables

http://www.maths-games.org/times-tables-games.html

APPS

Squeeble times tables	Rocket Math
Sushi Monster	Maths trainer
Times Table Quiz	Times Table Personal Assistant
Multiplication Training	Tap times tables

3. A Selection of 'Board Games'

BEAM Maths of the Month

you need:
- 1–6 dice
- 20 counters

Doubles for 1 person or 2 players working together

First of all
In this game you are working together.

Put the counters on the boxes,
wherever you like.

When it's your turn
Roll the dice and say the number.
Double the number.

Take a counter from the box
with that answer.

If that box is empty you may move a
counter from one box to another box –
but you may not take a counter this turn.

The end of the game
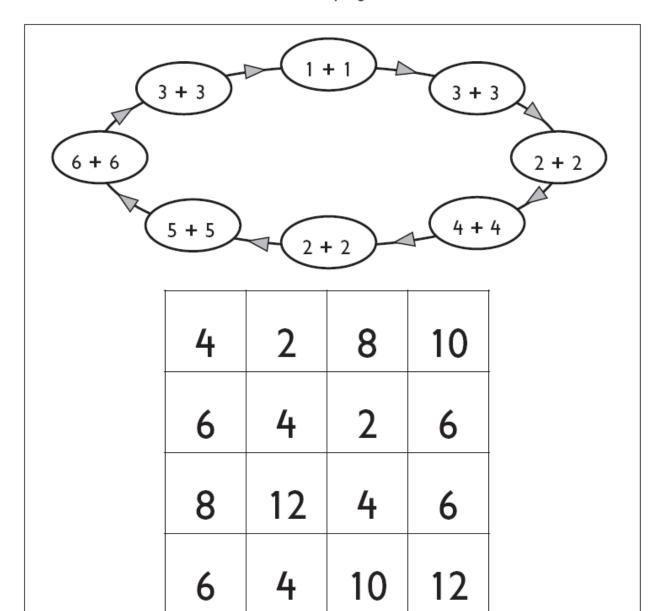Go on like this until you have collected
10 counters between you.

Now play another game,
and see if you can collect
your 10 counters more quickly.

