

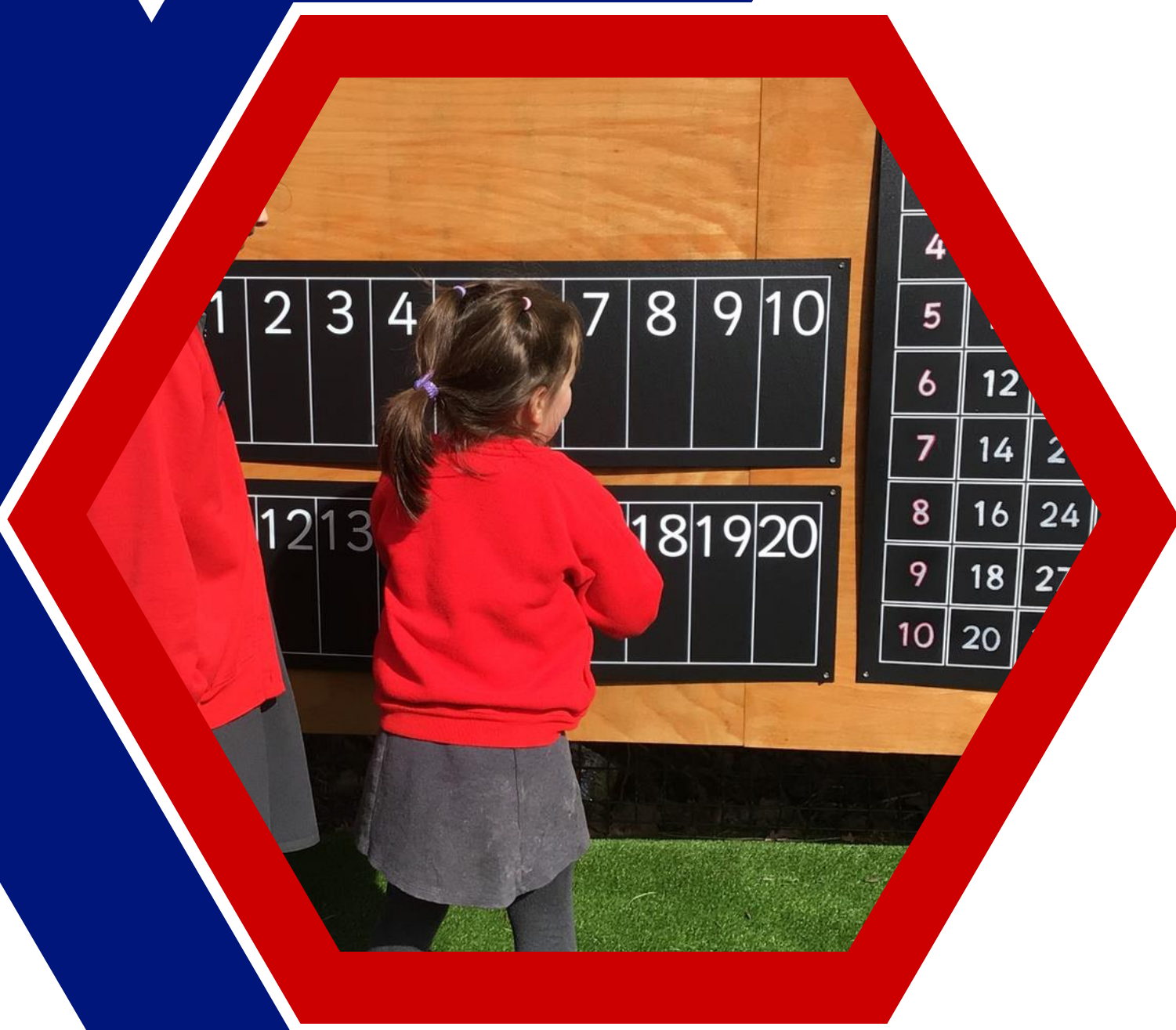


Lindow Community Primary School

Teaching and Learning of Times Tables



The Lindow Times Table Programme



- To motivate the children to learn their multiplication tables an award system has been designed involving a range of levels and stages.
- The children need to learn their tables (multiplication and division facts and missing numbers questions) to pass.
- Within each level, the children will be able to progress through the league stages so that they can see themselves making it to the championship.
- The aim is to have small step focuses within each level to give the children a small achievable target to focus on each week that it's then built upon to complete the overall level which your child has become fluent in.

× × × ×

<u>Level 1: Counting</u> League Two - Count forwards and backwards within 10 League One - Count forwards from any given number to 100 EFL Championship - Count backwards from any given number to 100 Premier League-Identify one more and one less than any given number to 20 European Championship-Identify one more and one less than any given number to 100		<u>Level 9: The 3 x tables</u> League Two - 0 x 3 to 6 x 3 questions League One - 6 x 3 to 12 x 3 questions EFL Championship - Mixed x 3 questions Premier League - ÷ 3 European Championship - Missing number calculations including x3 and ÷ 3
<u>Level 2: Number Bonds</u> League Two - Number bonds up to 5 League One - Number bonds up to 10 e.g. 6 + _ = 8 EFL Championship - Number bonds to 10 (addition) Premier League-Mixed number bonds and related subtraction facts within 10 European Championship - Mixed number bonds and related subtraction facts within 20		<u>Level 10: The 6 x tables</u> League Two - 0 x 6 to 6 x 6 questions League One - 6 x 6 to 12 x 6 questions EFL Championship - Mixed x 6 questions Premier League - ÷ 6 European Championship - Missing number calculations including x6 and ÷ 6
<u>Level 3: Counting in sequences</u> League Two - Missing numbers when counting forwards and backwards in ones to 100 League One- Counting forwards and backwards in tens EFL Championship - Counting forwards and backwards in twos Premier League - Counting forwards and backwards in fives European Championship - Mixed number sequences with missing numbers (ones, twos, fives and tens)		<u>Level 11: The 4 x tables</u> League Two - 0 x 4 to 6 x 4 questions League One - 6 x 4 to 12 x 4 questions EFL Championship - Mixed x 4 questions Premier League - ÷ 4 European Championship - Missing number calculations including x4 and ÷ 4
<u>Level 4: Doubling and Halving</u> League Two - Doubling numbers to 10 League One - Halving even numbers to 10 EFL Championship - Doubling numbers to 20 Premier League - Halving even numbers to 20 and multiples of 10 European Championship - Doubling/ Halving inverse (missing number calculations)		<u>Level 12: The 8 x tables</u> League Two - 0 x 8 to 6 x 8 questions League One - 6 x 8 to 12 x 8 questions EFL Championship - Mixed x 8 questions Premier League - ÷ 8 European Championship - Missing number calculations including x8 and ÷ 8
<u>Level 5: The 10 x tables</u> League Two - 0 x 10 to 6 x 10 questions League One - 6 x 10 to 12 x 10 questions EFL Championship - Mixed x 10 questions Premier League - ÷ 10 European Championship - Missing number calculations including x10 and ÷ 10		<u>Level 13: The 7 x tables</u> League Two - 0 x 7 to 6 x 7 questions League One - 6 x 7 to 12 x 7 questions EFL Championship - Mixed x 7 questions Premier League - ÷ 7 European Championship - Missing number calculations including x7 and ÷ 7
<u>Level 6: The 5 x tables</u> League Two - 0 x 5 to 6 x 5 questions League One - 6 x 5 to 12 x 5 questions EFL Championship - Mixed x 5 questions Premier League - ÷ 5 European Championship - Missing number calculations including x5 and ÷ 5		<u>Level 14: The 9 x tables</u> League Two - 0 x 9 to 6 x 9 questions League One - 6 x 9 to 12 x 9 questions EFL Championship - Mixed x 9 questions Premier League - ÷ 9 European Championship - Missing number calculations including x9 and ÷ 9
<u>Level 7: The 2 x tables</u> League Two - 0 x 2 to 6 x 2 questions League One - 6 x 2 to 12 x 2 questions EFL Championship - Mixed x 2 questions Premier League - ÷ 2 European Championship - Missing number calculations including x2 and ÷ 2		<u>Level 15: The 11 x tables</u> League Two - 0 x 11 to 6 x 11 questions League One - 6 x 11 to 12 x 11 questions EFL Championship - Mixed x 11 questions Premier League - ÷ 11 European Championship - Missing number calculations including x11 and ÷ 11
<u>Level 8: The 2x, 5x and 10 x tables</u> League Two - 0 x 2, 5 or 10 to 6 x 2, 5 or 10 questions League One - 6 x 2, 5 or 10 to 12 x 2, 5 or 10 questions EFL Championship - Mixed x 2, 5 or 10 questions Premier League - ÷ 2, 5 or 10 European Championship - Missing number calculations including x 2, 5 or 10 and ÷ 2, 5 or 10		<u>Level 16: The 12 x tables</u> League Two - 0 x 12 to 6 x 12 questions League One - 6 x 12 to 12 x 12 questions EFL Championship - Mixed x 12 questions Premier League - ÷ 12 European Championship - Missing number calculations including x12 and ÷ 12

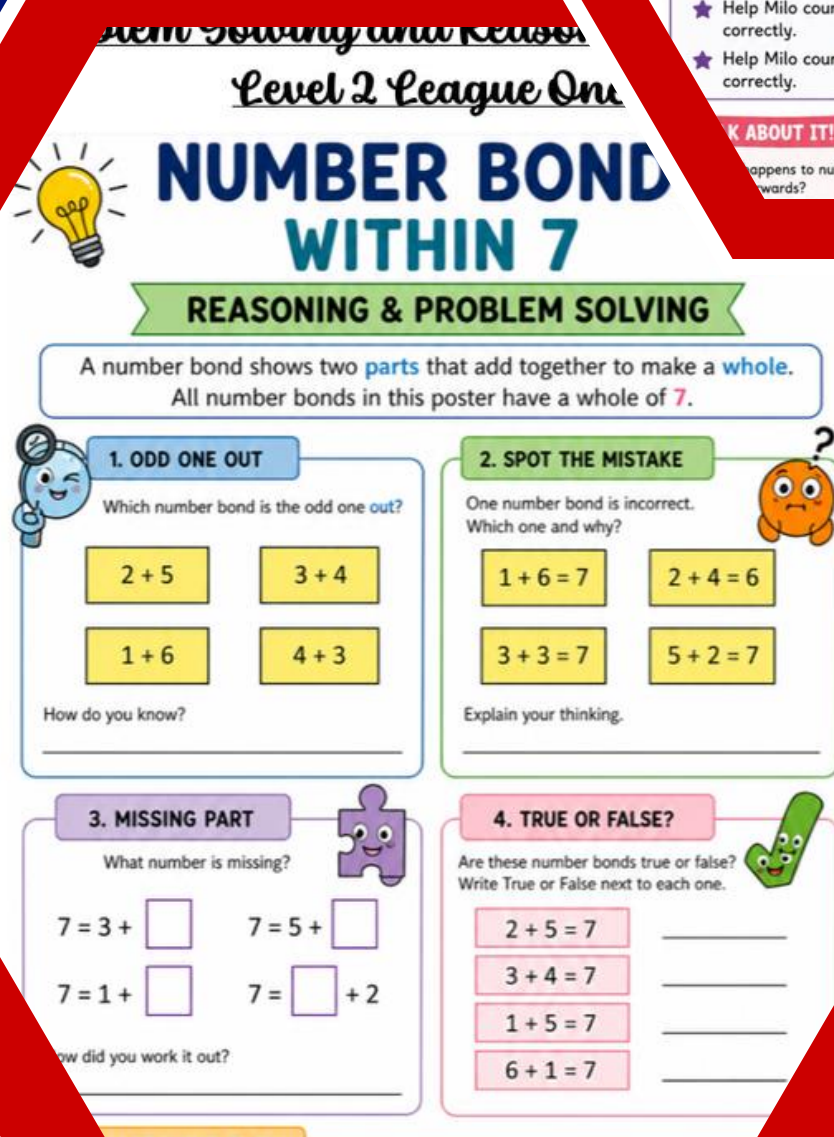
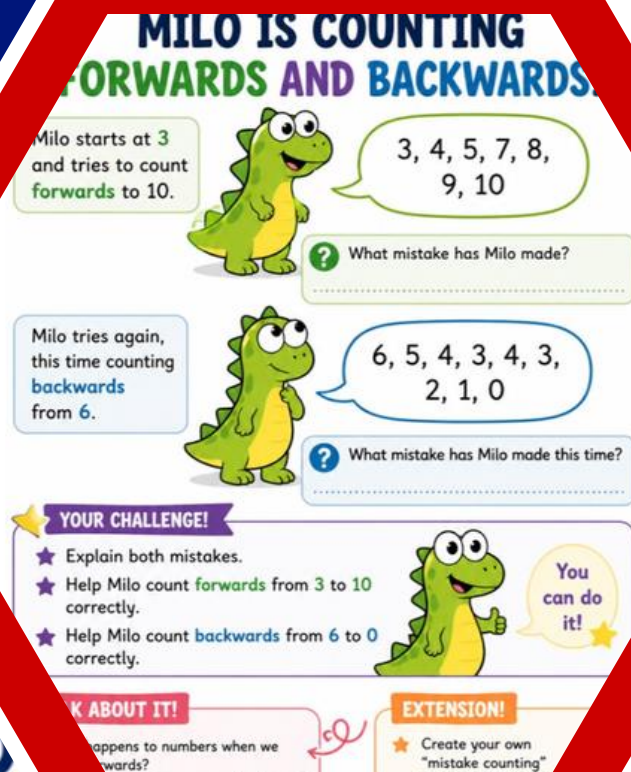
Other Actions

Following parent feedback gathered across all year groups during parents' evenings, there is an increasing demand for guidance on how to support children with reasoning and problem solving at home, alongside the existing fluency practice provided through the Mental Maths League homework system.

In response, work is currently underway to develop a set of optional reasoning and problem-solving activities linked to each level of the league system. These are designed to:

- Support parents in understanding how to develop mathematical thinking at home
- Complement fluency practice with opportunities for deeper application
- Provide accessible and engaging tasks that promote discussion and reasoning skills

These resources will be shared with families in the coming term, with the aim of strengthening home-school collaboration and further supporting pupils' mathematical development.



Homework

Maths

Please practise your arithmetic in preparation for a weekly test on Wednesday.

Please click here for further information and detailed examples for each level in the Lindow Maths Leagues. Your child's initial level can be found in their homework book.

Children will need to score 10 out of 10 in their weekly test to move onto the next level. You will receive a DOJO message when your child is on a different level.

Numbots is a digital APP that can be used to build up the children's fluency in early number. All children have a log in for this app stuck inside their purple homework book.

Homework



Maths Homework League

Level 1

[Click here to go to Level 1](#)

Level 2

[Click here to go to Level 2](#)

Level 3

[Click here to go to Level 3](#)

Level 4

[Click here to go to Level 4](#)

Level 5

[Click here to go to Level 5](#)

Level 6

[Click here to go to Level 6](#)

Level 7

[Click here to go to Level 7](#)

Level 8

[Click here to go to Level 8](#)



Homework



Maths Homework League Level 5

Level 5 League Two

[Click here to go to Level 5 League Two](#)

Level 5 League One

[Click here to go to Level 5 League One](#)

Level 5 EFL Championship

[Click here to go to Level 5 EFL Championship](#)

Level 5 Premier League

[Click here to go to Level 5 Premier League](#)

Level 5 European Championship

[Click here to go to Level 5 European Championship](#)

Homework



Maths Homework League Level 5 League One

Level 5 League One

Homework

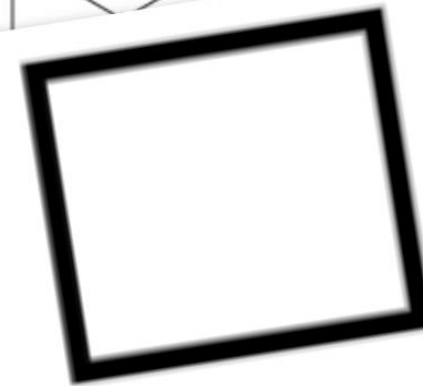
Level: 5

Stage: League One

Focus: The 10 Times Table - 6×10 up to 12×10

Example Test Questions

$$8 \times 10 =$$



Homework

Supporting Videos



Homework

Songs to Support



Homework

Additional Optional Reasoning and Problem Solving Activities to Support this Level

Problem Solving and Reasoning Activity
Level 5 League One

THE TEN TIMES TABLE

The ten times table is a quick way to multiply by 10.
When we multiply by 10,
we are finding the total of 10, 20, 30 and so on.
Can you reason, explain and prove your thinking?

1 Read the problem.
Dan runs 10 m seven times.
Which cards do **not** show this?

$10 + 7$ $7 + 7 + 7 + 7 + 7 + 7 + 7 + 7$
 7×10 $10 + 10 + 10 + 10 + 10 + 10 + 10 + 10$

Explain your answers.

2 Explain your thinking.
Which cards do **not** show
10 m run seven times?
Explain how you know.
Use pictures, numbers or words
to prove your answer.

Talk About It!

What did you notice? How did you solve the problem? Could there be more than one way? Use maths words.

How do Children Become Fluent and Confident in Multiplication?

Children's fluency in multiplication rests on a well built mathematical foundation with three parts:

- An understanding of the meaning of the operations and their relationship to each other – for example, the inverse relationship between multiplication and division.
- The knowledge of a large repertoire of number relationships, including the addition and multiplication facts as well as other relationships, such as how 4×5 is related to 4×50
- A thorough understanding of the base ten number system, how numbers are structured in this system, and how the place value system of numbers behaves in different operations. For example that $24 + 10 = 34$ but $24 \times 10 = 240$



× × × ×

The Statutory Times Table Test (MTC)



- Since 2020 academic year onwards, schools in England will be required to administer an online multiplication tables check (MTC) to year four pupils.
- The [national curriculum](#) specifies that pupils should be taught to recall the multiplication tables up to and including 12×12 by the end of year four.
- Children will be given online multiplication questions and a time limit of 6 seconds to input an answer, therefore limiting pupils ability to work out the answers. The aim is to test the children's RECALL of multiplication facts.
- Children will be given 25 on screen questions in the given format below and there is no order of difficulty:

$$n1 \times n2 = \boxed{}$$

How we Teach Multiplication

Understanding multiplication as repeated addition



5 added together 3 times

is $5 + 5 + 5$

or

3 lots of 5

or

5×3

Meaning the same

$$2 + 2 + 2 + 2 + 2 + 2 + 2$$

7 lots of 2

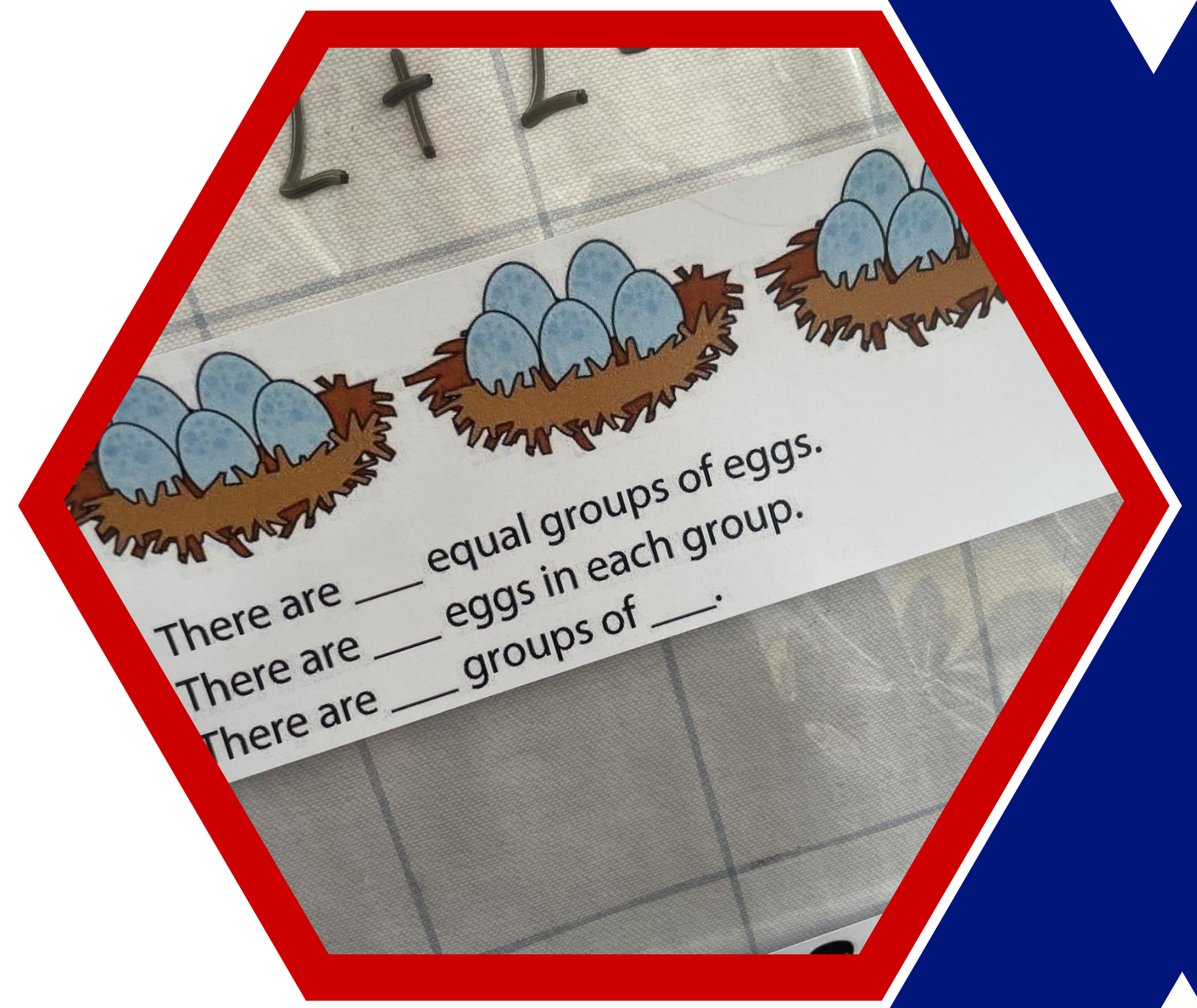
7 groups of 2

7 sets of 2

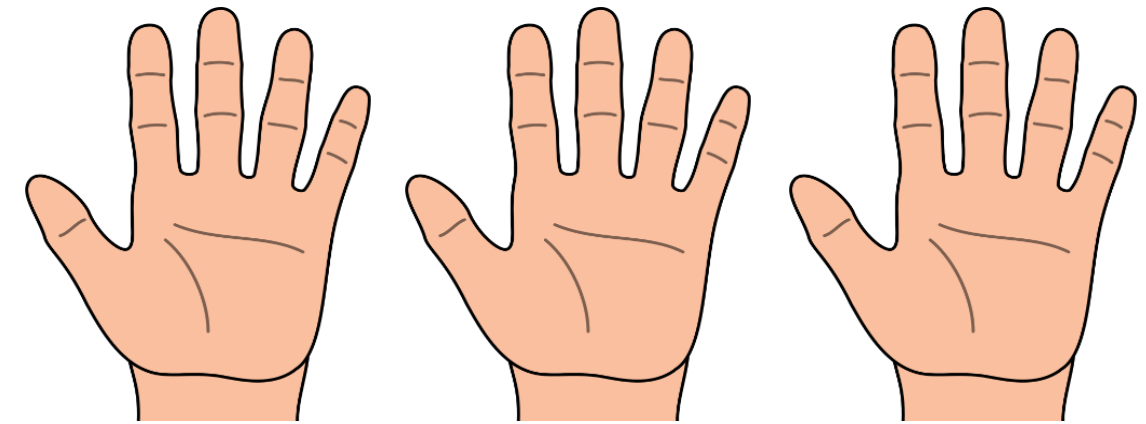
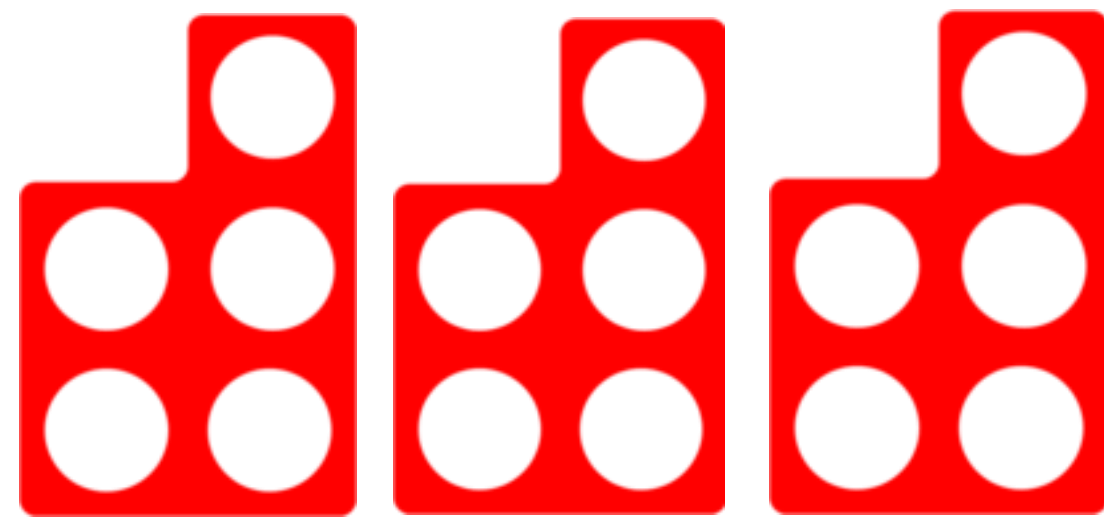
2 times 7

$$2 \times 7$$

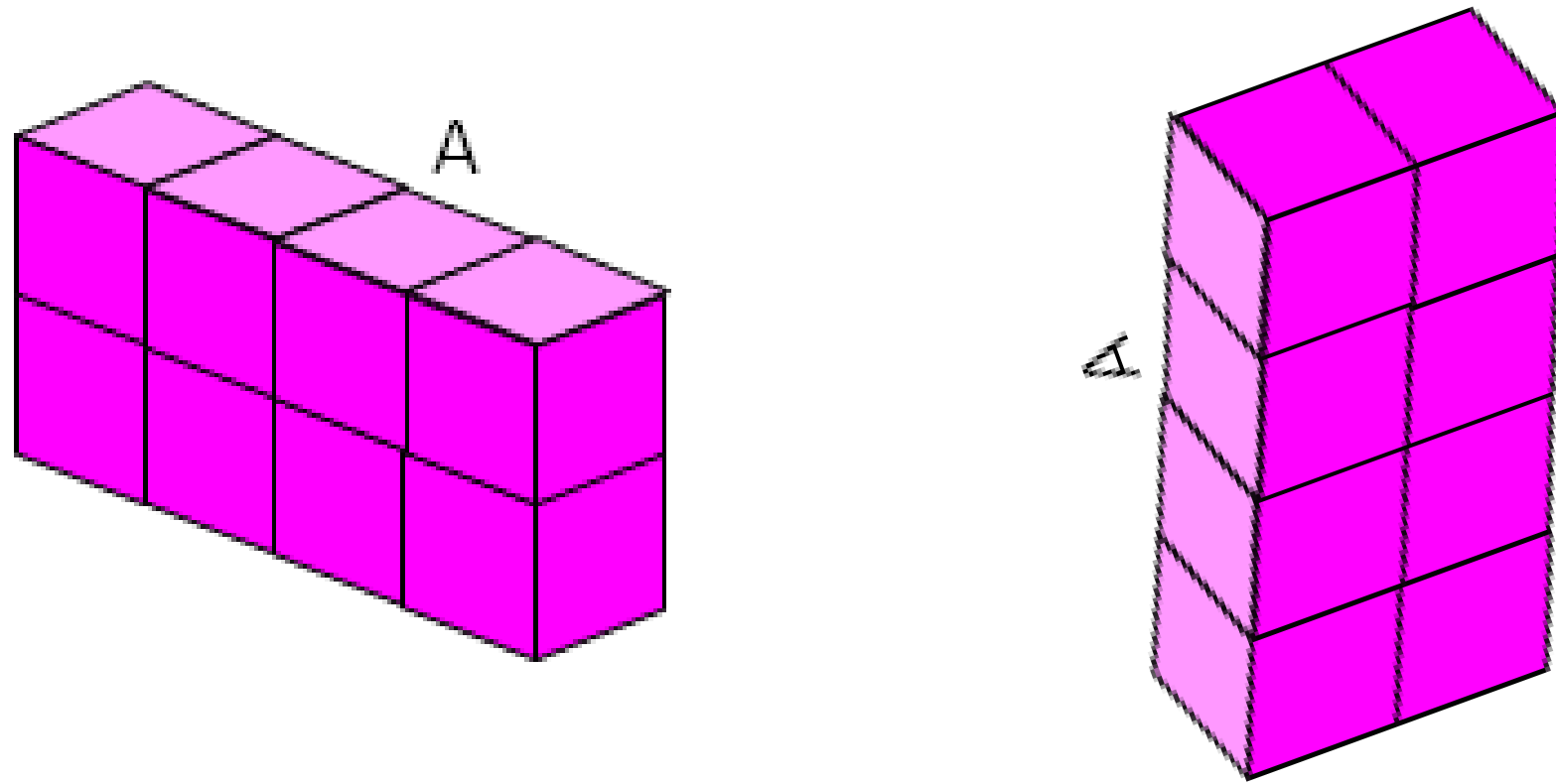
2 multiplied by 7



Varied representations of a multiplication fact



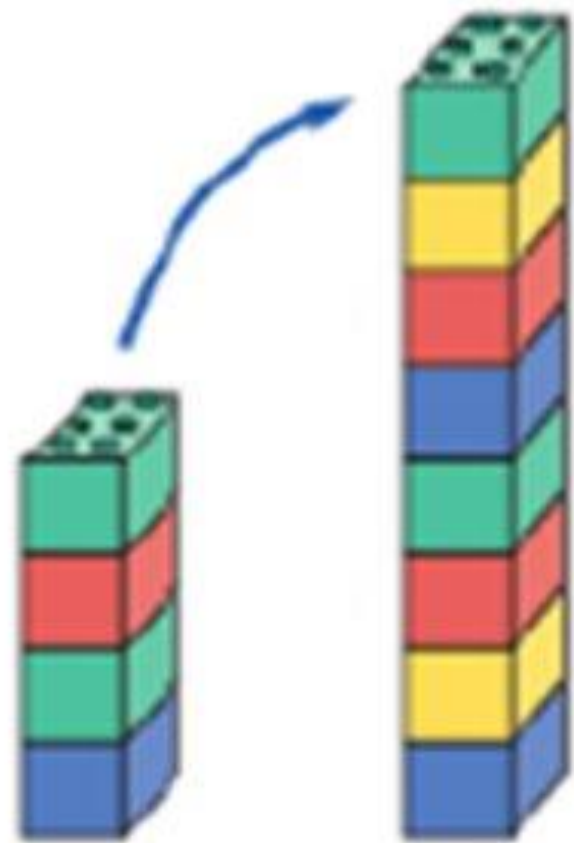
The Importance of Arrays



Arrays help the children develop an understanding of the meaning of the operations and their relationship to each other – for example, the inverse relationship between multiplication and division.

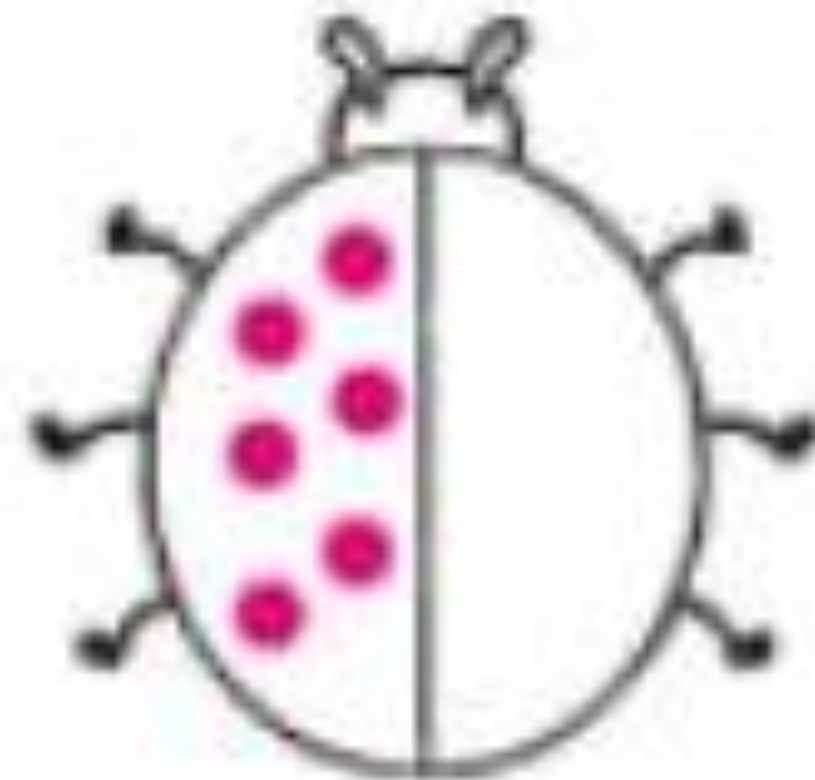
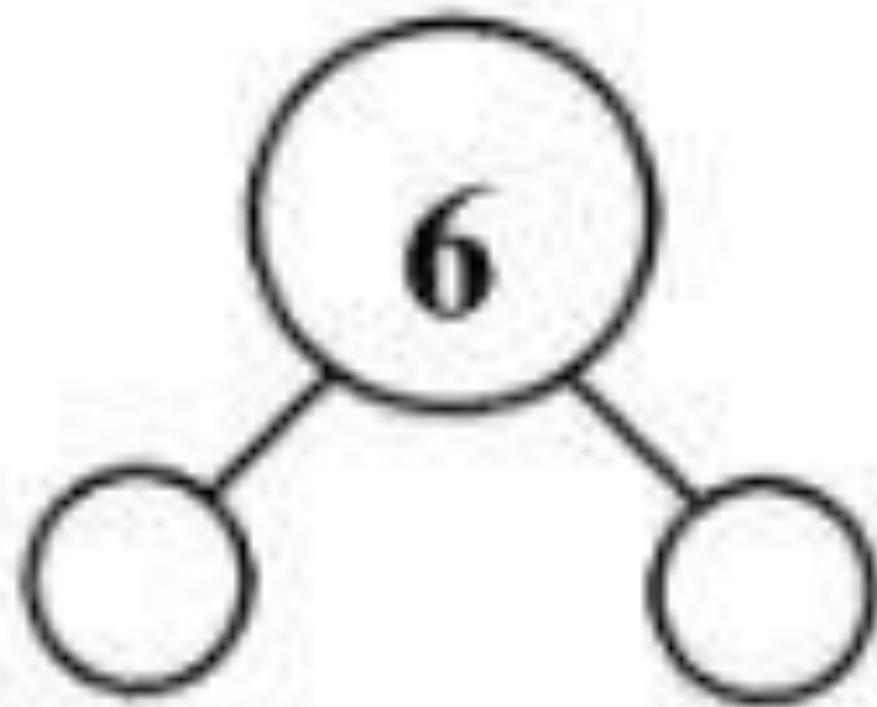
Level 4: Doubling and Halving

Use practical activities to show how to double and half a number.



double 4 is 8

$$4 \times 2 = 8$$



Level 1: Counting

Counting is one of the first maths skills that children develop at school. All their later maths skills build on this foundation. In this booklet, you'll find out how children are taught to count. You'll also find a range of games and activities that you can use at home to build your child's skills and confidence at counting.

Counting in everyday life



Most of us use numbers every single day. Even before they start school, we can really help our children by showing them that numbers and counting are a part of real life, not just something they do at school with a teacher. To help, especially fun or enticing things, bring counting to life, keep children interested. Help them to learn using touch, sight, sound and even taste and smell.



Ordering amounts and numbers

As children learn to count they also learn whether a number, or amount, is more or less than another number or amount:

Ask questions that help children to compare the sizes of numbers and amounts. Encourage them to use phrases like 'more than' and 'less than':

Level 1: Counting

- Jumping/ Skipping while counting
- Have post it's etc with a number sequence on the wall. Chn high five the post its as they count the sequence
- Turn some numbers over in a sequence – What is that number? How do you know? E.g. 32, 33, 34, ?, 36
- Tell the children that you are going to drop coins into the pot. They need to listen carefully to the coins going into the pot and tell me how many there are in there
- Random number generator gives the children a starting number. Children sit with a partner and rally robin counting on from that number in ones.
- Target number- Children sit in circle. Random number generator creates target number. Somebody give a starting number. Children continue counting round the circle. If they say the target number they win a counter.

Level 2: Number Bonds

Number bonds

Children will learn to use **number bonds**. These are basic addition questions that we can answer instantly, without having to work out the answers in our heads. Some examples are:

$$4 + 1 = 5$$

$$6 + 3 = 9$$

At first, children practise number bonds that add up to 10 or less, like these. Schools give children lots of practice to help them remember the answers instantly. Children then move on to number bonds that add up to 20 or less. Some examples are:

$$7 + 5 = 12$$

$$8 + 9 = 17$$

The more number bonds a child knows, the easier they'll find addition and a whole range of other maths skills that use addition. But remembering number bonds takes lots of practice.

Level 2: Number Bonds

Adding in everyday life

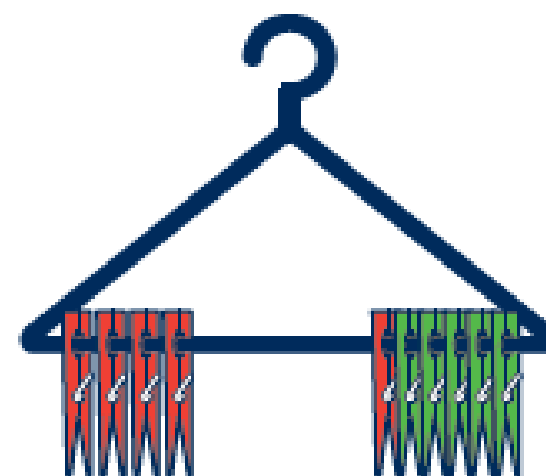
Children first learn to add using real stuff, such as their fingers, toys, food and counters.



Real things that our children can see, touch and feel, maybe even smell or taste, bring maths to life. And when those things are in real situations – everyday activities, games and events – maths makes sense and has a clear purpose.

- Ask your child lots of questions that involve number bonds, e.g. 'If you're having three potatoes and I'm having two, how many do we need altogether?'
- Print and play Number Bond Bingo (pages 22–26) and Number Bond Pairs and Snap (pages 27–29).
- Make your own number bonds games for your child, e.g. make Number Bond Bingo, Pairs or Snap for numbers up to 20. All you'll need is a few sheets of paper or card to write the numbers on.
- Play board games with two dice. These offer a great opportunity to practise number bonds.

Coat hanger abacus



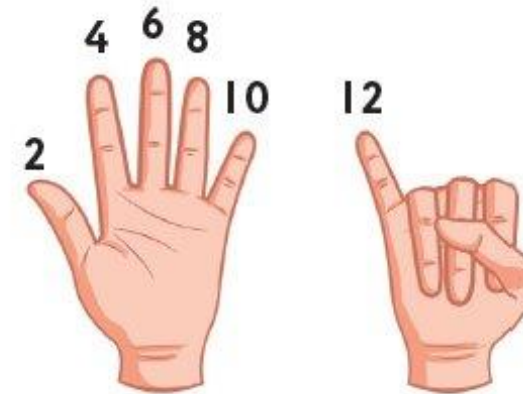
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Level 3: Counting in steps

Using fingers to count in steps

If fingers help, use them! Children can use fingers to help them count in steps: they can hold up the number of fingers they are multiplying by and count in steps across those fingers.

So, for 6×2 , children can hold up 6 fingers and wiggle each finger in turn as they recall 2, 4, 6, 8, 10 and 12.



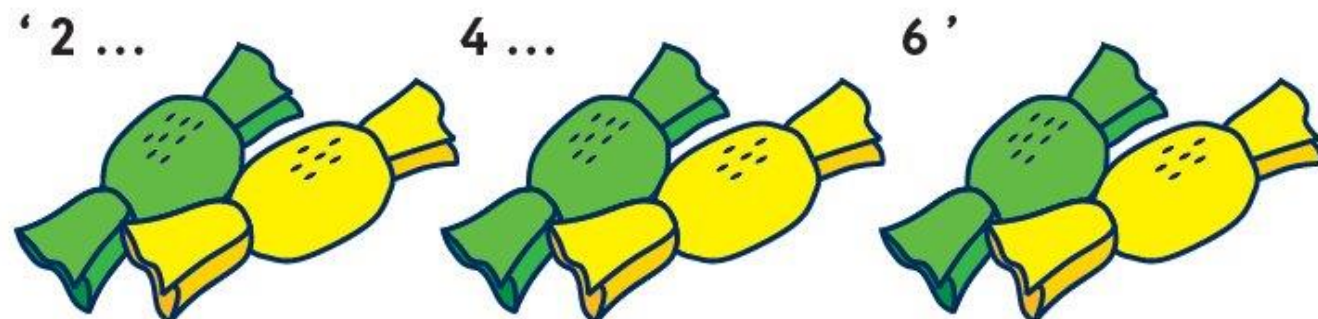
Counting in steps

During Reception, children are also taught to multiply by counting in 'steps' of 2: 2, 4, 6, 8, 10, etc.

They then move on to counting in different steps, e.g. in steps of 10, 5 or 3.

You can:

Count in steps with them, using toys, sweets or counters to make it real:



Level 3: Counting in steps

- Counting in twos, fives and tens – drop 2ps/5ps/10ps into a pot. Child closes their eyes and listens to the drop while counting in that sequence then tells you how much is in there
- Count pairs of socks, shoes etc.
- Count in fives while doing high fives around the room

Level 4: Doubling and Halving

Doubling numbers to 20

Strategy One

Use sticks to represent the tens and dots to represent the ones



Count the sticks first in

Tens and then the dots in Ones.

Strategy Two

Break out the tens and ones

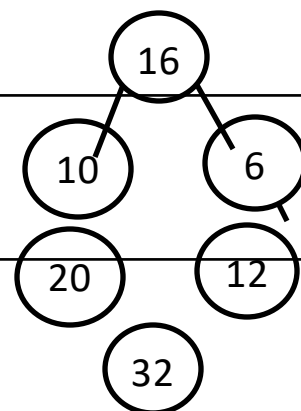
$$16 + 16 = \square$$

$$10 + 10 = 20$$

$$6 + 6 = 12 \quad 20 + 12 = 32$$

Strategy Three

Partitioning



Level 4: Doubling and Halving

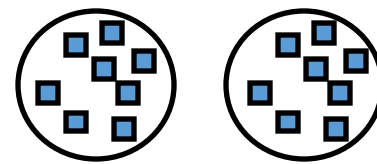
Halving 2 digit even numbers

Strategy One

Using equipment e.g. counters, stones, etc to split in half.

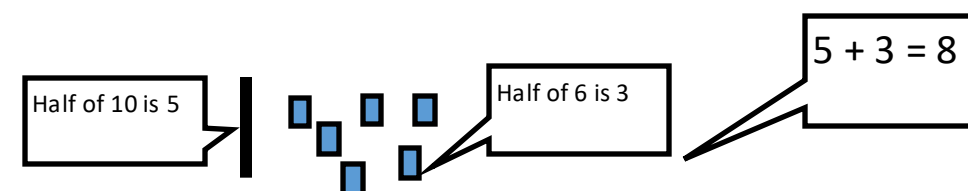
Using pictures. E.g. two hoops and sharing 16 dots.

Using sticks to represent tens and dots to represent ones.



Strategy Two

Partitioning:



Strategy Three

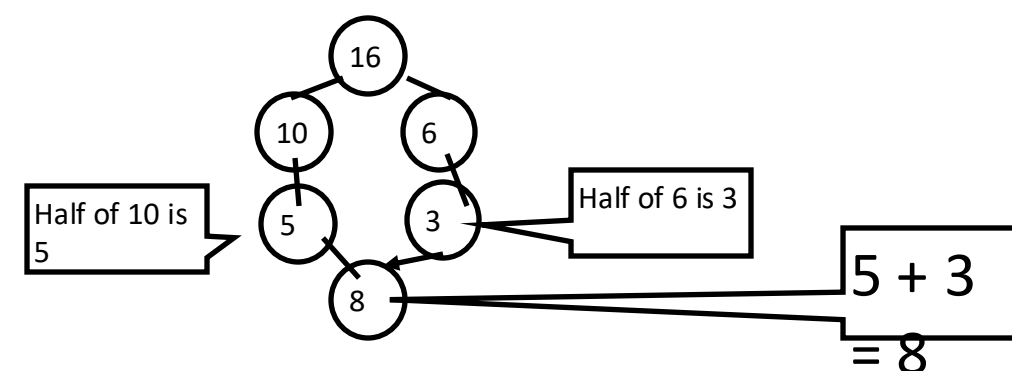
Partitioning

$$16 = 10 + 6$$

Half of 10 is 5

Half of 6 is 3

$$5 + 3 = 8$$



Level 4: Doubling and Halving

Halving multiples of ten

Strategy One

50 is 5 lots of 10...

Half of ten is 5 so I can count my fingers in 5s.

5 , 10, 15, 20, 25 ...

Half of 50 is 25



Strategy Two

Partitioning:

50 is 5 10s

$10 + 10 + 10 + 10 + 10$ Half of 10 is 5

$5 + 5 + 5 + 5 + 5 = 25$

Half of 50 is 25

Level 5: The Ten Times Tables

As part of our maths learning, the children will be developing their understanding and fluency with the **10 times table**. We will focus not only on recalling facts, but also on understanding multiplication and recognising the patterns in multiples of 10. Children will practise counting in 10s and explore how multiplying by 10 changes the value of a number, helping them to recognise the relationship between **ones and tens**. They will also use their knowledge of the 10 times table to support them when learning other multiplication facts. At home, short and regular practice through games, quick-fire questions and everyday activities can help to build confidence and fluency. The aim is for children to become increasingly **accurate, confident and flexible** when using their 10 times table facts.

Level 5: The Ten Times Tables

Activities to help at home:

Count in 10s

Practise counting forwards and backwards in 10s:

10 → 20 → 30 → 40 → 50 → 60 → 70 → 80 → 90 → 100

Challenge: Can you count backwards in 10s?

Level 5: The Ten Times Tables

Activities to help at home:

What's the Missing Number?

Write a sequence with some numbers missing:

10, 20, __, 40, __, 60, __, 80, 90, __

Ask your child to fill in the gaps.

Level 5: The Ten Times Tables

Activities to help at home:

Shop in 10s

Use coins or pretend money.

"One pencil costs 10p. How much would 4 pencils cost?"

Then try:

- 6 pencils
- 8 pencils
- 10 pencils

You could also use 10p coins and ask:

"How many 10p coins would you need to make 70p?"

Level 5: The Ten Times Tables

Activities to help at home:

Build Groups of 10

Use Lego, cubes, pasta, buttons or toys.

Make groups of **10**.

Ask:

"How many objects are there in 5 groups of 10?"

Then physically count:

10 → 20 → 30 → 40 → 50

This reinforces that **$5 \times 10 = 50$** means 5 equal groups of 10.

Level 5: The Ten Times Tables

Activities to help at home:

Place Value Detective

Write numbers such as:

40, 70, 120, 350

Ask:

"What happens when we multiply this number by 10?"

Start with simple numbers:

$$4 \times 10 = 40$$

Then move towards:

$$23 \times 10 = 230$$

Encourage children to explain what happens to the digits rather than simply saying "**add a zero.**"

Level 5: The Ten Times Tables

Activities to help at home:

Roll and Multiply

Roll a dice.

Whatever number you roll, multiply it by 10.



$$6 \times 10 = 60$$

Keep a score and see how many correct answers you can get in one minute.

Challenge: Roll two dice, add them together, then multiply the total by 10.

Level 5: The Ten Times Tables

Activities to help at home:

Spot the Mistake

Give your child some calculations and ask them to be the teacher:

- $3 \times 10 = 30$ ✓
- $7 \times 10 = 17$ ✗
- $9 \times 10 = 90$ ✓
- $5 \times 10 = 50$ ✓
- $8 \times 10 = 18$ ✗

Ask:

"How do you know?"

This encourages children to explain their mathematical thinking.

Level 5: The Ten Times Tables

Activities to help at home:

Number Line Jumping

Draw a number line and make jumps of **10**.

For example:

0 → 10 → 20 → 30 → 40 → 50

Ask:

"How many jumps did we make?"

So:

5 jumps of 10 = $5 \times 10 = 50$

You can make the jumps with a toy car or counter.

Level 5: The Ten Times Tables

Activities to help at home:

One-Minute Challenge

Give your child one minute to answer:

- $2 \times 10 =$
- $5 \times 10 =$
- $7 \times 10 =$
- $10 \times 10 =$
- $4 \times 10 =$
- $9 \times 10 =$

The aim is to **beat their own previous score**, rather than compete with someone else.

Level 5: The Ten Times Tables

Activities to help at home:

True or False?

Ask questions such as:

"Is $6 \times 10 = 60$?"

"Is $8 \times 10 = 80$?"

"Is 40 the answer to 4×10 ?"

Then introduce reasoning:

"Dexter says $12 \times 10 = 102$. Is he correct? Explain why."

This is particularly useful for developing mathematical language and understanding.

Level 6: The Five Times Tables

As part of our maths learning, the children will be developing their understanding and fluency with the **5 times table**. We will focus not only on recalling facts, but also on understanding multiplication and recognising patterns in the multiples of 5. Children will practise counting in 5s and using their knowledge of the **10 times table** to help them calculate 5 times a number. At home, short and regular practice through games, quick-fire questions and everyday activities can help to build confidence and fluency. The aim is for children to become increasingly **accurate, confident and flexible** when using their 5 times table facts.