1	2	3	4
5	6	7	8
9	10	11	12

Three in a line for 2 players

```
        3 + 3      1 + 1      3 + 3

    6 + 6                          2 + 2

        5 + 5              4 + 4
               2 + 2
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4	2	8	10
6	4	2	6
8	12	4	6
6	4	10	12

First of all
Each player takes 8 counters in one colour.

Put the bean on 6 + 6.

When it's your turn
Move the bean one or two steps round the circle – you choose.

Work out the answer where the bean lands.

Put a counter on that answer on the grid.

The end of the game
When both players have got three counters in a line the game is over.

Dice wars for 2 players

Round 1

Take turns to roll both dice
and say the numbers.
Multiply your numbers together
and say the answer.
Write it down.

Whose answer is greater?
They take a counter.

Rounds 2 to 20

Go on playing until the counters run out.

Who won the most?

They win the game.

Sample game

Shannon rolled 2 and 7.

2×7 is 14 so she scored 14.

Jordan rolled 4 and 5.

4×5 is 20 so he scored 20.

20 is greater than 14 so Jordan
took a counter.

Shannon
2   7
$2 \times 7 = 14$

Jordan
4   5
$4 \times 5 = 20$

Doubles for 2 players

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
101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120
121	122	123	124	125	126	127	128	129	130
131	132	133	134	135	136	137	138	139	140

Aim

In this game you aim to win any 5 squares in the same row or column.

When it's your turn

Roll both dice and
- arrange the digits to make a two-digit number
- double that number
- cross out that number on the grid using your colour pen

The end

When one player has crossed through 5 numbers in the same row or column, the game is over.

Sample game

Ahmed was drawing crosses and Ben was drawing circles.

Ahmed put crosses on 5 numbers in the twos column, so he won the game.

31	32
41	42
51	52
61	62
71	72
81	82
91	92
101	102

Properties for 2 players

When it's your turn

Roll both dice, arrange the digits to make a number and say the number.

Find a square on the grid that describes that number and put a counter there. If there is no description that fits, roll the dice again.

Keep playing until you both have used up your counters.

The end of the game

Count up how many lines of three you have made. Lines can go sideways, up and down or diagonally.

The player with the most lines of three is the winner.

Take off the counters and play again. Keep playing until one player has won three games.

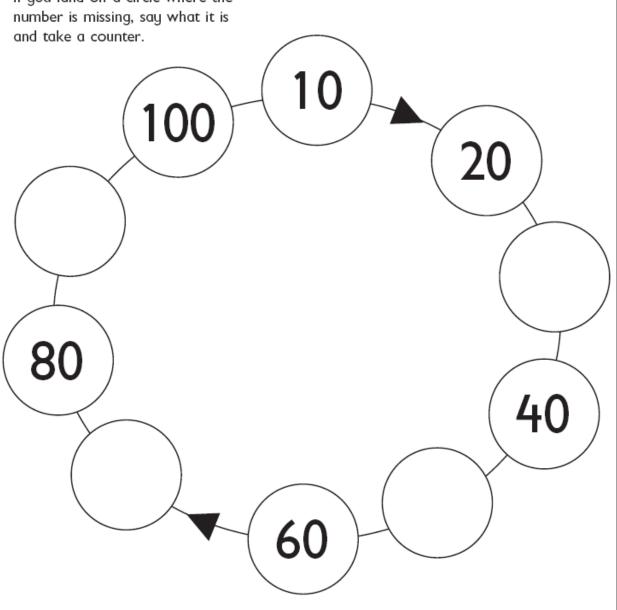|				
odd	less than 33	multiple of 3	even	multiple of 2
multiple of 10	odd	multiple of 4	multiple of 5	less than 71
multiple of 2	multiple of 5	odd	multiple of 4	multiple of 3
even	multiple of 2	greater than 70	more than 90	multiple of 4
more than 60	even	multiple of 3	multiple of 10	multiple of 5

Missing tens for 2 players

Put the bean on 10.

When it's your turn
Roll the dice and say the numbers.
Choose one of them.

Move the bean that many steps.

If you land on a circle where the
number is missing, say what it is
and take a counter.

The end of the game
Go on until both players have collected
at least 10 counters.

100   10

80   20

       40

60

you need:
- two 1–6 dice
  (with numerals if possible)
- pencil and paper

Factor two, three, five for 2 players

When it's your turn

Roll the dice and arrange the digits to make a number.

Roll one dice again and either add that number to your first number or take it away.

If your answer is a multiple of 2, 3 or 5, you score the value of that factor (or if it is a multiple of, for example, 2 and 5, you score both factors).

Work out your score for this round and write it down.

The end of the game

Go on until one player has scored 50 points. They win.

Sample game

Vicki rolled 4 and 3. She arranged the digits to make 43.

Then she rolled 5 and added it.

43 + 5 = 48

48 is a multiple of 2 and of 3, so she scored 5.

Score sheet

Two-digit number	+ or −	Answer	Multiple of 2, 3, 5?	Score
43	+5	48	2 and 3	5

Name: ....

Two-digit number	+ or −	Answer	Multiple of 2, 3, 5?	Score

Name: ....

Two-digit number	+ or −	Answer	Multiple of 2, 3, 5?	Score

you need:
- 5 counters in each of 5 colours (25 in all)
- 1–6 dice

Multiples for 2 players

First of all
Put a counter on each square.

When it's your turn
Roll the dice and say the number.

If it is 2, 3, 4, 5, or 6, take a counter from a number with a multiple of that dice-number.

If it is 1, take a counter from a square number.

The end of the game
Go on until both players have 12 counters.

For 3 counters in one colour, score 3.

For 4 counters in one colour, score 4.

For 5 colours in one colour, score 5.

For less than 3 counters, score 0.

Add up your score to see who wins.

64	8	4	48	9
20	1	100	24	49
36	12	30	90	25
100	72	16	48	45
50	60	36	12	81