Level 6: The Five Times Tables

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

- **Finding Patterns** – Did you know that all the multiples of 5 end in 5 or 0?
- Multiply by ten then half it. e.g.
- $5 \times 8 = ?$
- $10 \times 8 = 80$ so half of 80 is 40
- $5 \times 8 = 40$

Level 6: The Five Times Tables

Activities to help at home:

Count in 5s

- Practise counting forwards and backwards in 5s.
- Try starting from different numbers: 5, 10, 15... or 50, 45, 40...
- Clap, march or jump each time you say a multiple of 5.

Level 6: The Five Times Tables

Activities to help at home:

Spot the pattern

- Write the multiples of 5: **5, 10, 15, 20, 25, 30...**
- Ask children what they notice about the digits in the ones column.
- Can they predict the next number?

Level 6: The Five Times Tables

Activities to help at home:

Use the 10 times table

- Ask: “If I know $10 \times 6 = 60$, how could I work out 5×6 ?”
- Encourage children to recognise that $5 \times$ a number is half of $10 \times$ that number.

Level 6: The Five Times Tables

Activities to help at home:

Money shop

- Use 5p coins to make different amounts.
- For example: *How many 5p coins do I need to make 35p?*
- Extend with: *What is $7 \times 5p$?*

Level 6: The Five Times Tables

Activities to help at home:

Groups of 5

- Make groups of 5 using Lego, pasta, buttons or small toys.
- Ask: *How many are there altogether if we have 4 groups of 5?*
- Encourage children to say the matching multiplication sentence.

Level 6: The Five Times Tables

Activities to help at home:

Roll and multiply

- Roll a dice.
- Multiply the number by 5.
- For example, roll **7** $\rightarrow 7 \times 5 = 35$.
- Can they explain how they worked it out?

Level 6: The Five Times Tables

Activities to help at home:

Number line jumps

- Draw a number line and make jumps of 5.
- Ask: *How many jumps of 5 does it take to reach 40?*
- Link this to **$8 \times 5 = 40$** .

Level 6: The Five Times Tables

Activities to help at home:

True or false?

Give statements such as:

- $6 \times 5 = 30$ ✓
- $9 \times 5 = 40$ ✗
- $5 \times 7 = 35$ ✓
- $5 \times 10 = 50$ ✓

Ask children to explain how they know.

Level 6: The Five Times Tables

Activities to help at home:

Times-table treasure hunt

- Look around the house for numbers that are multiples of 5.
- Prices, page numbers, clocks, scores or measurements can all be used.
- Ask: *Is 45 a multiple of 5? How do you know?*

Level 6: The Five Times Tables

Activities to help at home:

- **Beat the clock — gently!**
- Give children 10 multiplication questions.
- See how many they can answer accurately.
- Repeat another day and see if they can improve their **accuracy and confidence**, rather than simply trying to go faster.

Level 7: The Two Times Tables

As part of our maths learning, the children will be developing their understanding and fluency with the **2 times table**. We will focus not only on recalling facts, but also on understanding multiplication and recognising that multiplying by 2 means **doubling a number**.

Children will practise counting in 2s, recognising patterns and using their knowledge of doubling to help them calculate 2 times a number. At home, short and regular practice through games, quick-fire questions and everyday activities can help to build confidence and fluency. The aim is for children to become increasingly **accurate, confident and flexible** when using their 2 times table facts.

Level 7: The Two Times Tables

Activities to help at home:

Count in 2s

- Practise counting forwards and backwards in 2s.
- Try starting from different numbers: **2, 4, 6, 8...**
- Clap, march or jump each time you say a number.

Level 7: The Two Times Tables

Activities to help at home:

Double it!

- Give your child a number and ask them to double it.
- For example: **Double 7 = 14.**
- Link this to multiplication: **$2 \times 7 = 14$.**
- Use objects such as Lego, buttons or toys to physically make two equal groups.

Level 7: The Two Times Tables

Activities to help at home:

Pairs around the house

- Look for things that naturally come in pairs: shoes, socks, gloves, eyes, pencils etc.
- Ask: *“If we have 6 pairs, how many are there altogether?”*
- Encourage them to say **$6 \times 2 = 12$** .

Level 7: The Two Times Tables

Activities to help at home:

Odd or even detective

- Explore the pattern in the 2 times table.
- Ask children to identify whether numbers are **odd or even**.
- Can they explain why every multiple of 2 is even?

Level 7: The Two Times Tables

Activities to help at home:

Dice doubling game

- Roll a dice and double the number.
- For example: roll **6** → **double 6 = 12** → **$2 \times 6 = 12$** .
- Take turns and see who can answer correctly.

Level 7: The Two Times Tables

Activities to help at home:

Number line jumps

- Draw a number line and make jumps of 2.
- Ask: *“How many jumps of 2 will it take to reach 16?”*
- Link the jumps to multiplication.

Level 7: The Two Times Tables

Activities to help at home:

Pairs with coins

- Make pairs using 1p, 2p, 5p or 10p coins.
- For example: “*What is the value of $7 \times 2p$?*”
- This gives children a real-life reason to use their 2 times table.

Level 7: The Two Times Tables

Activities to help at home:

Spot the mistake

- Give children a multiplication sentence and ask them to check it.
- $2 \times 8 = 18$ ✗
- $2 \times 6 = 12$ ✓
- Ask: *"How do you know?"*

Level 7: The Two Times Tables

Activities to help at home:

Times-table treasure hunt

- Look around the house for numbers in the 2 times table.
- Page numbers, prices, scores or numbers on clocks can all be used.
- Challenge: *“Can you find 5 even numbers?”*

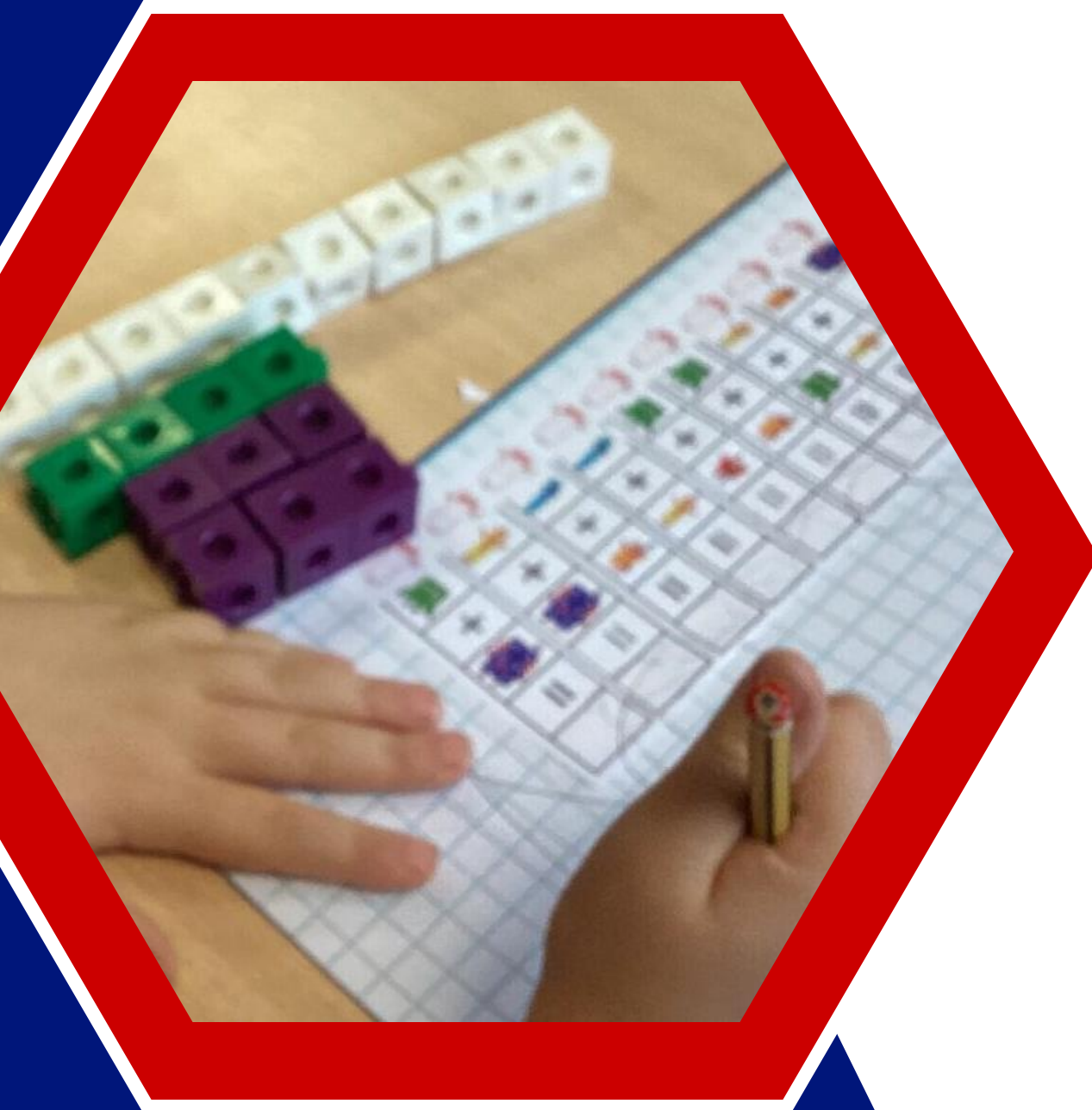
Level 7: The Two Times Tables

Activities to help at home:

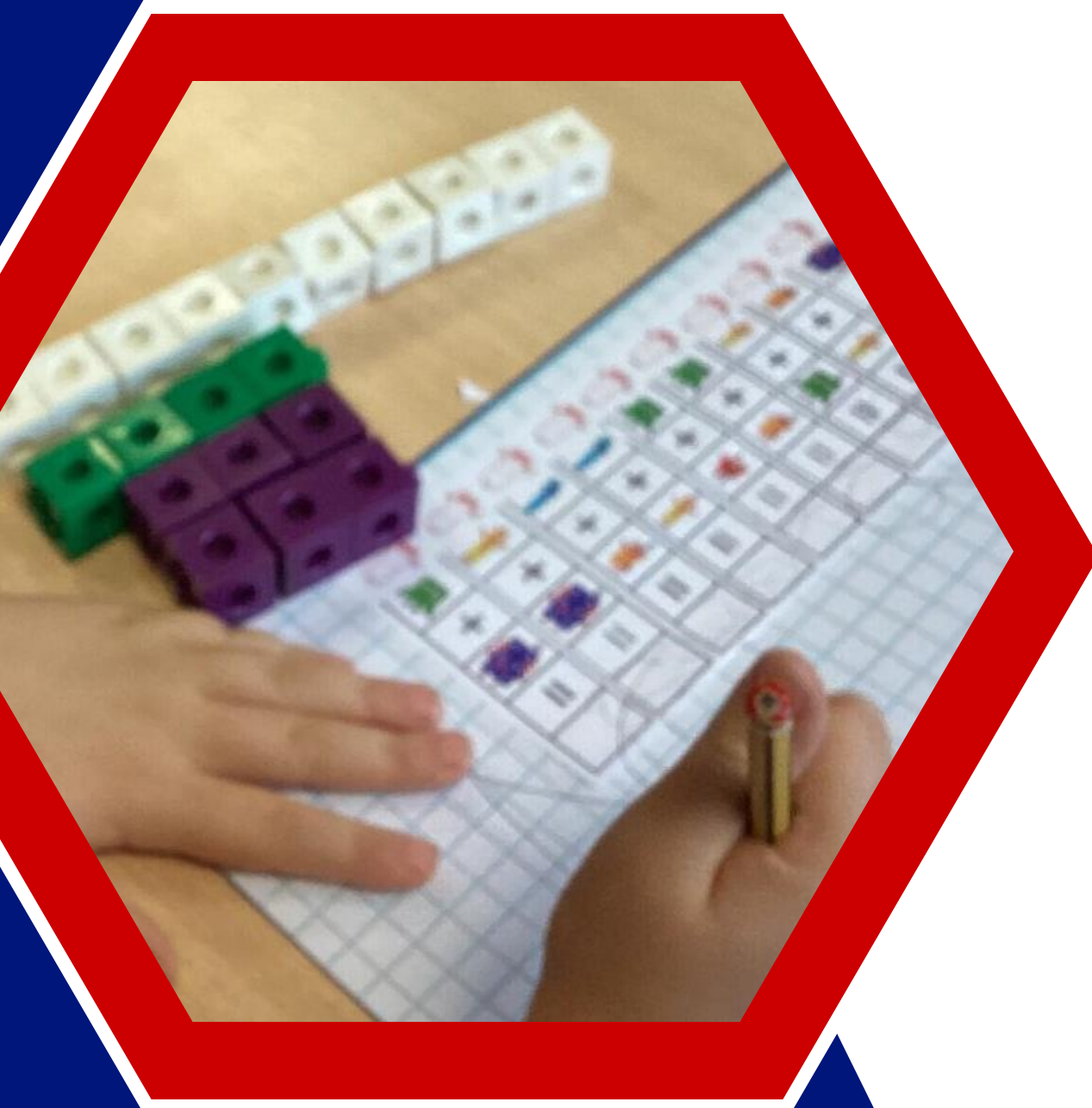
- **Build it!**
- Use Lego, blocks, pasta or toys to make equal groups of 2.
- For example, make **5 groups of 2**.
- Count them and write the matching multiplication sentence: **$5 \times 2 = 10$** .

Level 9: The Three Times Tables

As part of our maths learning, the children will be developing their understanding and fluency with the **3 times table**. We will focus not only on recalling facts, but also on understanding multiplication and using strategies to work out facts they may not yet know. Children will practise counting in 3s, recognising patterns and using known facts, such as the **2 times table**, to help them calculate 3 times a number. At home, short and regular practice through games, quick-fire questions and everyday activities can help to build confidence and fluency. The aim is for children to become increasingly **accurate, confident and flexible** when using their 3 times table facts.



Level 9: The Three Times Tables



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

- **Finding Patterns –**
Did you know that the digits of a multiple of 3 add together to make a multiple of 3? E.g. 27
 $2 + 7 = 9$?

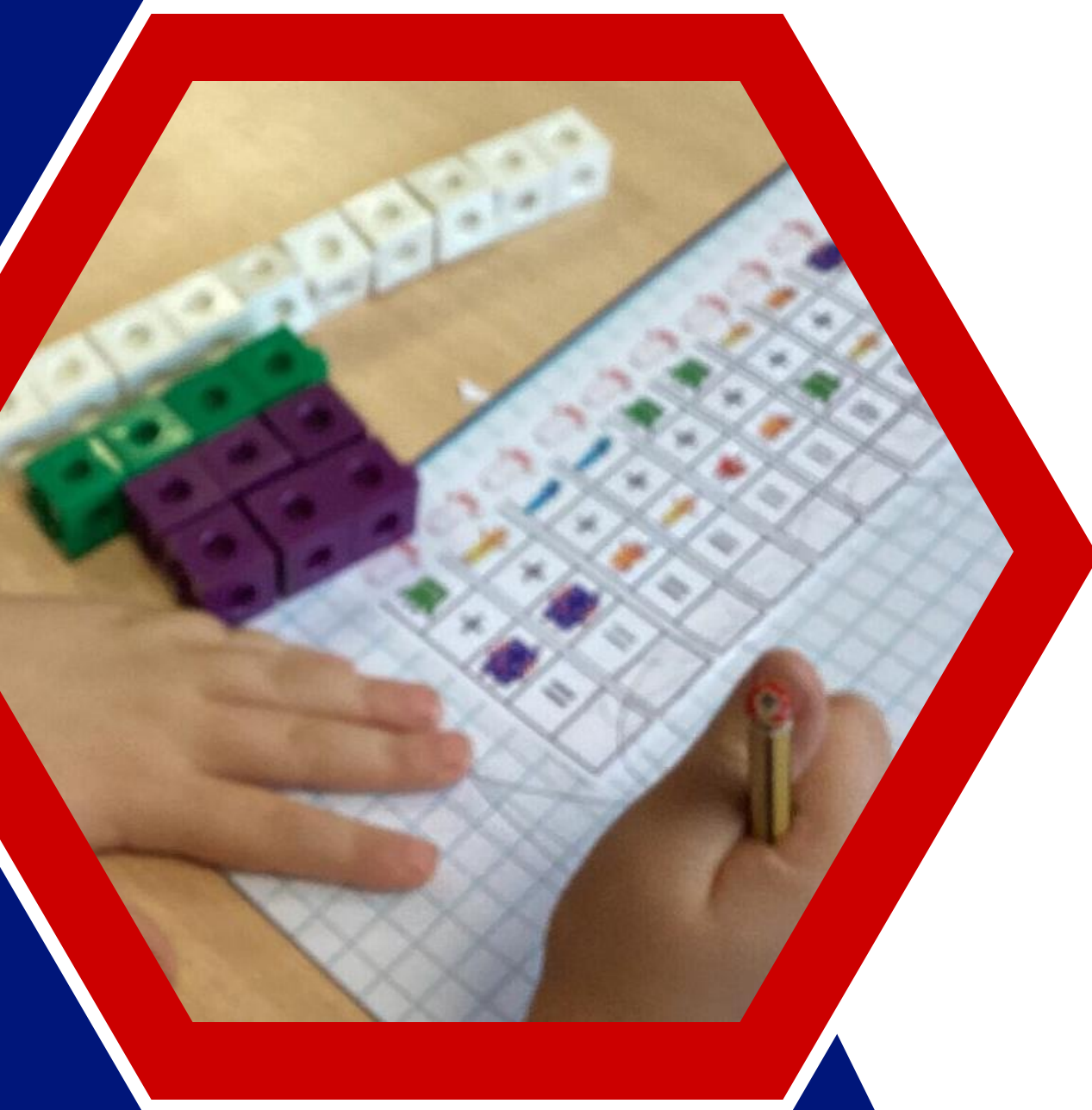
X	1	2	3	4	5	6	7	8	9	10
3	3	6	9	12	15	18	21	24	27	30

Level 9: The Three Times Tables

Activities to help at home:

Count in 3s

- Practise counting forwards and backwards in 3s.
- Try starting at different points: **3, 6, 9, 12...**
- Clap, jump or march as you count.

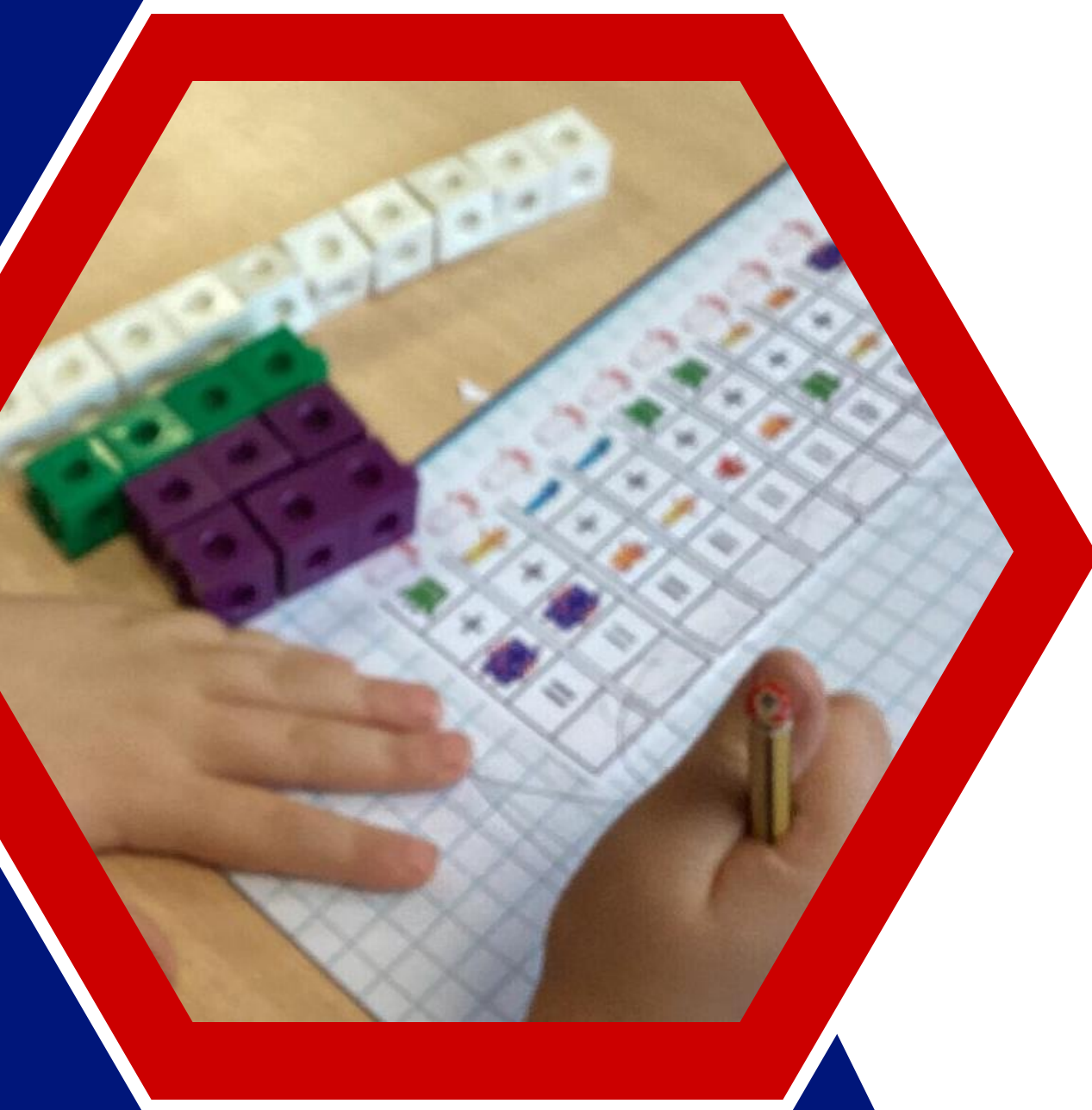


Level 9: The Three Times Tables

Activities to help at home:

Make groups of 3

- Use Lego, pasta, buttons or toys to make equal groups of 3.
- For example, make **5 groups of 3**.
- Count them and write: **$5 \times 3 = 15$** .

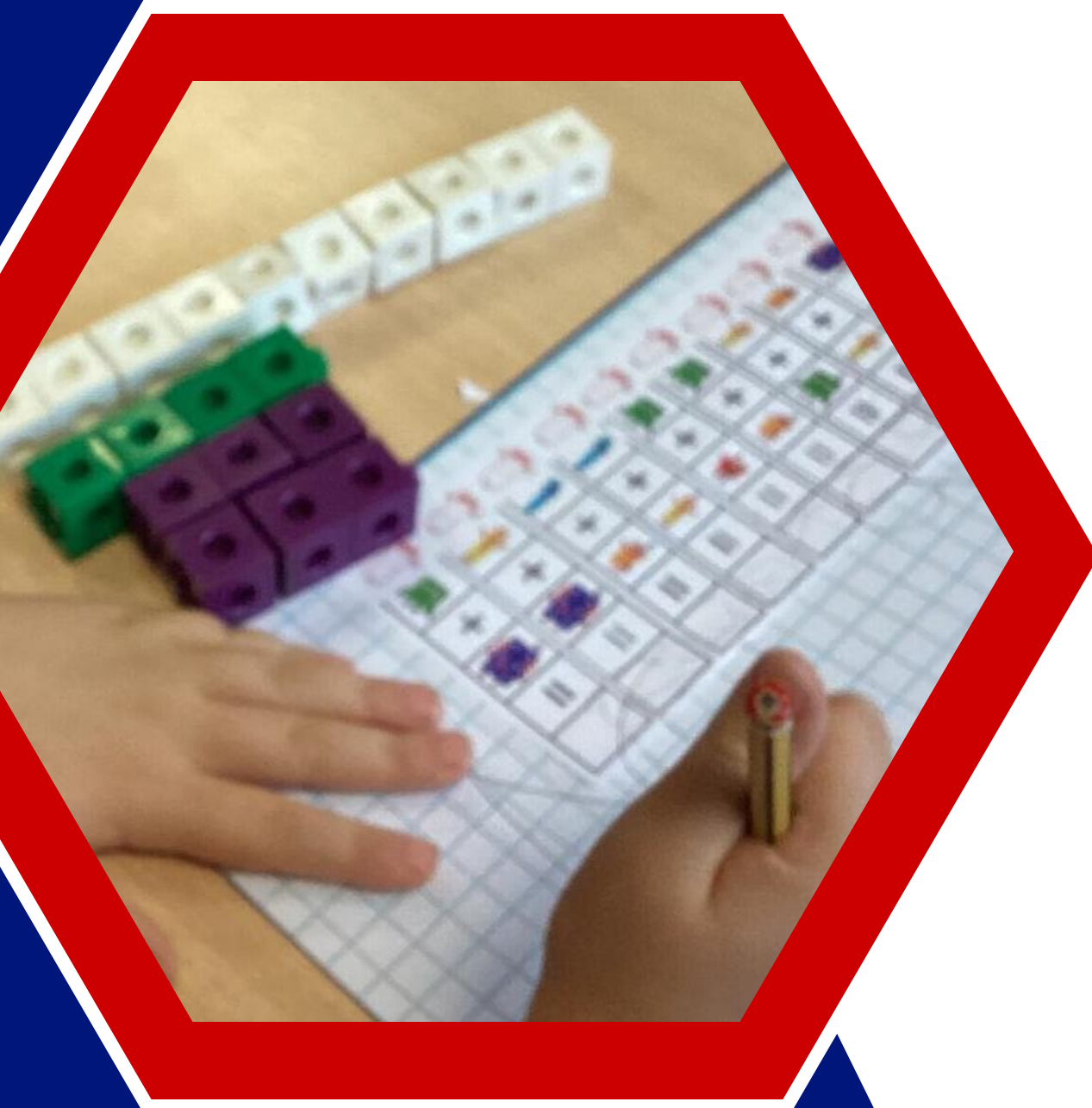


Level 9: The Three Times Tables

Activities to help at home:

Use the 2 times table

- Ask: *"If you know $2 \times 6 = 12$, how could you work out 3×6 ?"*
- Encourage children to think: **2 groups of 6 + 1 more group of 6 = 18.**
- This helps them use a known fact to find one they don't know.

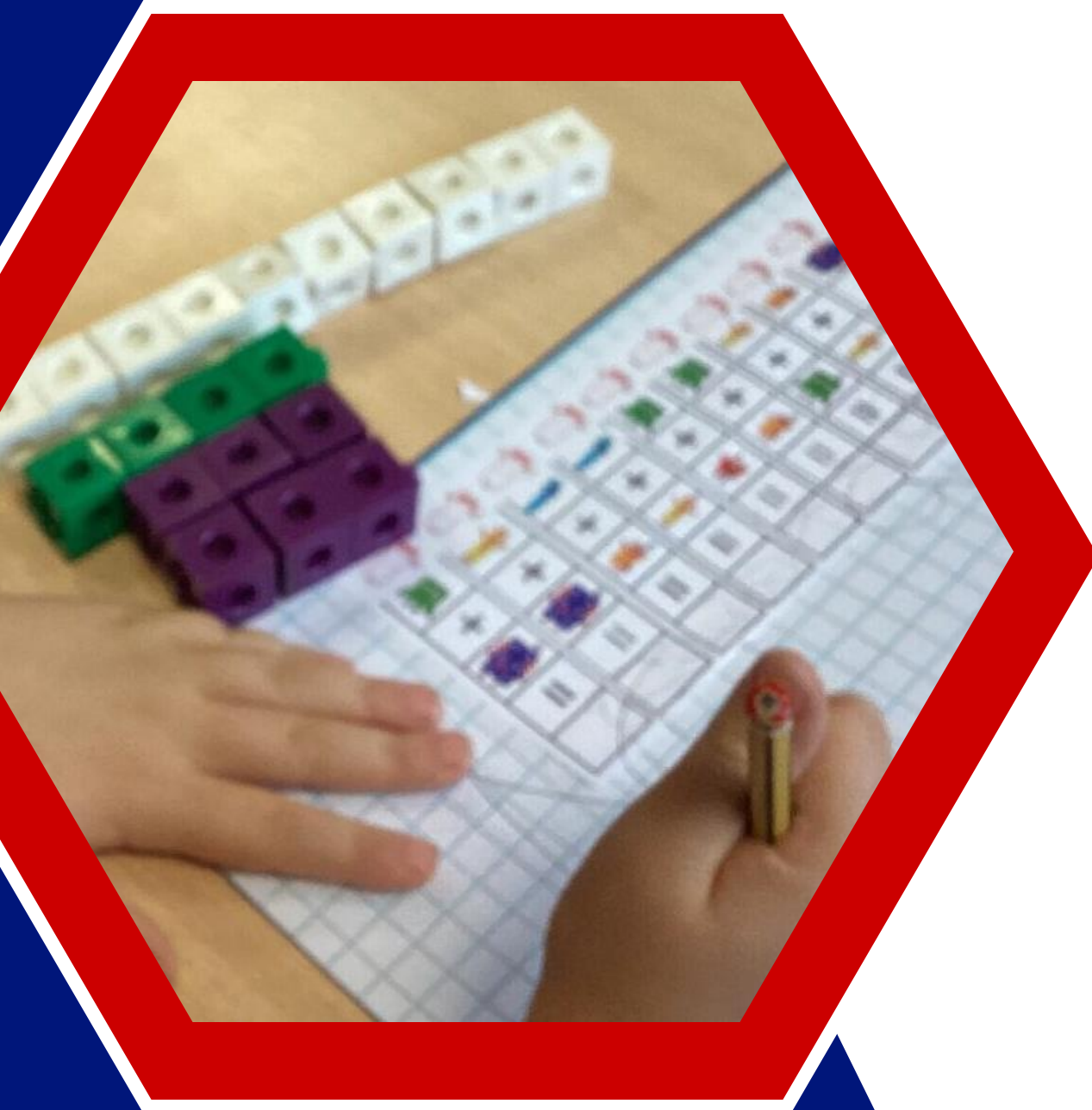


Level 9: The Three Times Tables

Activities to help at home:

Three-step jumps

- Draw a number line and jump forwards in 3s.
- Ask: *“How many jumps of 3 will it take to reach 21?”*
- Link this to **$7 \times 3 = 21$** .

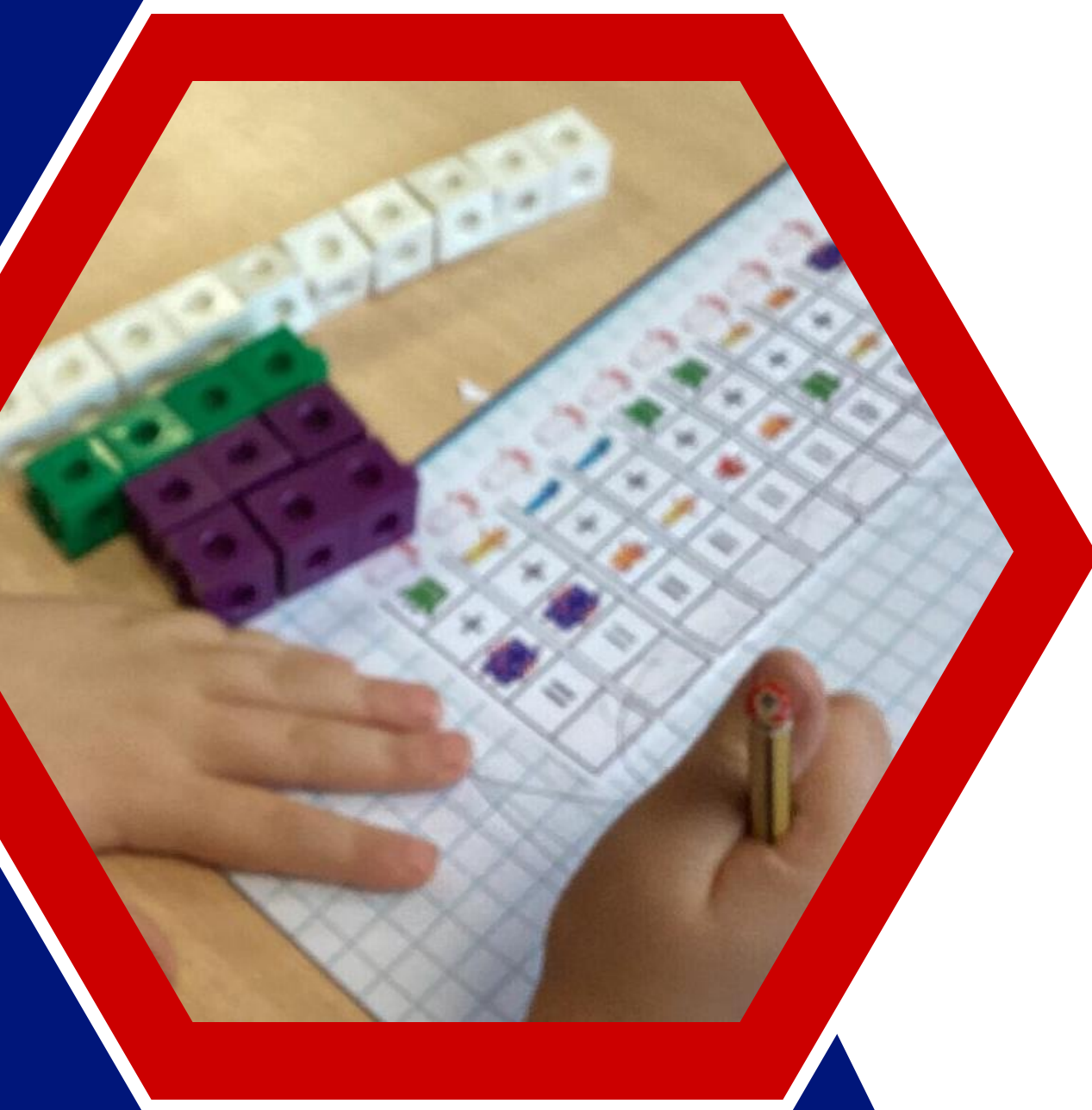


Level 9: The Three Times Tables

Activities to help at home:

Dice and multiply

- Roll a dice and multiply the number by 3.
- For example: $4 \rightarrow 4 \times 3 = 12$.
- Challenge children to explain how they worked it out.

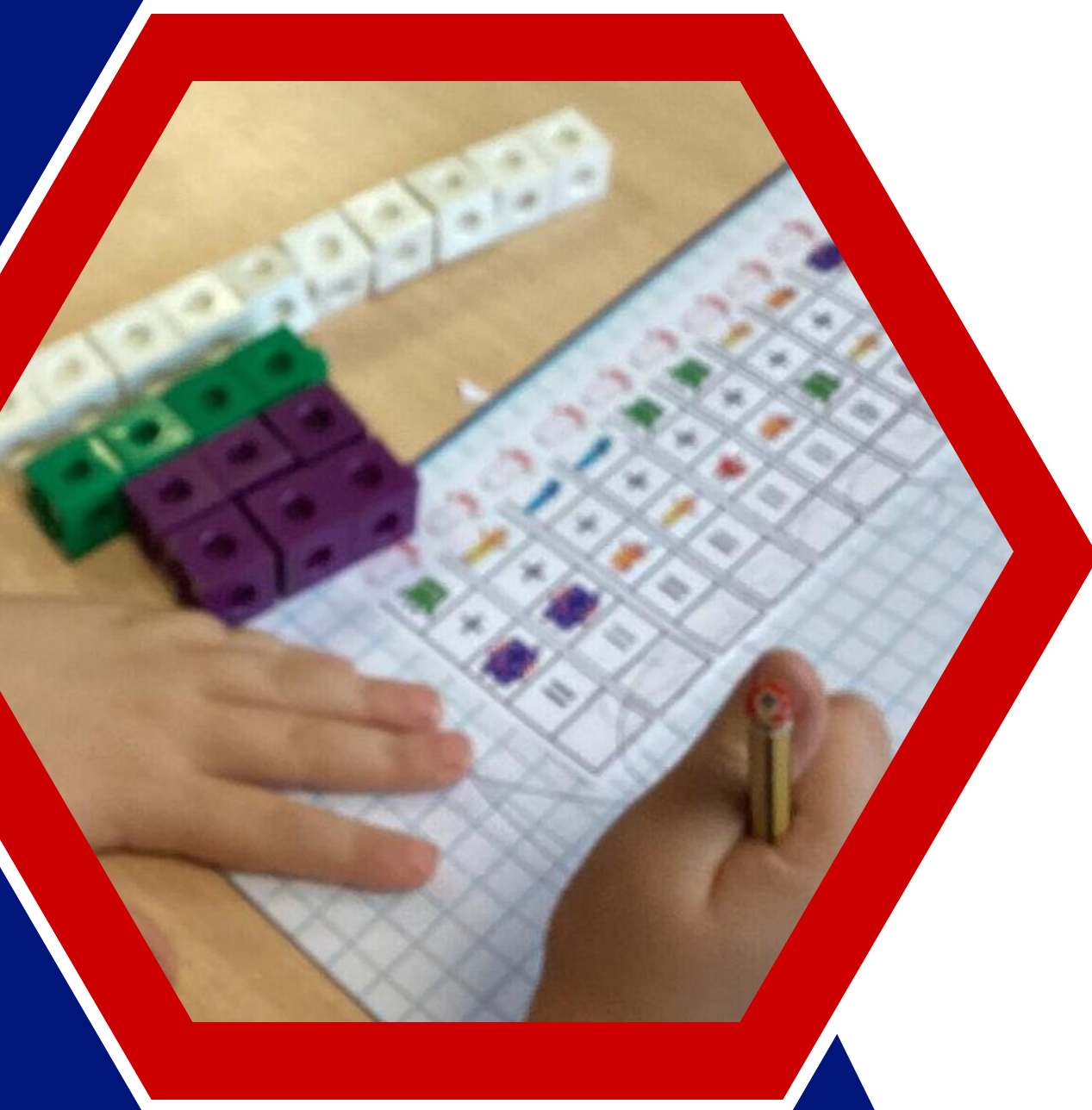


Level 9: The Three Times Tables

Activities to help at home:

Groups of 3 in real life

- Look for things that come in groups of 3: traffic lights, wheels on some vehicles, sets of objects or items being shared.
- Ask: *“If there are 6 groups of 3, how many are there altogether?”*

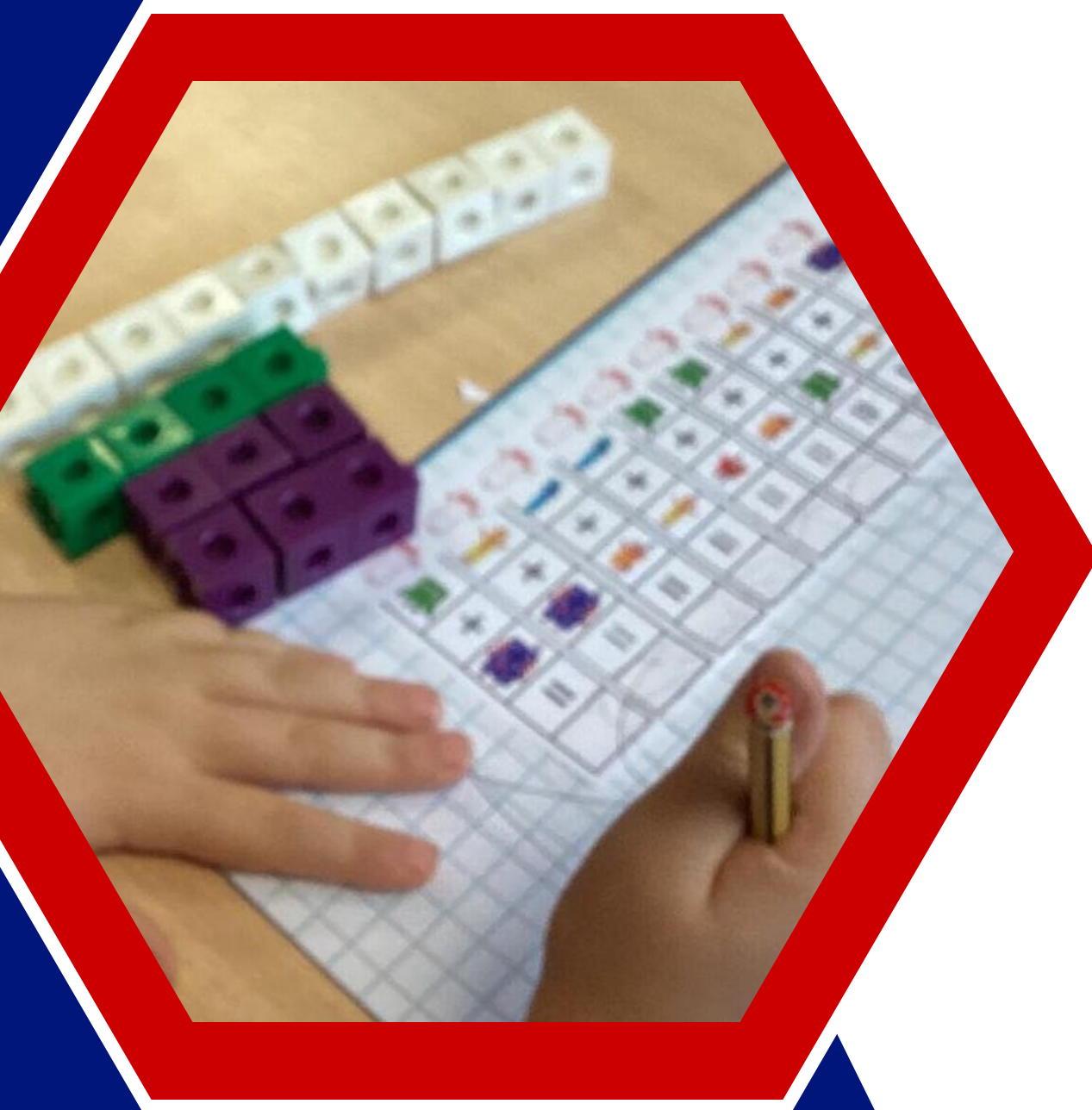


Level 9: The Three Times Tables

Activities to help at home:

Odd and even detective

- Look at the multiples of 3: 3, 6, 9, 12, 15, 18...
- Which are odd? Which are even?
- Can your child spot any patterns?

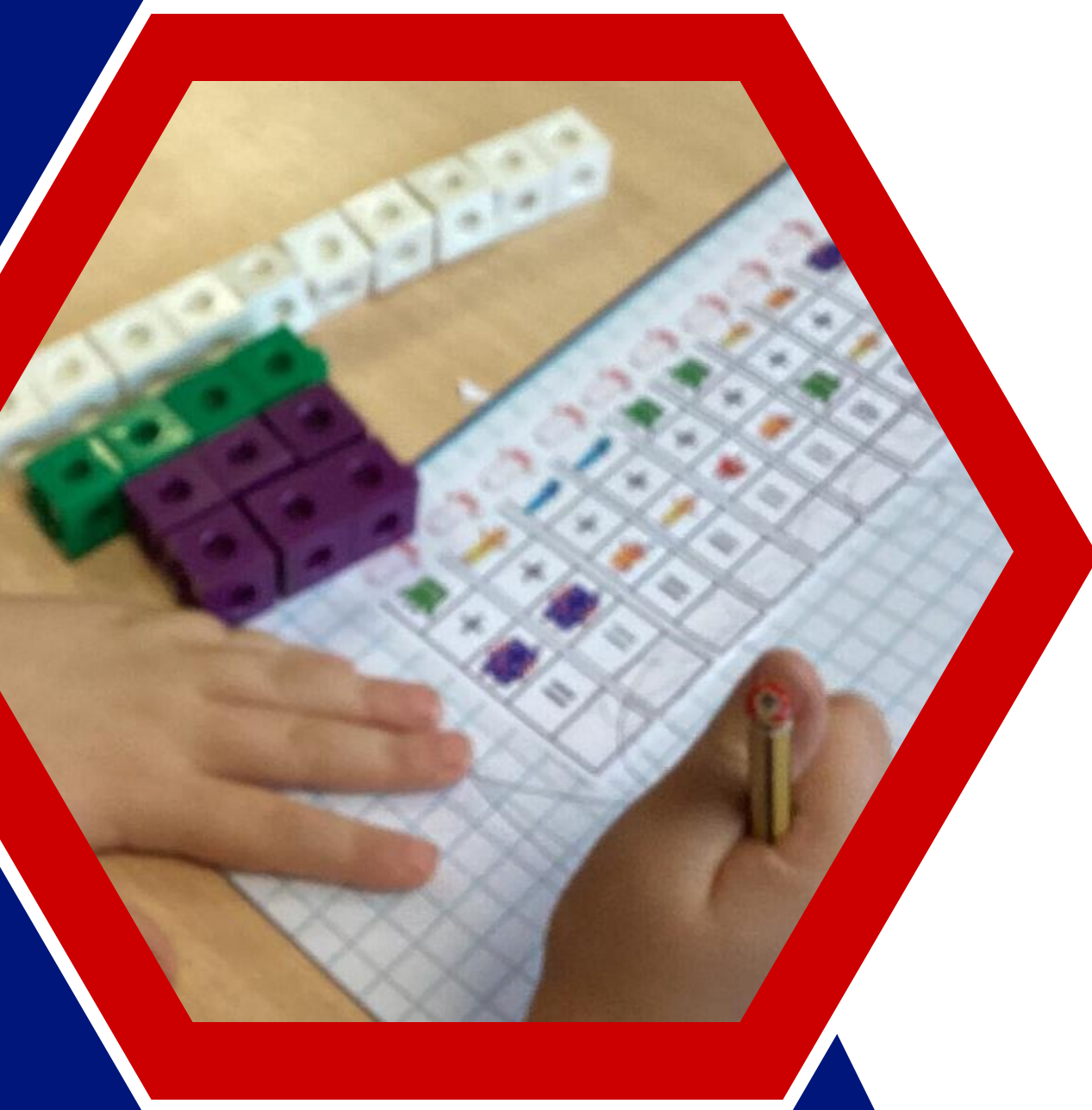


Level 9: The Three Times Tables

Activities to help at home:

True or false?

- $3 \times 4 = 12$ ✓
- $3 \times 7 = 20$ ✗
- $3 \times 9 = 27$ ✓
- Ask children to explain how they know.

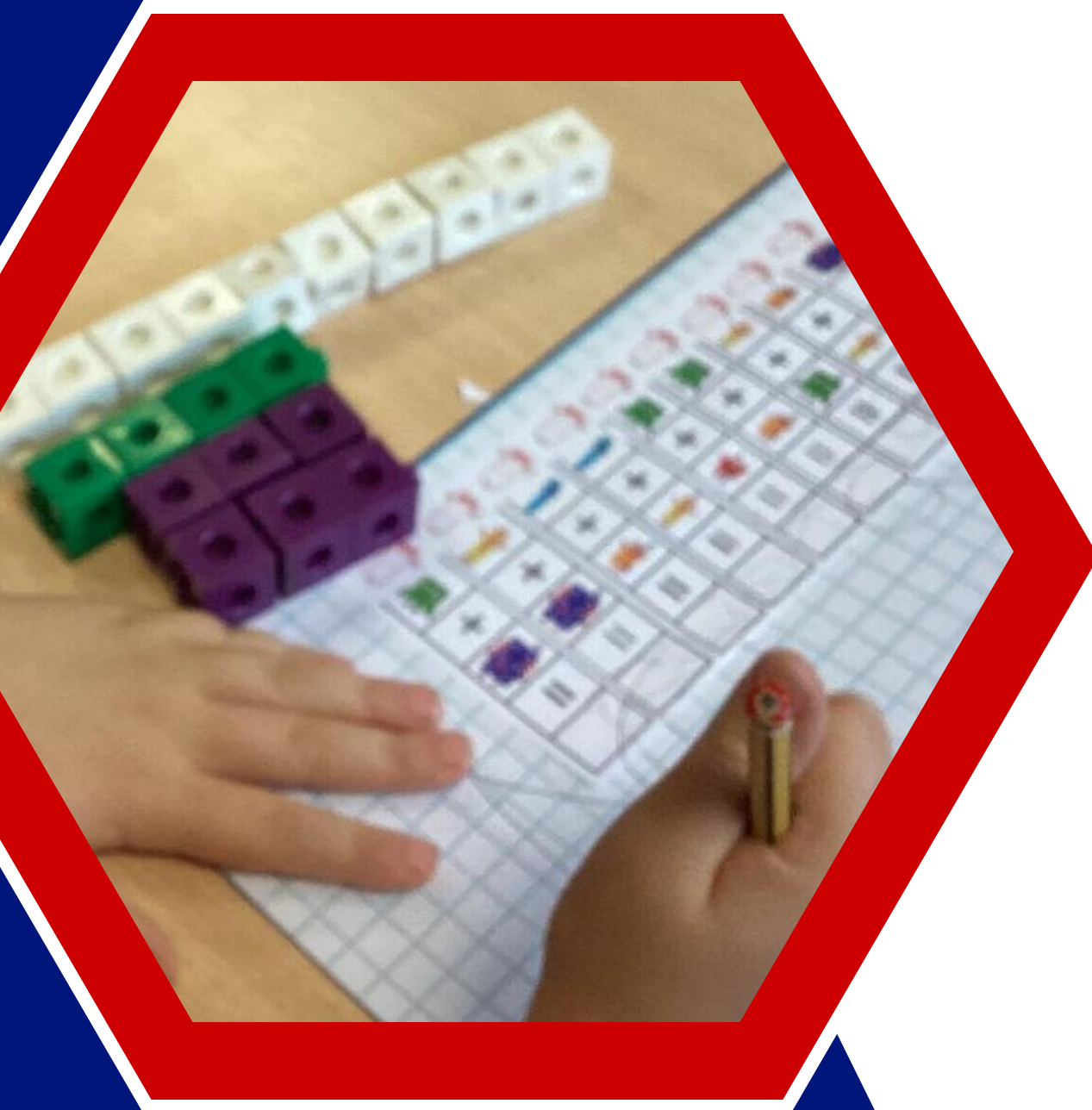


Level 9: The Three Times Tables

Activities to help at home:

Times-table treasure hunt

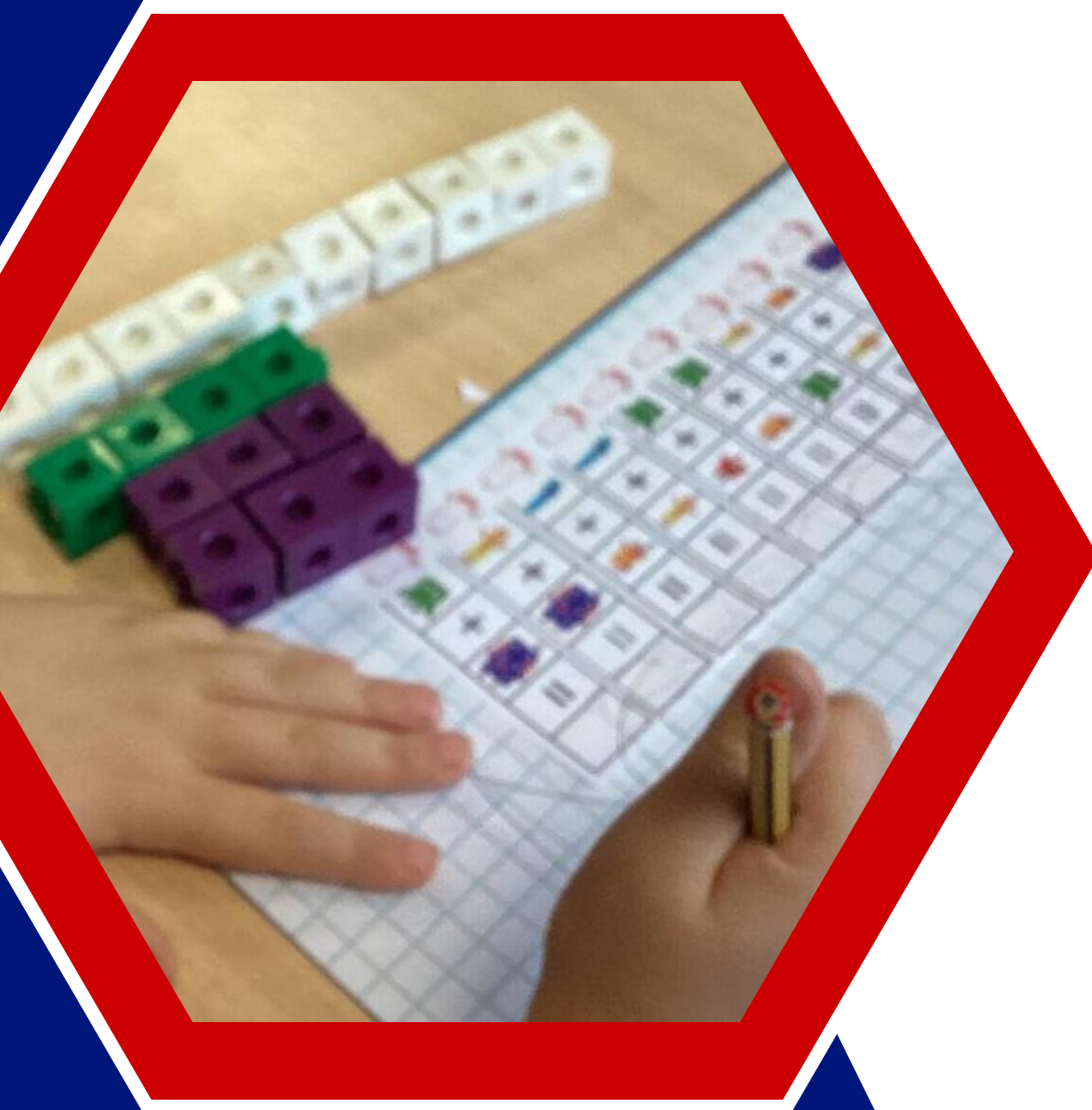
- Find multiples of 3 around the house or when out and about.
- Look at page numbers, prices, scores, house numbers or signs.
- Can they find **5 multiples of 3**?



Level 9: The Three Times Tables

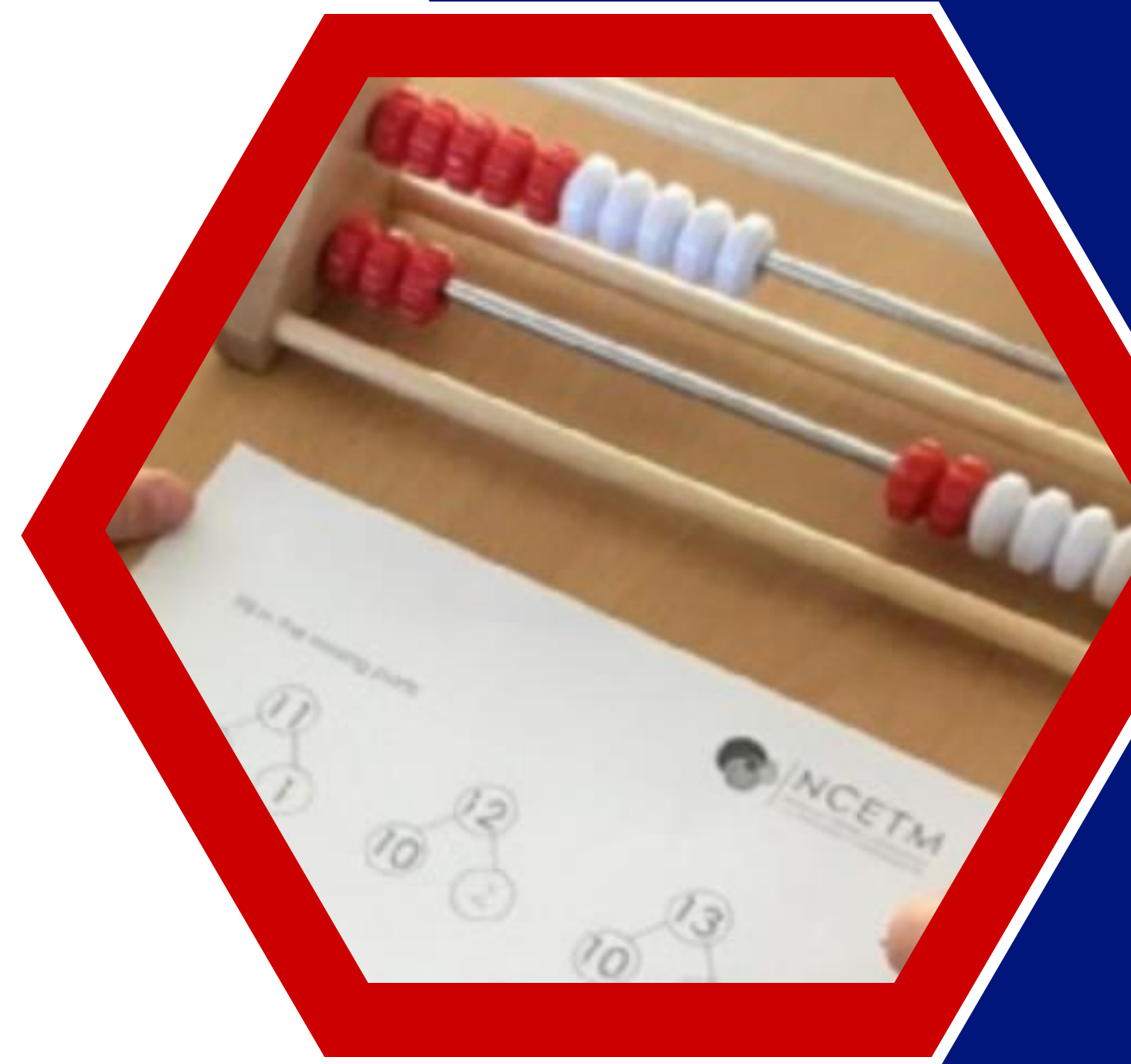
Activities to help at home:

- **Three-minute challenge**
- Give children a small set of 3 times table questions.
- Focus on getting them **accurate first**, then gradually building speed as their confidence develops.



Level 10: The Six Times Tables

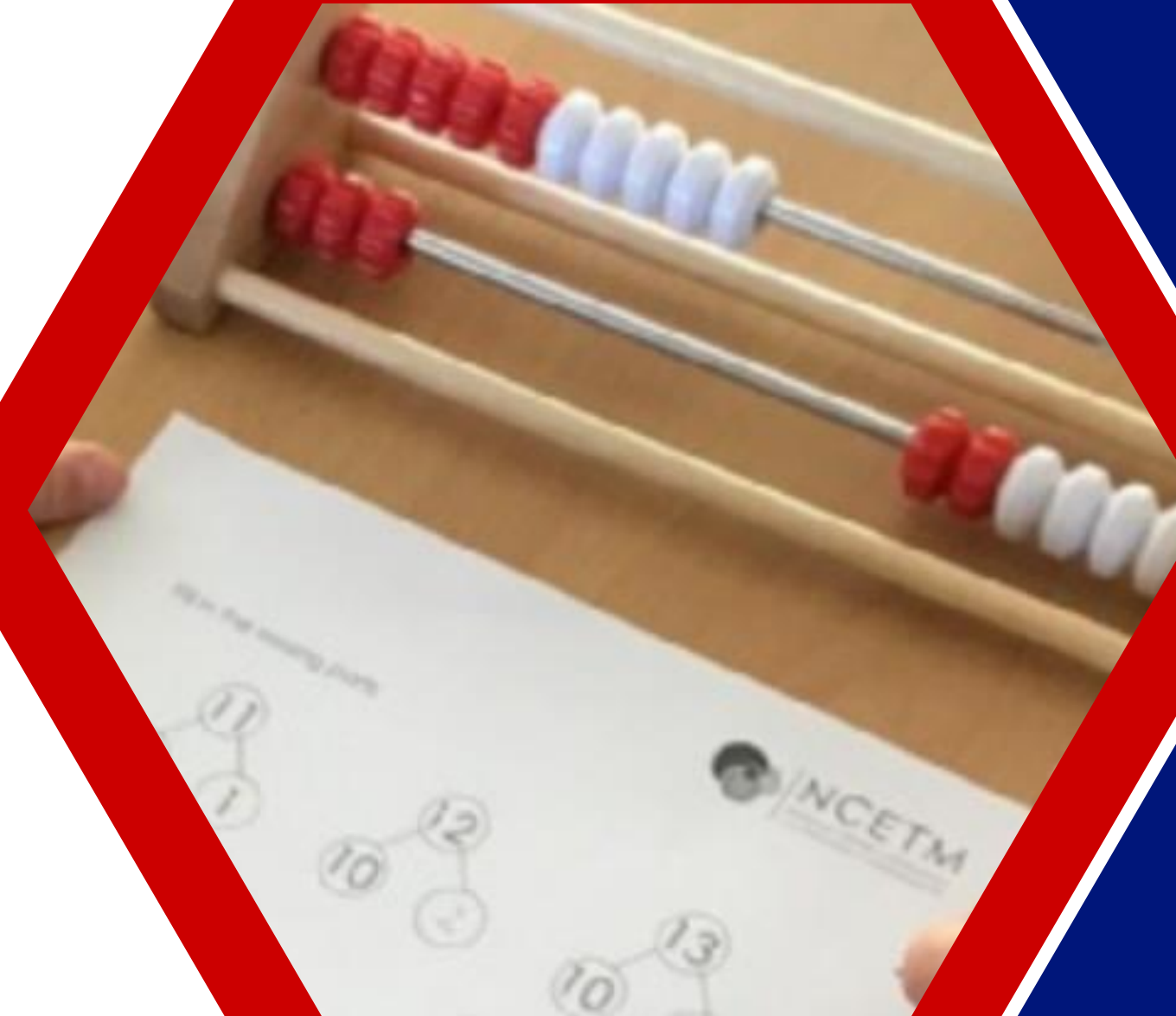
As part of our maths learning, the children will be developing their understanding and fluency with the **6 times table**. We will focus not only on recalling facts, but also on understanding multiplication and using strategies to work out facts they may not yet know. Children will practise counting in 6s, recognising patterns and using known facts, such as the **3 times table**, to help them calculate 6 times a number. At home, short and regular practice through games, quick-fire questions and everyday activities can help to build confidence and fluency. The aim is for children to become increasingly **accurate, confident and flexible** when using their 6 times table facts.



Level 10: The Six Times Tables

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

- **Finding Patterns** – Did you know that the number has to be divisible by 2 and 3? E.g. 42
The 2 ones show us that is it even/ divisible by 2 and $4 + 2 = 6$ which is divisible by 3.
- **Double your three times table!** E.g. $7 \times 3 = 21$ so $7 \times 6 = 42$

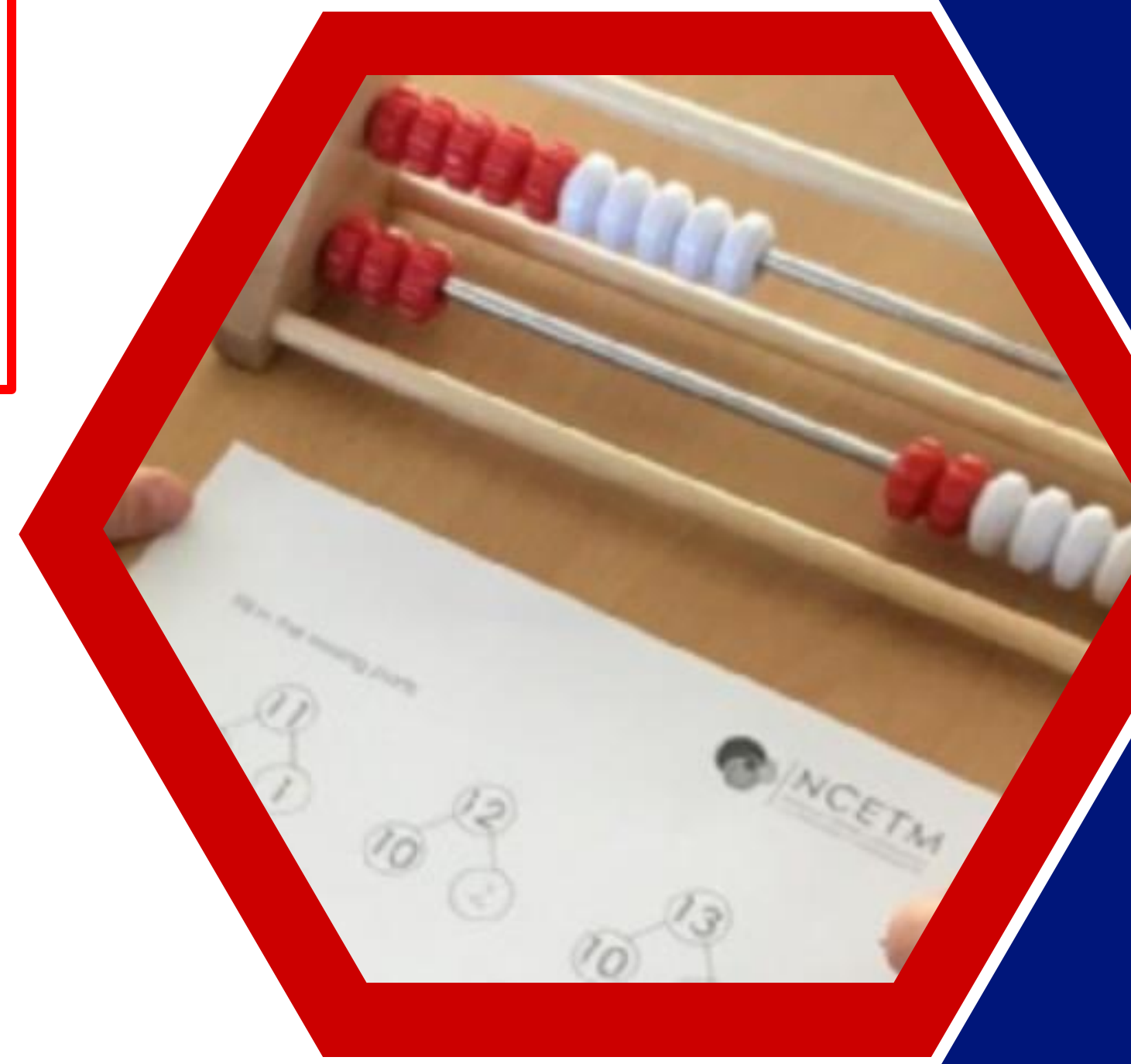


Level 10: The Six Times Tables

Activities to help at home:

Count in 6s

- Practise counting forwards and backwards in 6s.
- **6, 12, 18, 24, 30...**
- Try clapping, marching or jumping as you count.

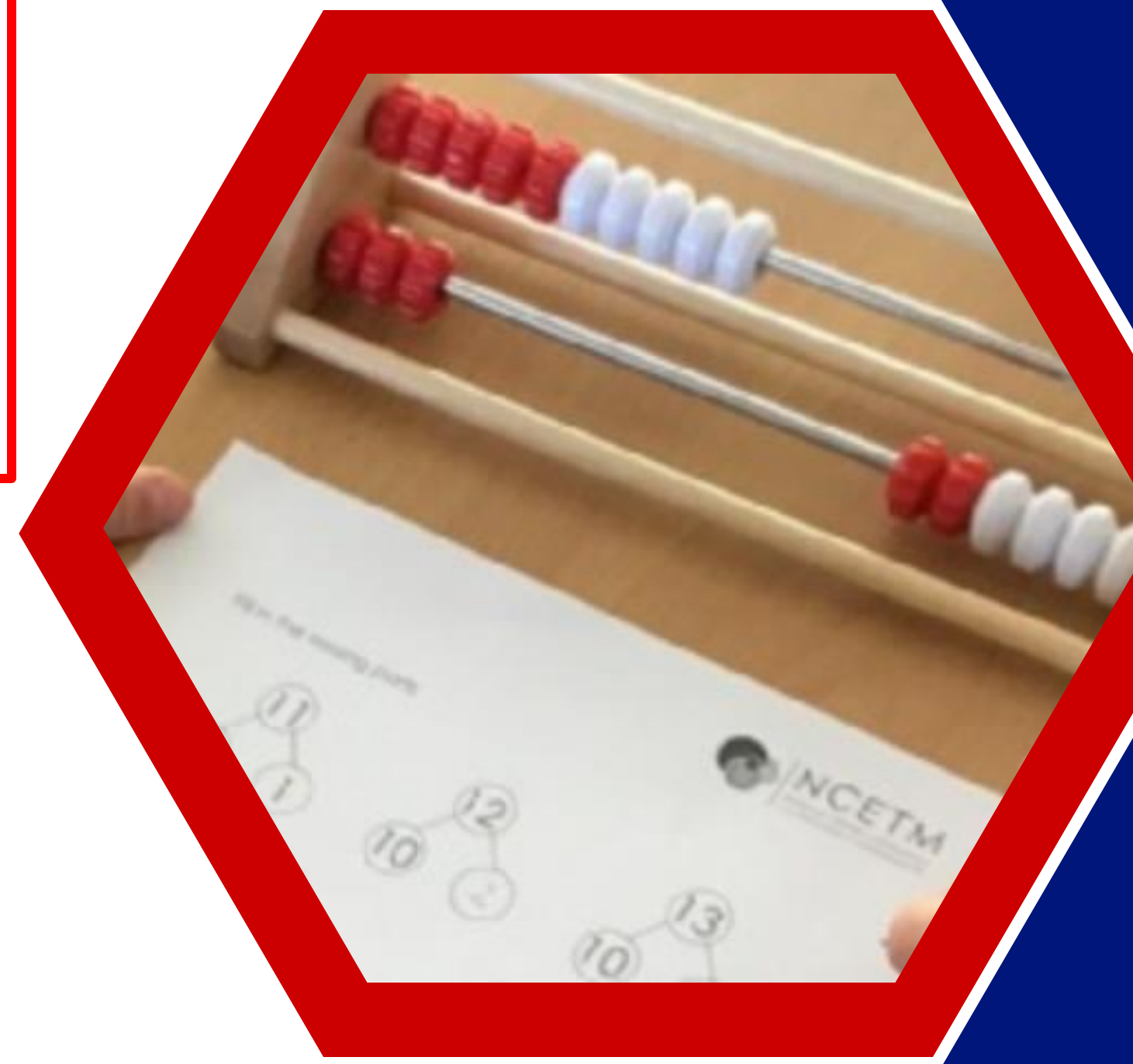


Level 10: The Six Times Tables

Activities to help at home:

Double the 3 times table

- Ask: *"If I know $3 \times 7 = 21$, how can I work out 6×7 ?"*
- Encourage children to recognise that **6×7 is double 3×7** .
- So, **$21 + 21 = 42$** .

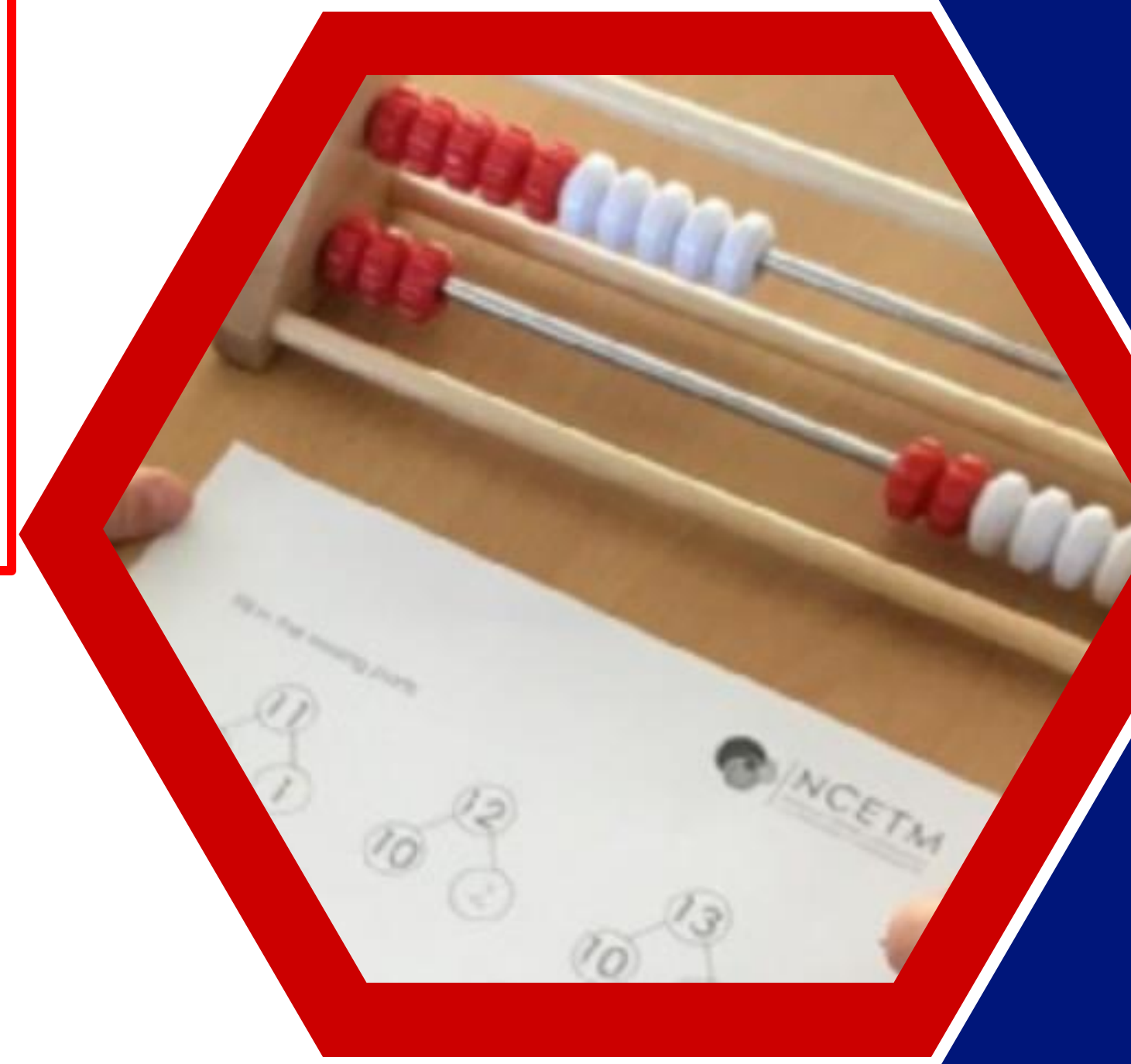


Level 10: The Six Times Tables

Activities to help at home:

Make groups of 6

- Use Lego, pasta, buttons or toys to make equal groups of 6.
- For example, make **4 groups of 6**.
- Count them and write: **$4 \times 6 = 24$** .

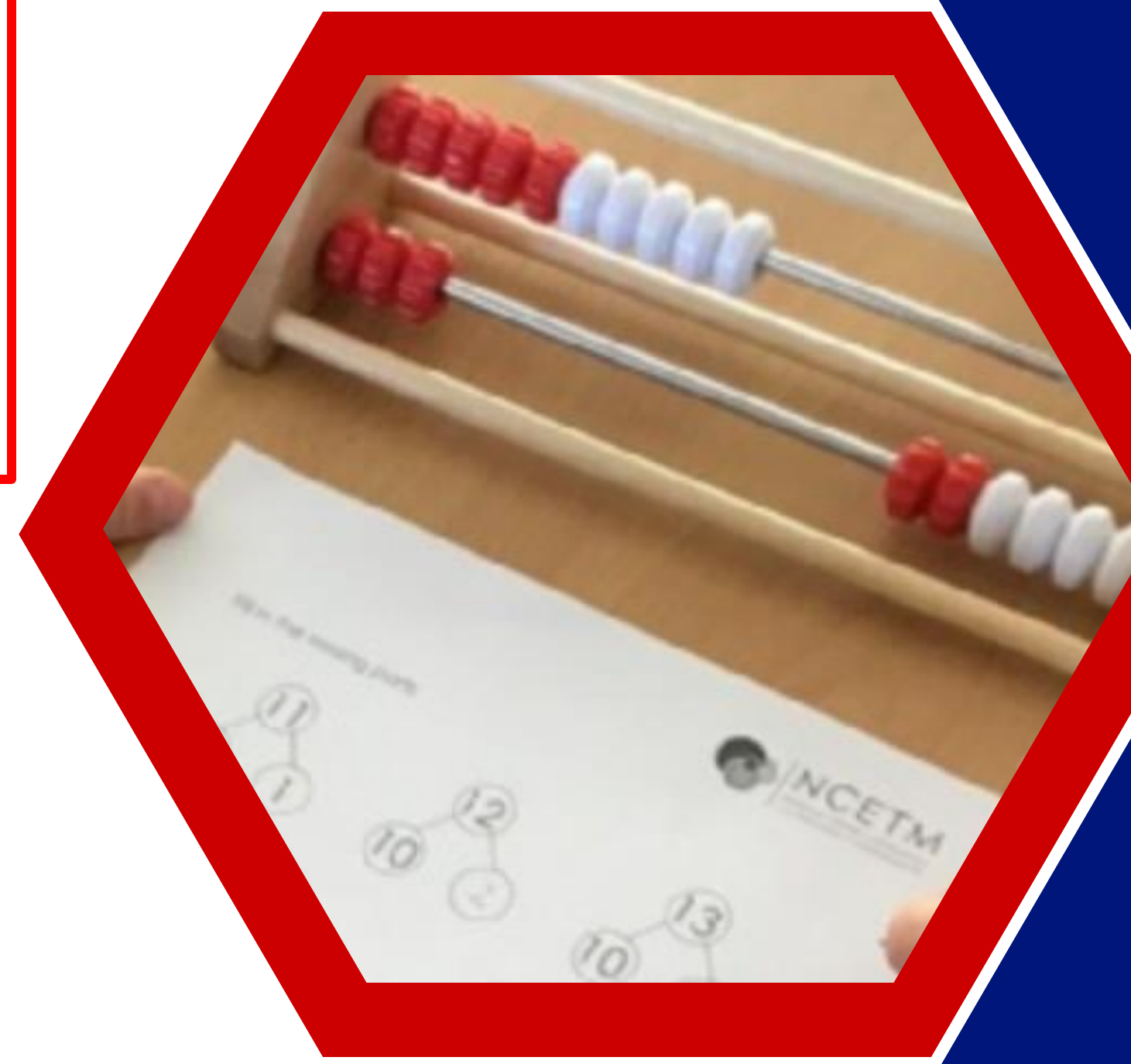


Level 10: The Six Times Tables

Activities to help at home:

Dice and multiply

- Roll a dice and multiply the number by 6.
- For example: $5 \rightarrow 5 \times 6 = 30$.
- Ask children to explain how they worked it out.

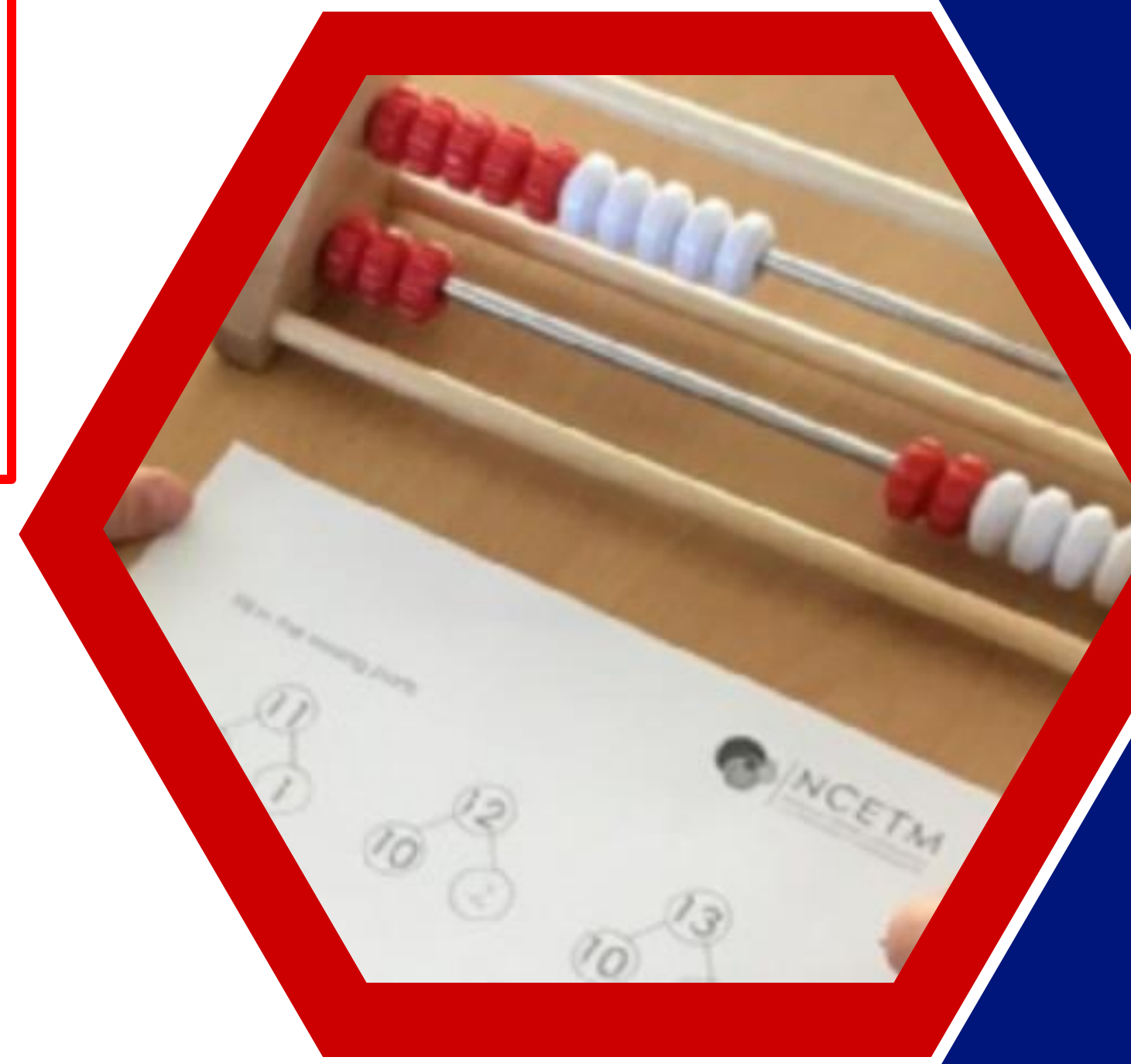


Level 10: The Six Times Tables

Activities to help at home:

Number line jumps

- Draw a number line and make jumps of 6.
- Ask: *“How many jumps of 6 will it take to reach 36?”*
- Link this to $6 \times 6 = 36$.

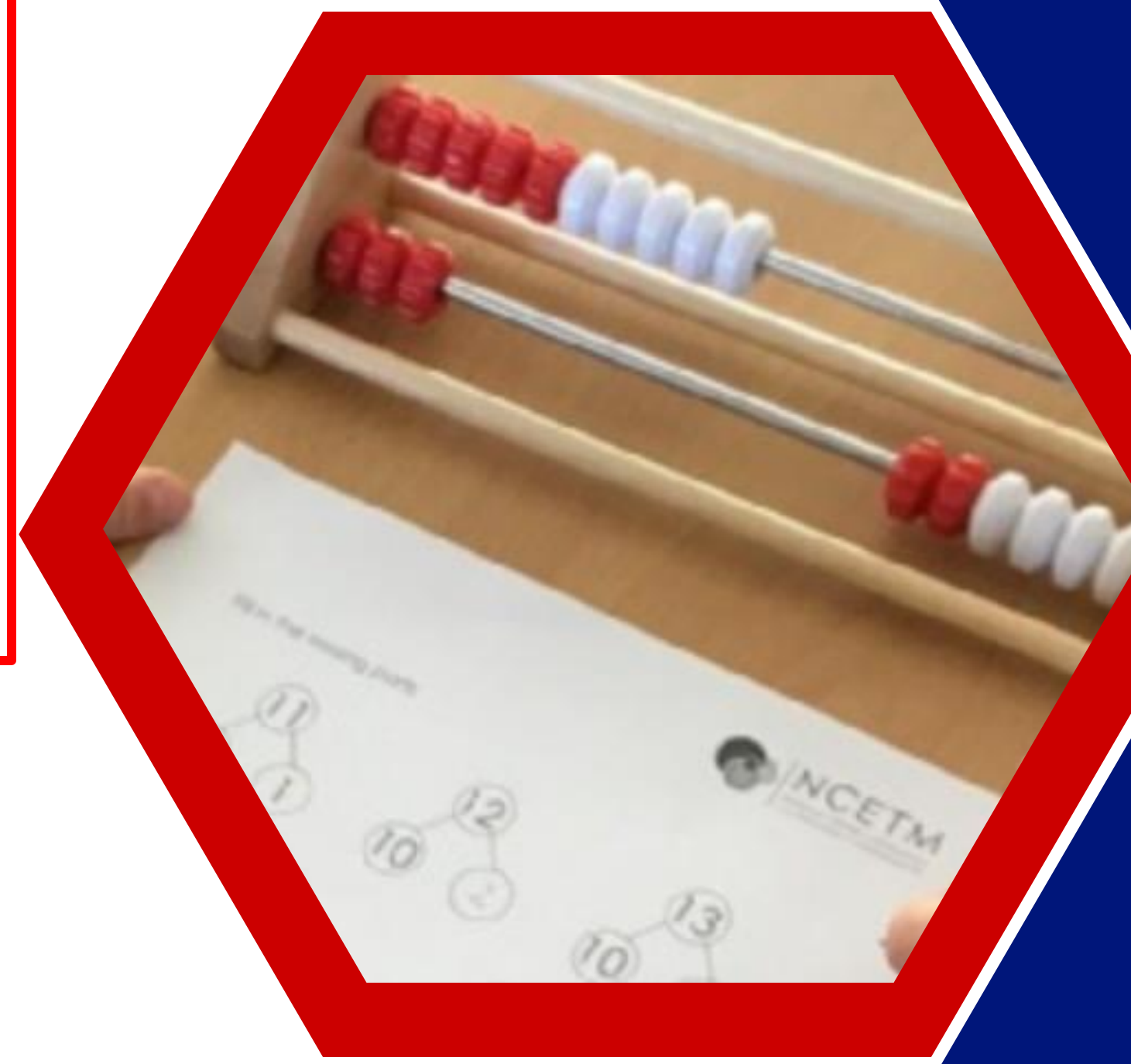


Level 10: The Six Times Tables

Activities to help at home:

Use the 5 times table

- Encourage children to use a known fact to help:
- *"I know $5 \times 8 = 40$. What would 6×8 be?"*
- **$40 + 8 = 48$.**
- This is a useful strategy for facts they haven't memorised yet.

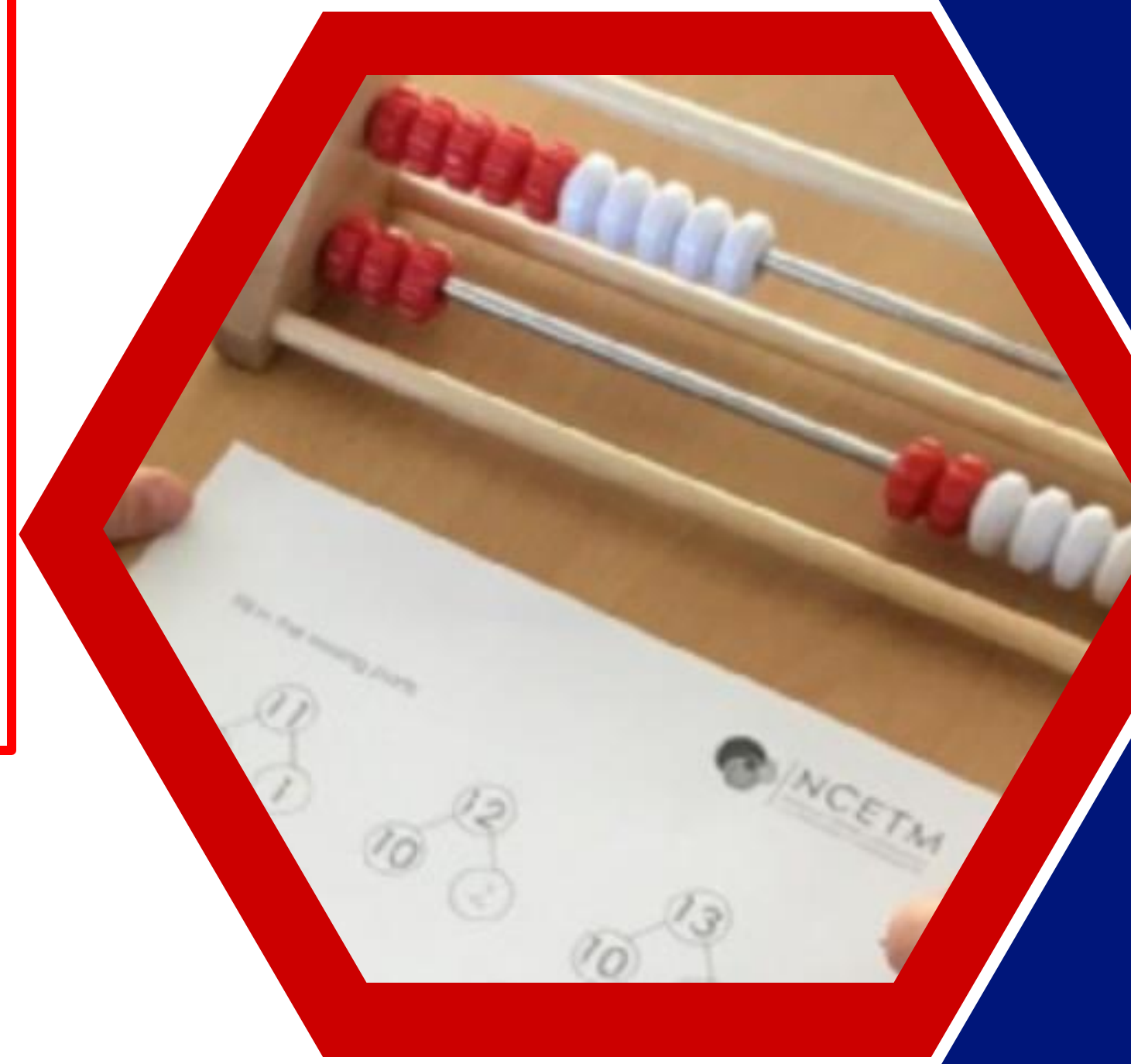


Level 10: The Six Times Tables

Activities to help at home:

Sixes in real life

- Look for groups of 6 around the home or when out and about.
- Eggs, packs of objects, dice, calendars and collections can all provide opportunities.
- Ask: *“If there are 5 groups of 6, how many are there altogether?”*

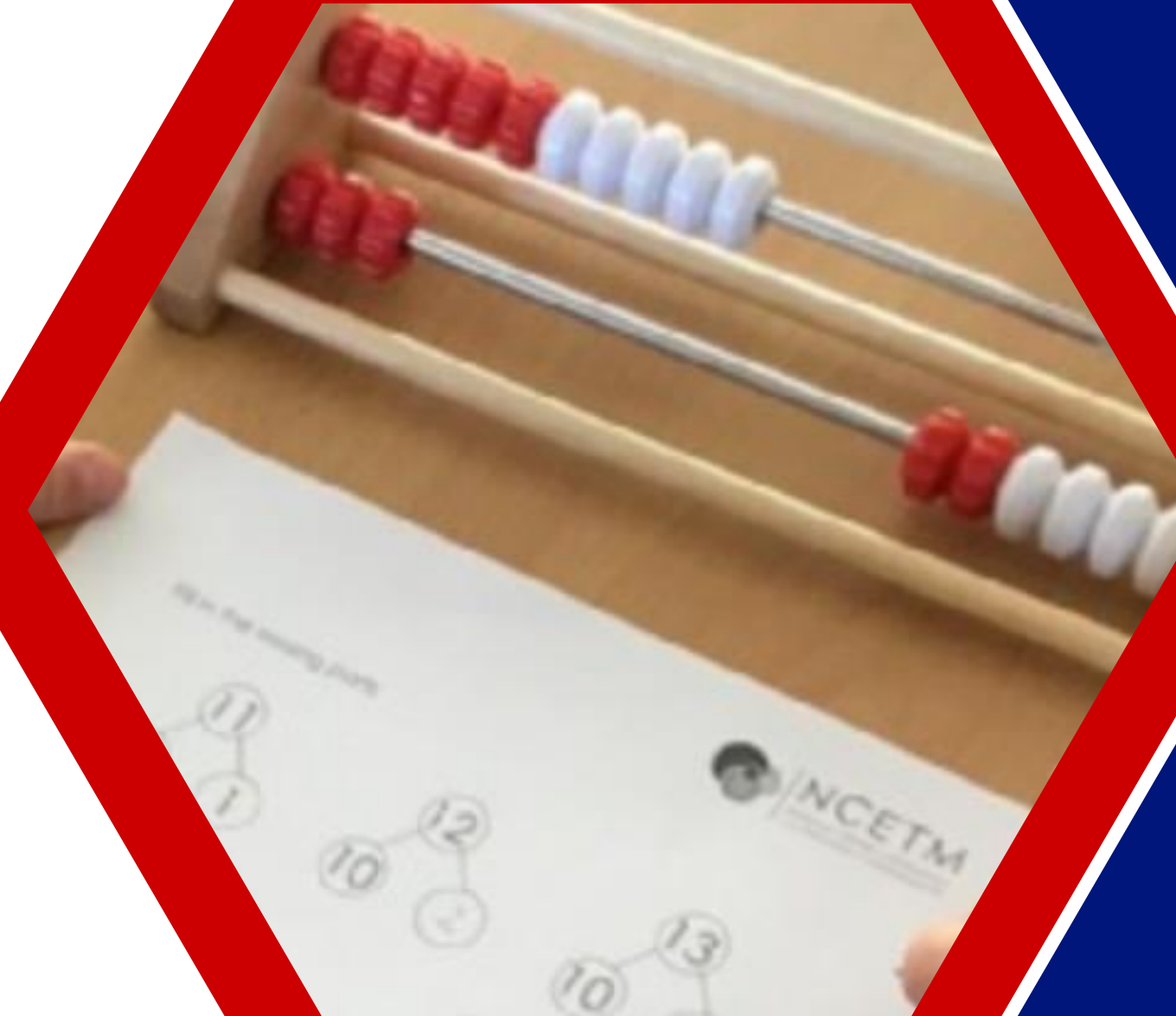


Level 10: The Six Times Tables

Activities to help at home:

Times-table treasure hunt

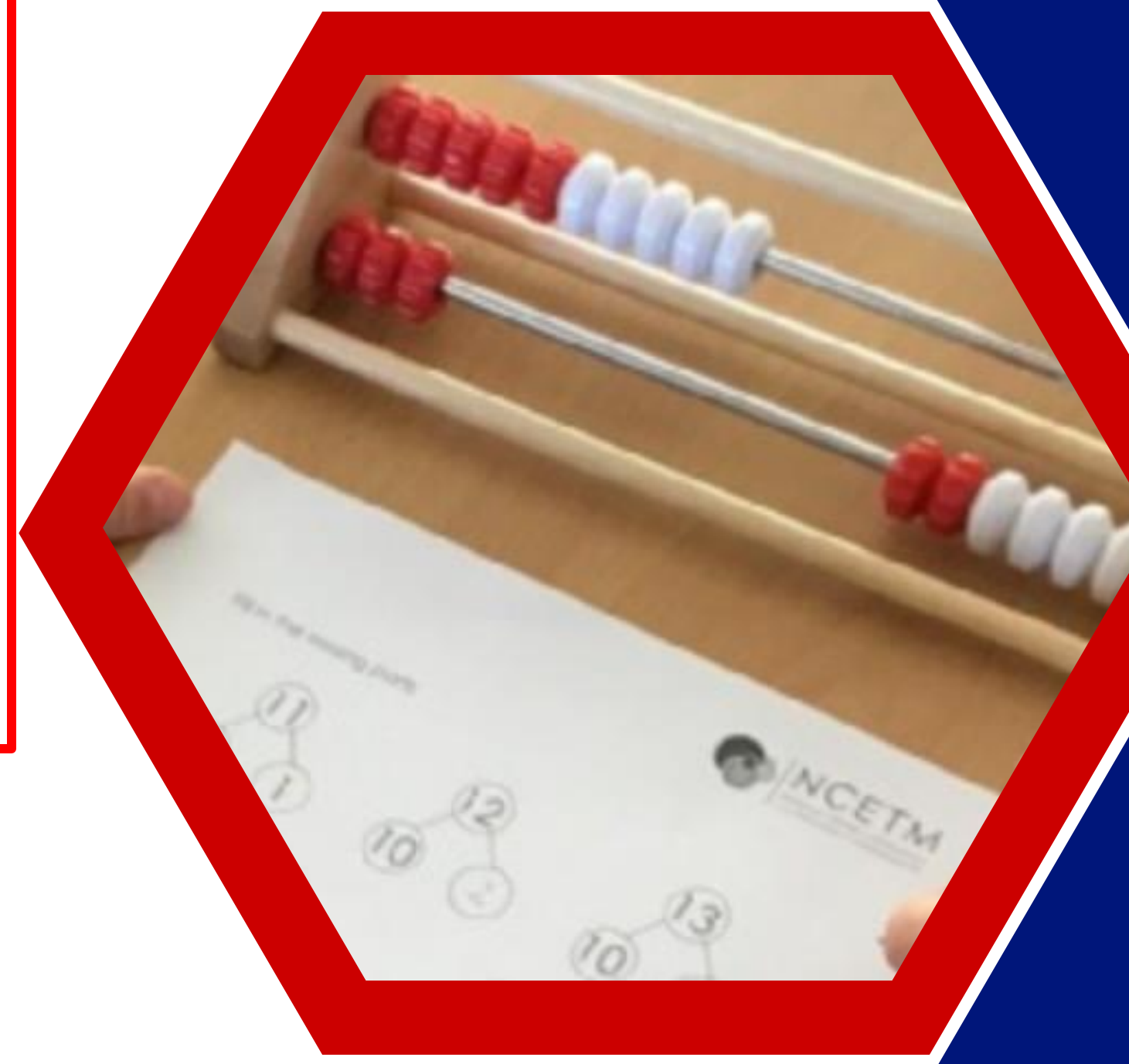
- Look for multiples of 6 around the house or on a walk.
- Can they find **6, 12, 18, 24, 30, 36...**?
- Challenge them to find 10 multiples of 6.



Level 10: The Six Times Tables

Activities to help at home:

- **True or false?**
- Try statements such as:
 - $6 \times 5 = 30$
 - $6 \times 8 = 42$
 - $6 \times 7 = 42$
 - $6 \times 10 = 60$
- Encourage children to explain their thinking rather than simply saying true or false.

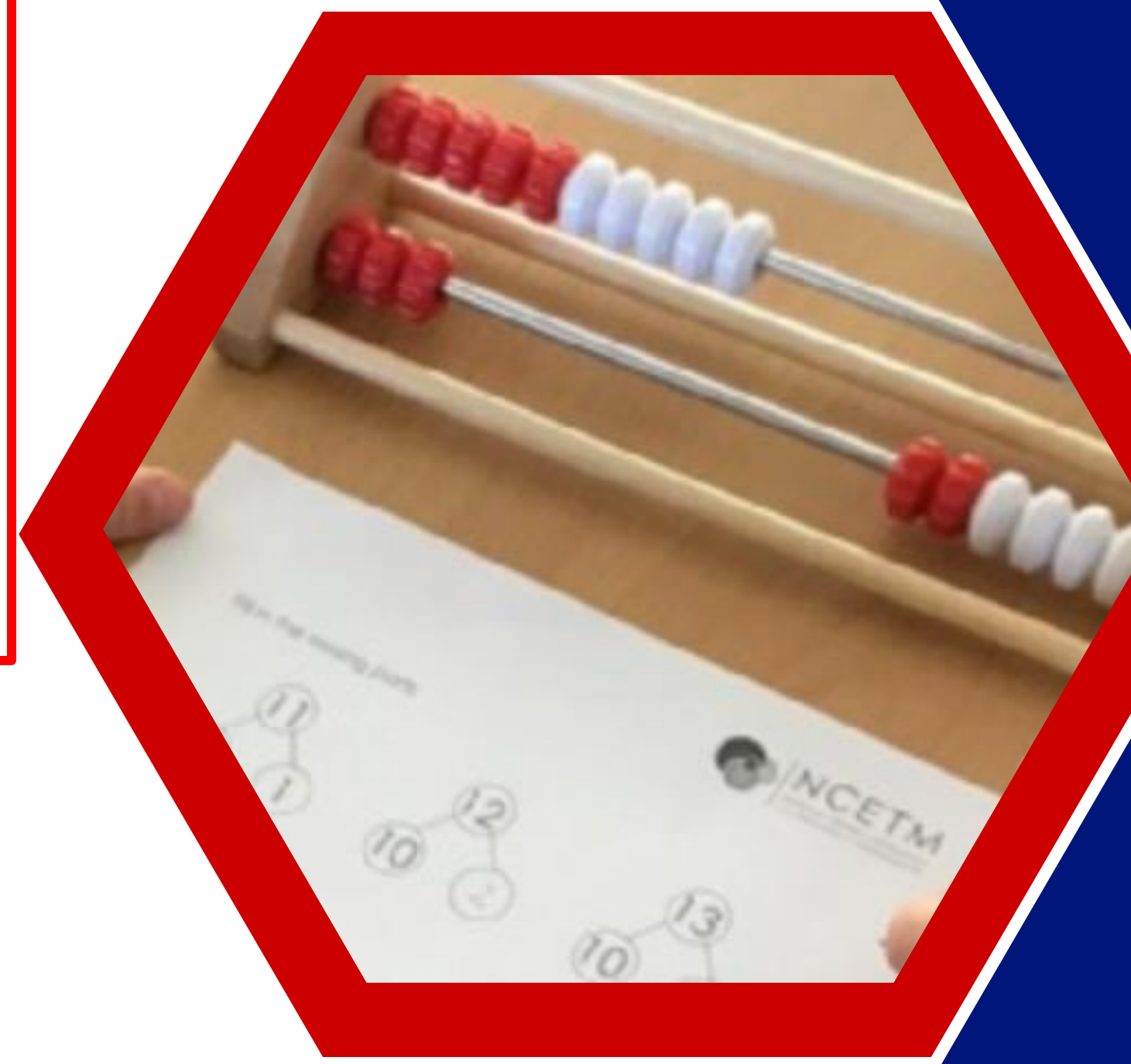


Level 10: The Six Times Tables

Activities to help at home:

Spot the mistake

- Give children multiplication sentences to check:
- $6 \times 4 = 24$ ✓
- $6 \times 7 = 36$ ✗
- $6 \times 9 = 54$ ✓
- Ask: *"How do you know?"*



Level 11: The Four Times Tables

As part of our maths learning, the children will be developing their understanding and fluency with the **4 times table**. We will focus not only on recalling facts, but also on understanding multiplication and using strategies to work out facts they may not yet know. Children will practise counting in 4s, recognising patterns and using known facts, such as the **2 times table**, to help them calculate 4 times a number. At home, short and regular practice through games, quick-fire questions and everyday activities can help to build confidence and fluency. The aim is for children to become increasingly **accurate, confident and flexible** when using their 4 times table facts.



Level 11: The Four Times Tables

- **Double and Double again!** E.g $6 \times 4 =$ Double 6 is 12 and double 12 is 24 so $6 \times 4 = 24$
- **Finding Patterns** - Did you know that all numbers in the 4x table are even? This means they end with 0, 2, 4, 6, or 8

X	1	2	3	4	5	6	7	8	9	10
4	4	8	12	16	20	24	28	32	36	40

Level 11: The Four Times Tables

Activities to help at home:

Count in 4s

- Practise counting forwards and backwards in 4s.
- **4, 8, 12, 16, 20...**
- Try clapping, jumping or marching as you count.



Level 11: The Four Times Tables

Activities to help at home:

Double, then double again

- Give your child a number and ask them to double it twice.
- For example: $6 \rightarrow 12 \rightarrow 24$
- Link this to $4 \times 6 = 24$.
- Ask: *"How did doubling twice help you?"*



Level 11: The Four Times Tables

Activities to help at home:

Use the 2 times table

- Ask: *"If you know $2 \times 7 = 14$, how could you work out 4×7 ?"*
- Children can double **14** to get **28**.
- This helps them use a known fact rather than guessing.



Level 11: The Four Times Tables

Activities to help at home:

Make groups of 4

- Use Lego, pasta, buttons or toys to make equal groups of 4.
- For example, make **5 groups of 4**.
- Count them and write: **$5 \times 4 = 20$** .



Level 11: The Four Times Tables

Activities to help at home:

Four-step jumps

- Draw a number line and make jumps of 4.
- Ask: *“How many jumps of 4 will it take to reach 32?”*
- Link this to **$8 \times 4 = 32$** .



Level 11: The Four Times Tables

Activities to help at home:

Dice and multiply

- Roll a dice and multiply the number by 4.
- For example: $6 \rightarrow 6 \times 4 = 24$.
- Ask children to explain how they worked it out.



Level 11: The Four Times Tables

Activities to help at home:

Groups of 4 in real life

- Look for things that naturally come in groups of 4: **legs on a chair, wheels on a car, sides of a square, seasons of the year.**
- Ask: *“How many legs would 6 chairs have?”*



Level 11: The Four Times Tables

Activities to help at home:

Spot the mistake

- Give children multiplication sentences to check:
- $4 \times 5 = 20$ ✓
- $4 \times 7 = 24$ ✗
- $4 \times 9 = 36$ ✓
- Ask: *"How do you know?"*



Level 11: The Four Times Tables

Activities to help at home:

Times-table treasure hunt

- Look for multiples of 4 around the house or when out and about.
- Can they find **4, 8, 12, 16, 20...**?
- Challenge them to find 10 multiples of 4.



Level 11: The Four Times Tables

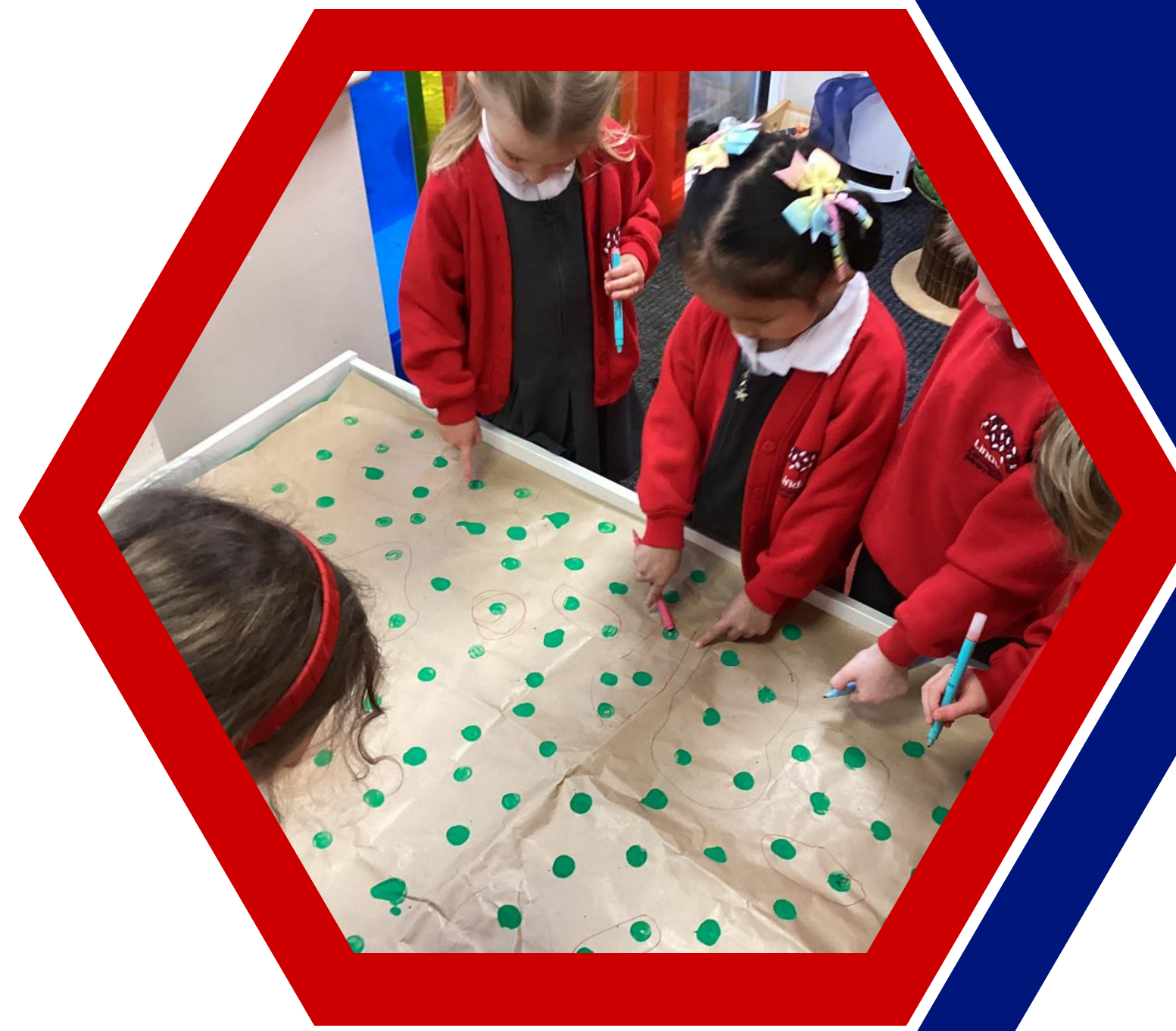
Activities to help at home:

- True or false?
- Try statements such as:
 - $4 \times 6 = 24$
 - $4 \times 8 = 36$
 - $4 \times 7 = 28$
 - $4 \times 10 = 40$
- Encourage children to explain their reasoning.



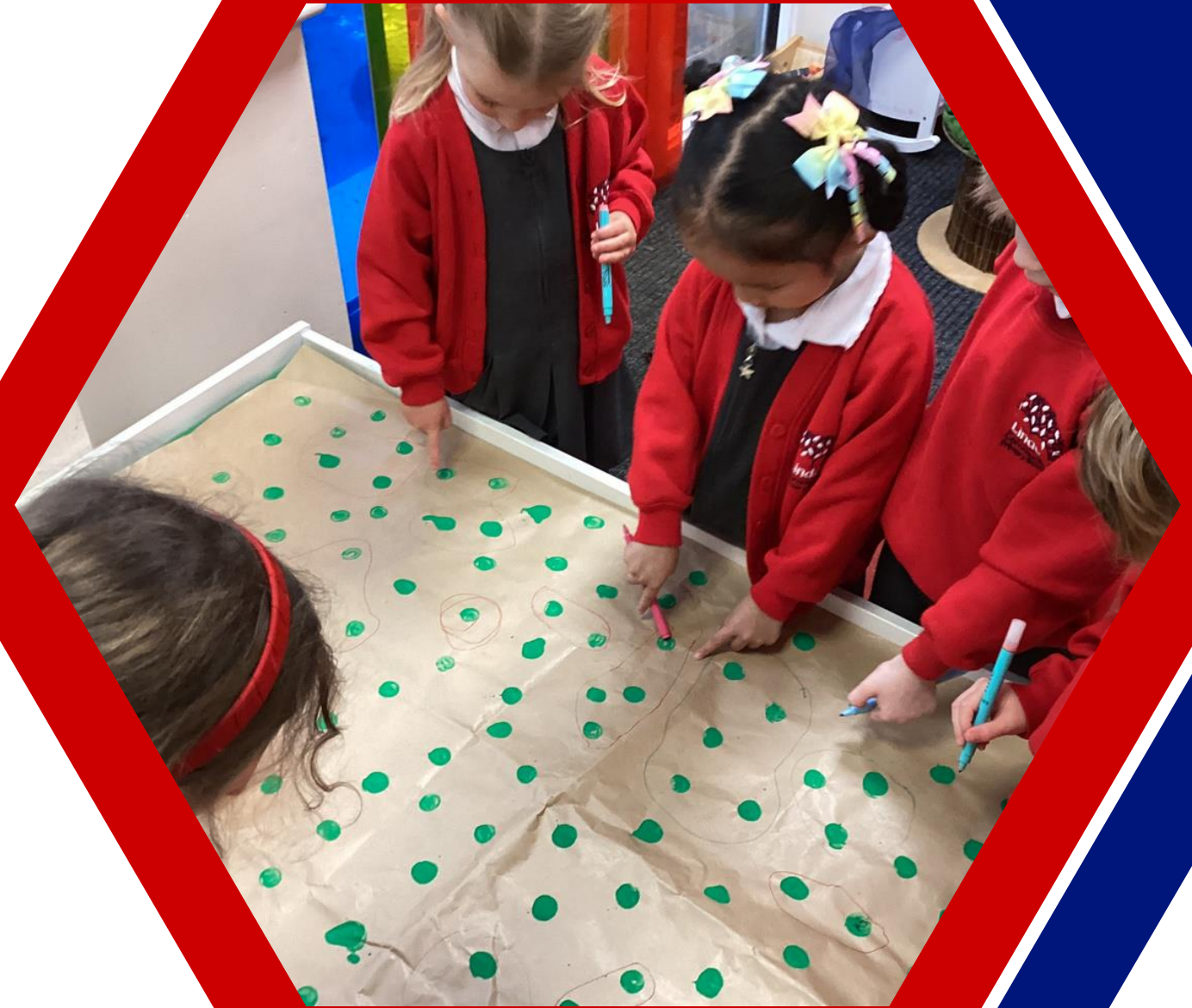
Level 12: The Eight Times Tables

As part of our maths learning, the children will be developing their understanding and fluency with the **8 times table**. We will focus not only on recalling facts, but also on understanding multiplication and using strategies to work out facts they may not yet know. Children will practise counting in 8s, recognising patterns and using known facts, such as the **4 times table**, to help them calculate 8 times a number. At home, short and regular practice through games, quick-fire questions and everyday activities can help to build confidence and fluency. The aim is for children to become increasingly **accurate, confident and flexible** when using their 8 times table facts.



Level 12: The Eight Times Tables

- **Double the Four Times Table!** – $8 \times 6 = ?$ $4 \times 6 = 24$ Double 24 is 48!
- **Double, then double again, then double again!**
- $8 \times 7 = ?$ Double 7 is 14, Double 14 is 28, Double 28 = 56



Level 12: The Eight Times Tables

Activities to help at home:

Count in 8s

- Practise counting forwards and backwards in 8s.
- **8, 16, 24, 32, 40...**
- Try clapping, jumping or marching as you count.



Level 12: The Eight Times Tables

Activities to help at home:

Double, double, double!

- Give your child a number and double it three times.
- For example: $5 \rightarrow 10 \rightarrow 20 \rightarrow 40$
- Link this to $8 \times 5 = 40$.
- Ask: *"How did doubling help you?"*



Level 12: The Eight Times Tables

Activities to help at home:

Use the 4 times table

- Ask: *"If you know $4 \times 6 = 24$, how could you work out 8×6 ?"*
- Children can double **24** to get **48**.
- This gives them a strategy for facts they don't yet know.



Level 12: The Eight Times Tables

Activities to help at home:

Make groups of 8

- Use Lego, pasta, buttons or toys to make equal groups of 8.
- For example, make **4 groups of 8**.
- Count them and write: **$4 \times 8 = 32$** .



Level 12: The Eight Times Tables

Activities to help at home:

Dice and multiply

- Roll a dice and multiply the number by 8.
- For example: $7 \rightarrow 7 \times 8 = 56$.
- Challenge children to explain how they worked it out.



Level 12: The Eight Times Tables

Activities to help at home:

Use the 10 times table

- Give children a fact such as 8×7 .
- Ask: *"If $10 \times 7 = 70$, what could we do to work out 8×7 ?"*
- They could think $70 - 14 = 56$.



Level 12: The Eight Times Tables

Activities to help at home:

Spot the mistake

- Give children multiplication sentences to check:
- $8 \times 4 = 32$ ✓
- $8 \times 6 = 42$ ✗
- $8 \times 9 = 72$ ✓
- Ask: *"How do you know?"*



Level 12: The Eight Times Tables

Activities to help at home:

Times-table treasure hunt

- Look for multiples of 8 around the house or when out and about.
- Can they find **8, 16, 24, 32, 40...**?
- Challenge them to find 10 multiples of 8.



Level 12: The Eight Times Tables

Activities to help at home:

- True or false?
- Try statements such as:
 - $8 \times 5 = 40$
 - $8 \times 7 = 54$
 - $8 \times 8 = 64$
 - $8 \times 10 = 80$
- Ask children to explain their reasoning.



Level 12: The Eight Times Tables

Activities to help at home:

Number line jumps

- Draw a number line and make jumps of 8.
- Ask: *“How many jumps of 8 will it take to reach 48?”*
- Link this to $6 \times 8 = 48$.



Level 13: The Seven Times Tables



As part of our maths learning, the children will be developing their understanding and fluency with the **7 times table**. We will focus not only on recalling facts, but also on understanding multiplication and using strategies to work out facts they may not yet know. Children will practise counting in 7s, recognising patterns and using known facts, such as the **5 and 2 times tables**, to help them calculate 7 times a number. At home, short and regular practice through games, quick-fire questions and everyday activities can help to build confidence and fluency. The aim is for children to become increasingly **accurate, confident and flexible** when using their 7 times table facts.

Level 13: The Seven Times Tables



Tick Tack Toe 7 Times Table

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PSLEmath
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heuristic problem solving

0	2	4	7	8	9
1	3	5	4	5	6
2	4	6	1	2	3

07	28	49
14	35	56
21	42	63

$1 \times 7 = 7$	$2 \times 7 = 14$	$3 \times 7 = 21$
$4 \times 7 = 28$	$5 \times 7 = 35$	$6 \times 7 = 42$
$7 \times 7 = 49$	$8 \times 7 = 56$	$9 \times 7 = 63$
$10 \times 7 = 70$	$11 \times 7 = 77$	$12 \times 7 = 84$

Level 13: The Seven Times Tables

Activities to help at home:

- **Count in 7s**
- Practise counting forwards and backwards in 7s.
- **7, 14, 21, 28, 35...**
- Try clapping, jumping or marching as you count.



Level 13: The Seven Times Tables

Activities to help at home:

- **Use 5 + 2**
- Give your child a fact such as **7×6** .
- Ask: *"Could we use the 5 and 2 times tables to help?"*
- **$5 \times 6 = 30$ and $2 \times 6 = 12$, so $7 \times 6 = 42$.**
- This is a really useful strategy for unfamiliar facts.



Level 13: The Seven Times Tables

Activities to help at home:

- **Make groups of 7**
- Use Lego, pasta, buttons or toys to make equal groups of 7.
- For example, make **4 groups of 7**.
- Count them and write: **$4 \times 7 = 28$** .



Level 13: The Seven Times Tables



Activities to help at home:

- **Seven-step jumps**
- Draw a number line and make jumps of 7.
- Ask: *"How many jumps of 7 will it take to reach 35?"*
- Link this to $5 \times 7 = 35$.

Level 13: The Seven Times Tables

Activities to help at home:

- **Dice and multiply**
- Roll a dice and multiply the number by 7.
- For example: $6 \rightarrow 6 \times 7 = 42$.
- Encourage children to explain how they worked it out.



Level 13: The Seven Times Tables



Activities to help at home:

- **Use known facts**
- Ask children to use facts they already know.
- For example:
 - $7 \times 5 = 35$
 - $7 \times 10 = 70$
 - *So what is 7×6 ?*
- Encourage them to reason from a known fact rather than guess.

Level 13: The Seven Times Tables

Activities to help at home:

- **Spot the mistake**
- Give children multiplication sentences to check:
 - $7 \times 4 = 28$ ✓
 - $7 \times 6 = 36$ ✗
 - $7 \times 8 = 56$ ✓
- Ask: *"How do you know?"*



Level 13: The Seven Times Tables

Activities to help at home:

- **Times-table treasure hunt**
- Look for multiples of 7 around the house or when out and about.
- Can they find **7, 14, 21, 28, 35...**?
- Challenge them to find 10 multiples of 7.



Level 13: The Seven Times Tables

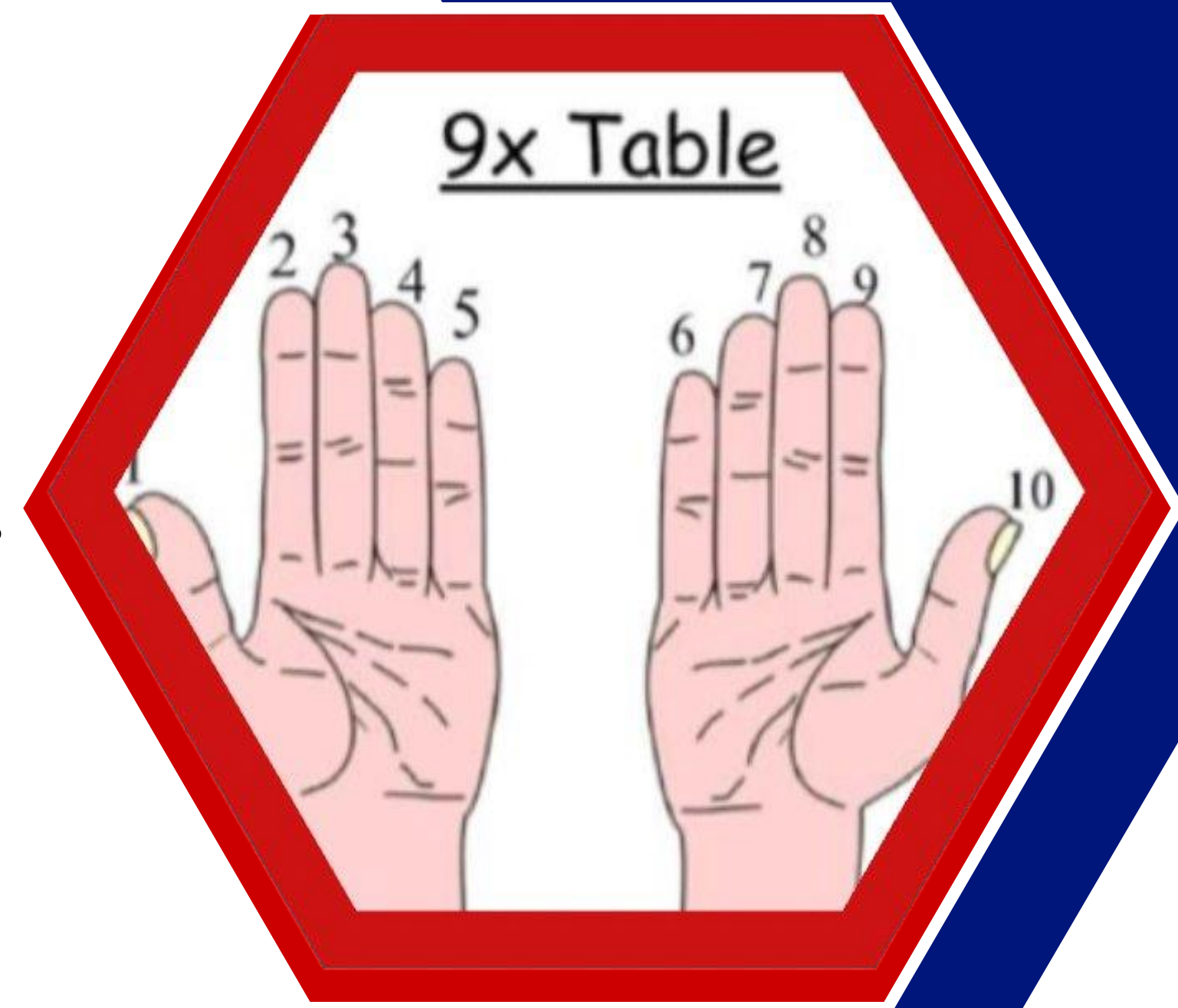
Activities to help at home:

- True or false?
- Try statements such as:
 - $7 \times 3 = 21$
 - $7 \times 5 = 40$
 - $7 \times 8 = 56$
 - $7 \times 10 = 70$
- Ask children to explain how they know.



Level 14: The Nine Times Tables

As part of our maths learning, the children will be developing their understanding and fluency with the **9 times table**. We will focus not only on recalling facts, but also on understanding multiplication and using strategies to work out facts they may not yet know. Children will practise counting in 9s, recognising patterns and using known facts, such as the **10 times table**, to help them calculate 9 times a number. At home, short and regular practice through games, quick-fire questions and everyday activities can help to build confidence and fluency. The aim is for children to become increasingly **accurate, confident and flexible** when using their 9 times table facts.

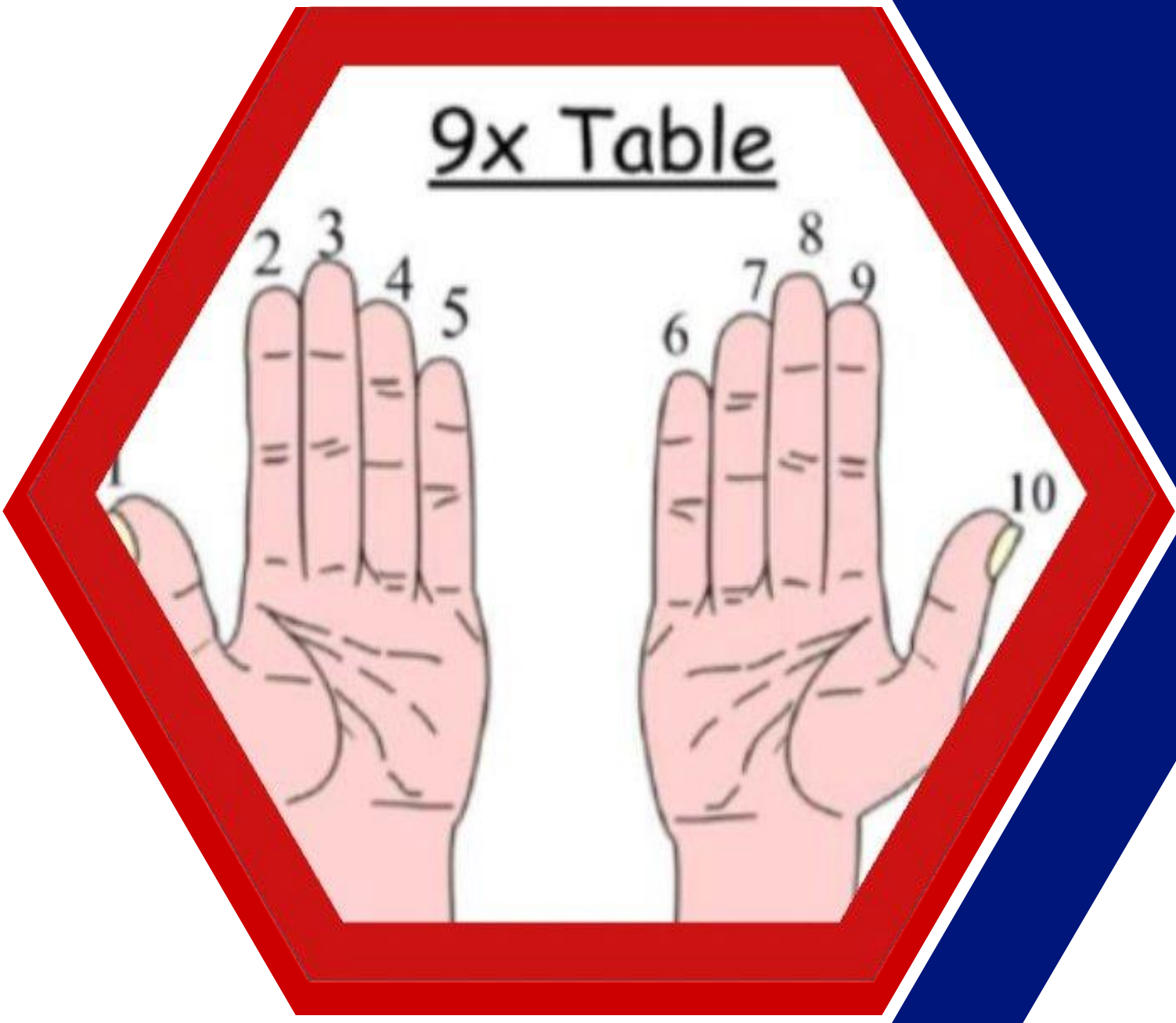


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Level 14: The Nine Times Tables

- **The Finger Trick** – Put the finger down for the multiple. E.g. 3×9 . Put the third finger down, The fingers to the left show the number of tens and the fingers to the right show the number of ones.

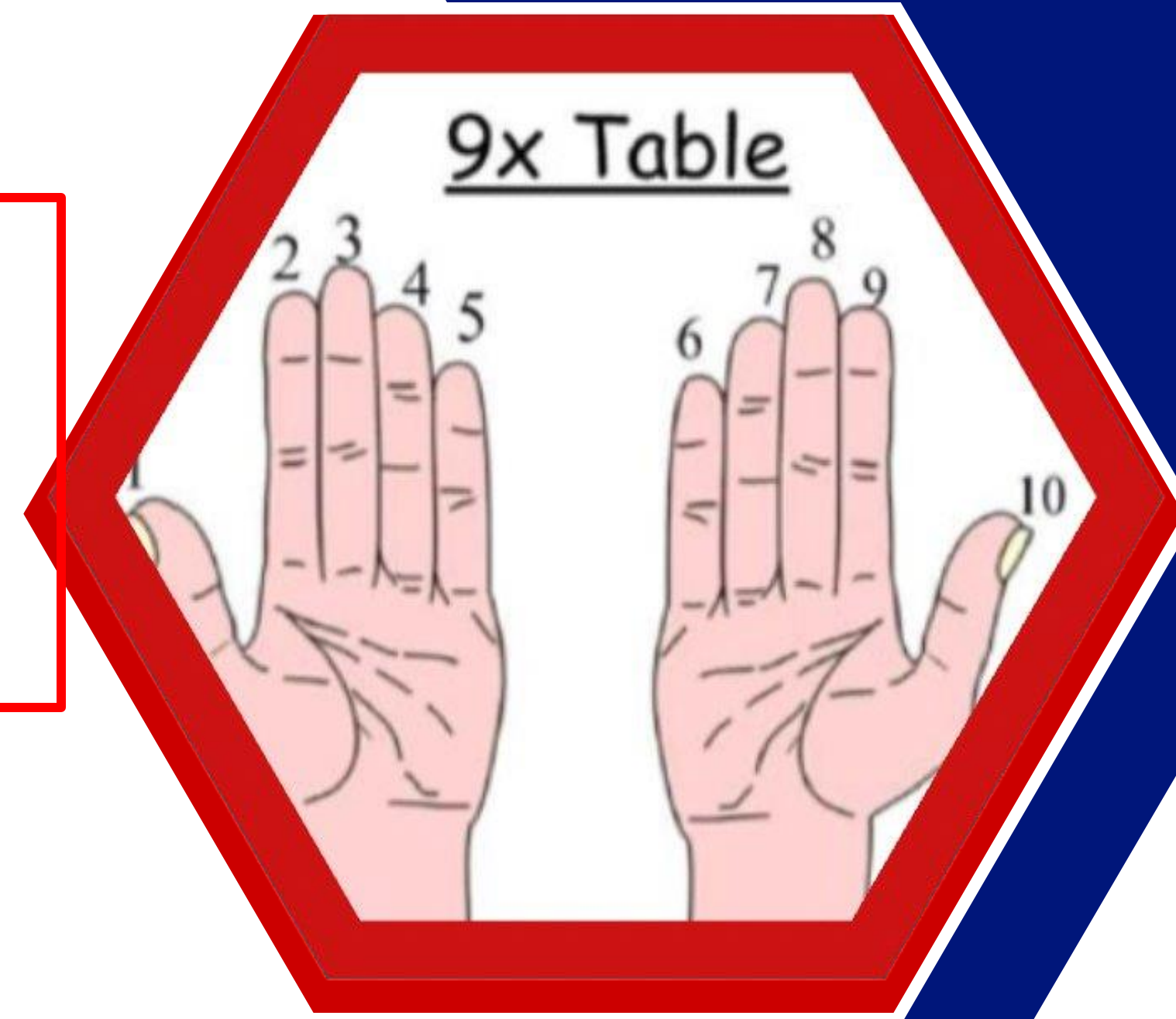
$1 \times 9 =$	0	9	
	+	↓	↓ -
$2 \times 9 =$	1	8	
	+	↓	↓ -
$3 \times 9 =$	2	7	
	+	↓	↓ -
$4 \times 9 =$	3	6	
	+	↓	↓ -
$5 \times 9 =$	4	5	
	+	↓	↓ -
$6 \times 9 =$	5	4	
	+	↓	↓ -
$7 \times 9 =$	6	3	
	+	↓	↓ -
$8 \times 9 =$	7	2	
	+	↓	↓ -
$9 \times 9 =$	8	1	
	+	↓	↓ -
$10 \times 9 =$	9	0	
	∴ stays the same	↓	↓ back to 9
$11 \times 9 =$	9	9	
	+	↓	↓ -
$12 \times 9 =$	1	0	8



Level 14: The Nine Times Tables

Activities to help at home:

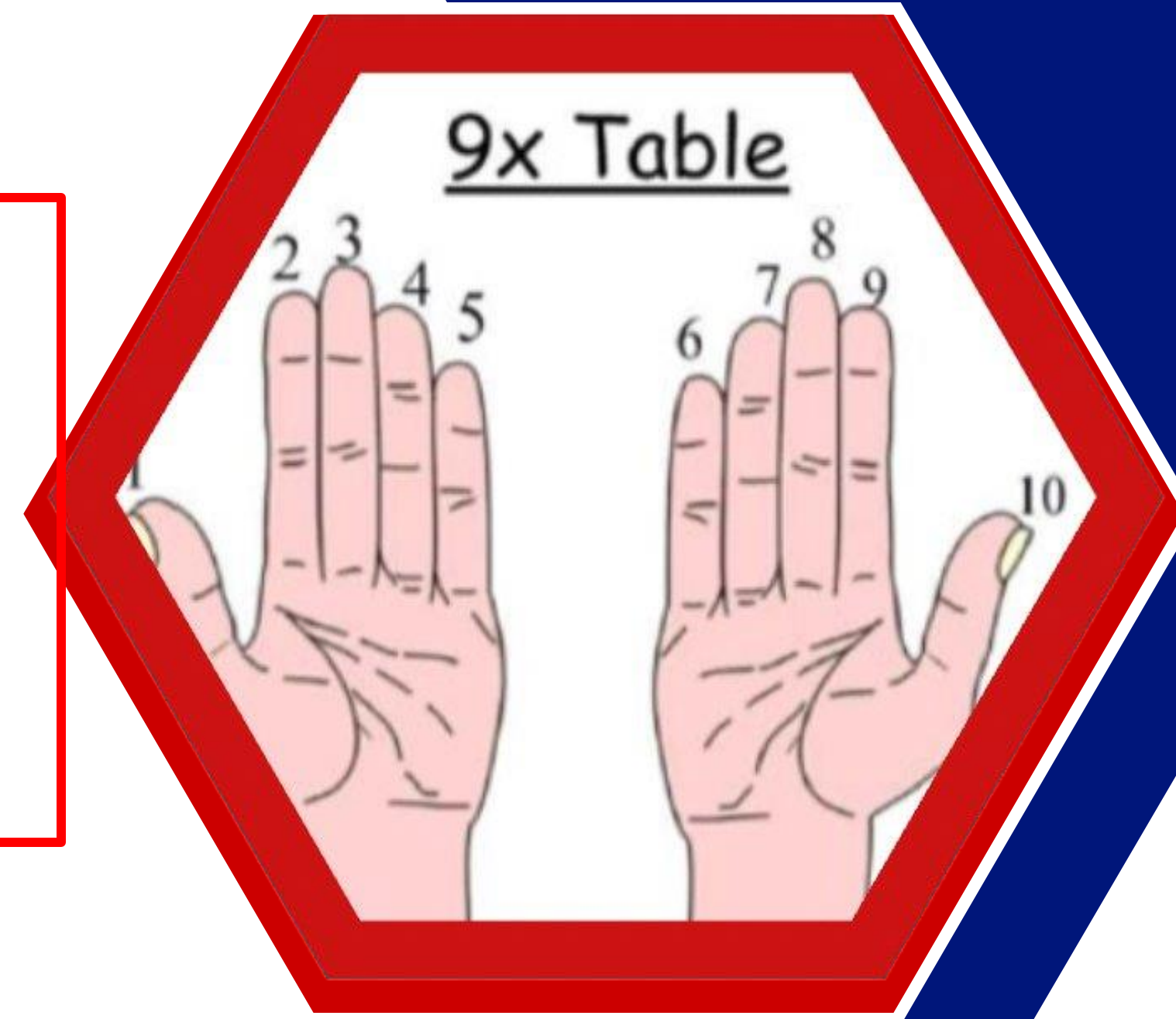
- **Count in 9s**
- Practise counting forwards and backwards in 9s.
- **9, 18, 27, 36, 45...**



Level 14: The Nine Times Tables

Activities to help at home:

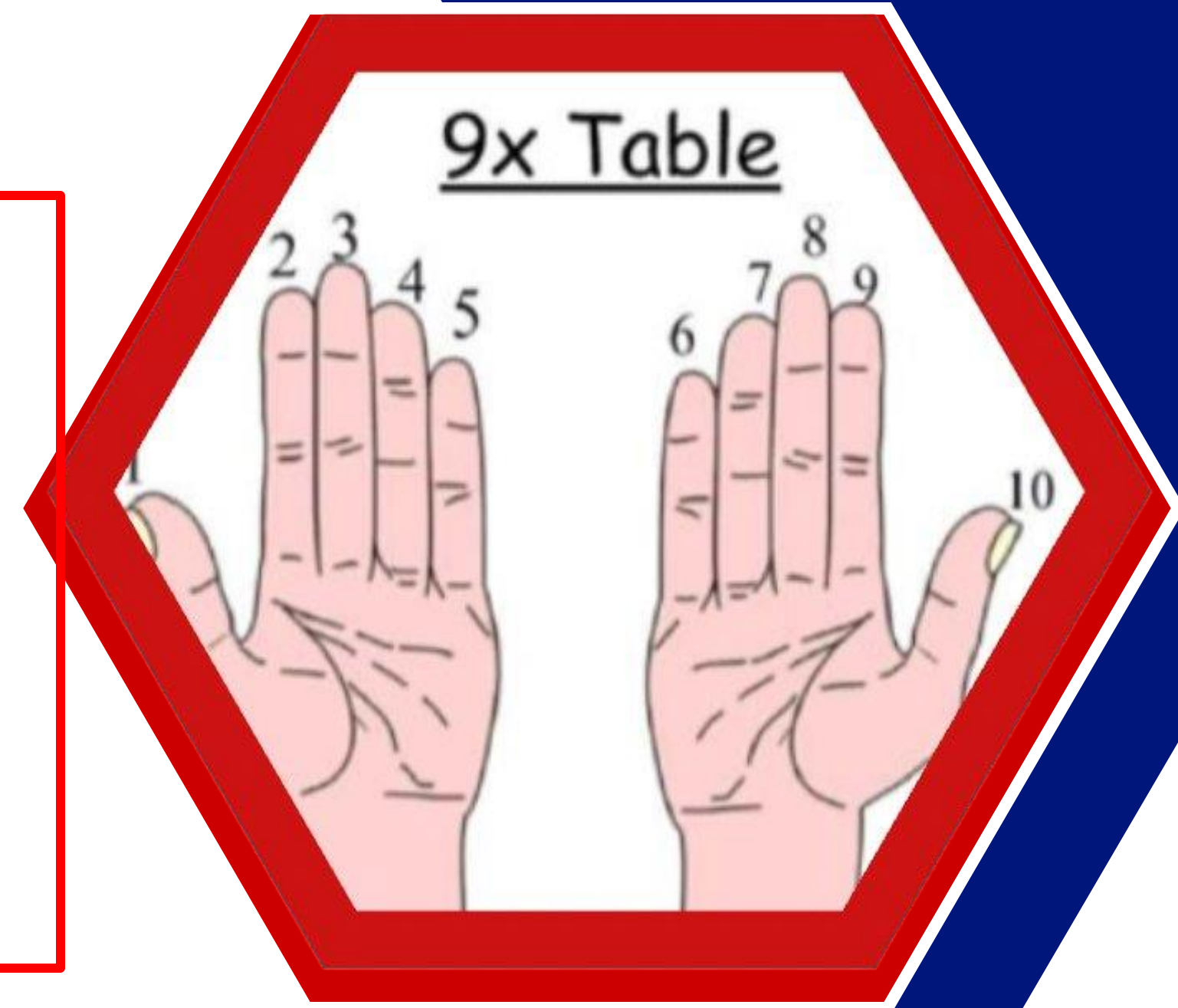
- Use the 10 times table
- Give your child a fact such as 9×6 .
- Ask: "What do we know about 10×6 ?"
- $10 \times 6 = 60$, so $9 \times 6 = 60 - 6 = 54$.
- This is a really useful strategy for facts they haven't memorised.



Level 14: The Nine Times Tables

Activities to help at home:

- **Take one group away**
- Make **10 groups** of an object and then remove one group.
- For example: **10 groups of 4 = 40**, take away one group of 4 $\rightarrow 9 \times 4 = 36$.

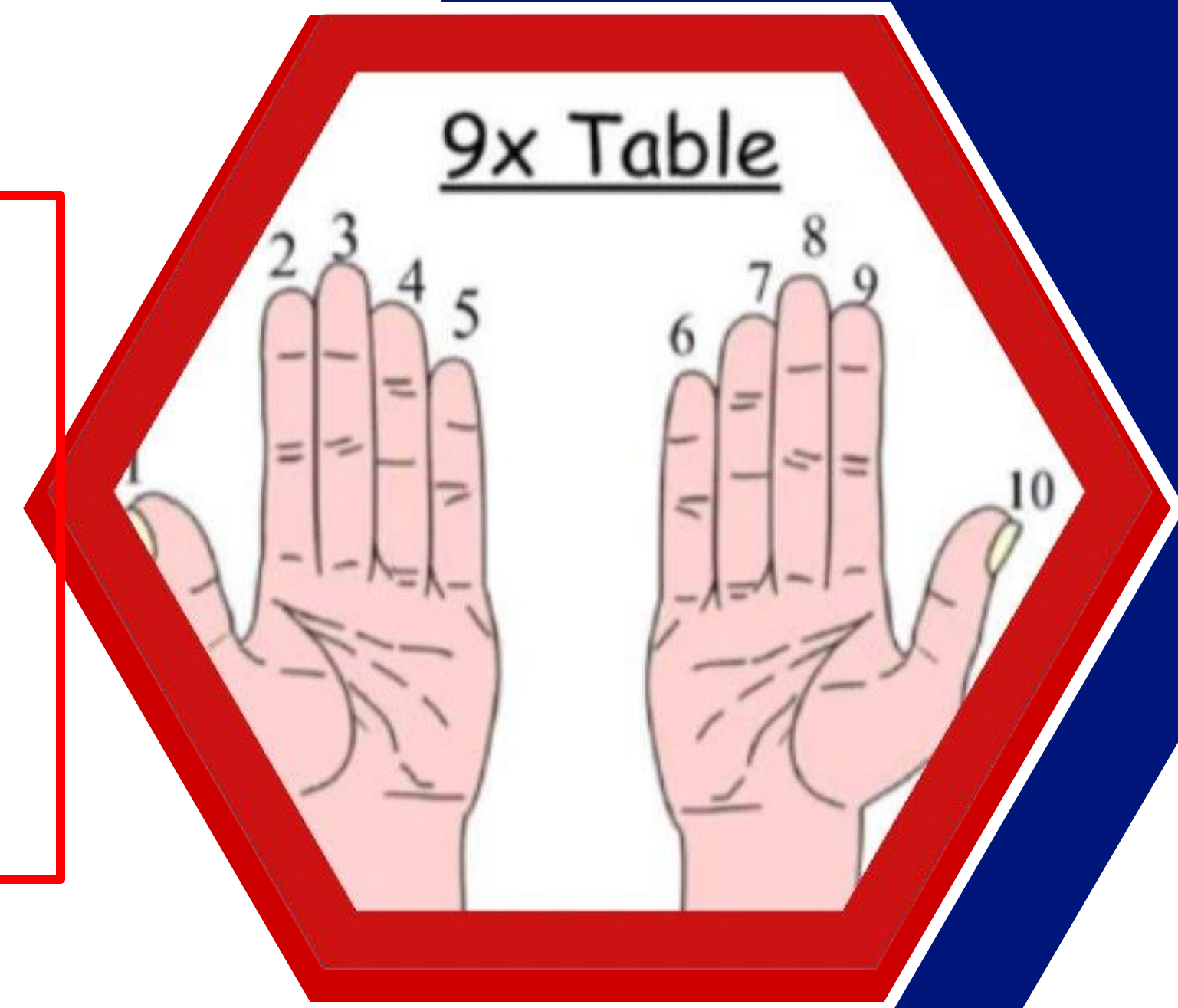


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Level 14: The Nine Times Tables

Activities to help at home:

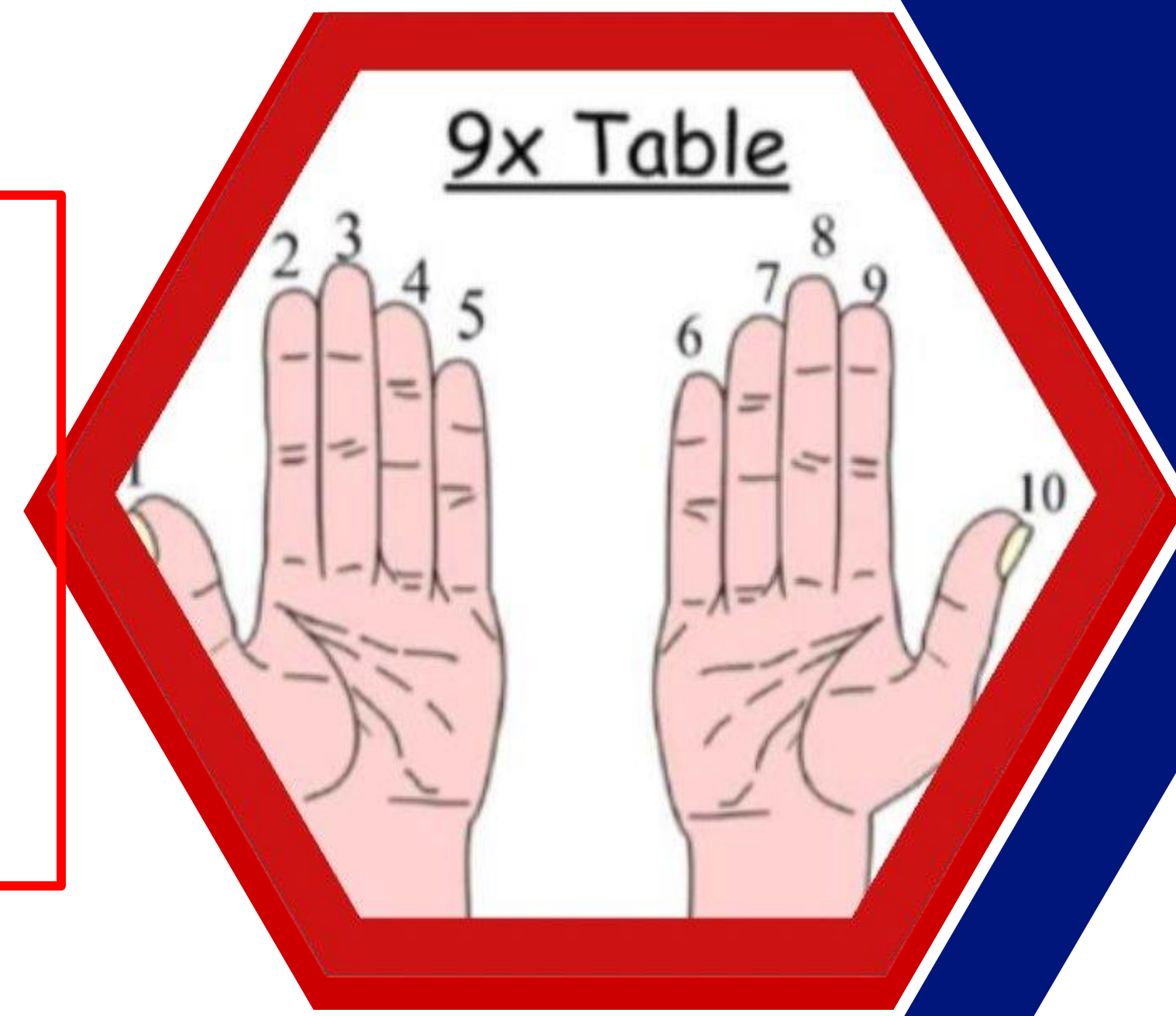
- **Nine-step jumps**
- Draw a number line and make jumps of 9.
- Ask: *“How many jumps of 9 will it take to reach 45?”*
- Link this to $5 \times 9 = 45$.



Level 14: The Nine Times Tables

Activities to help at home:

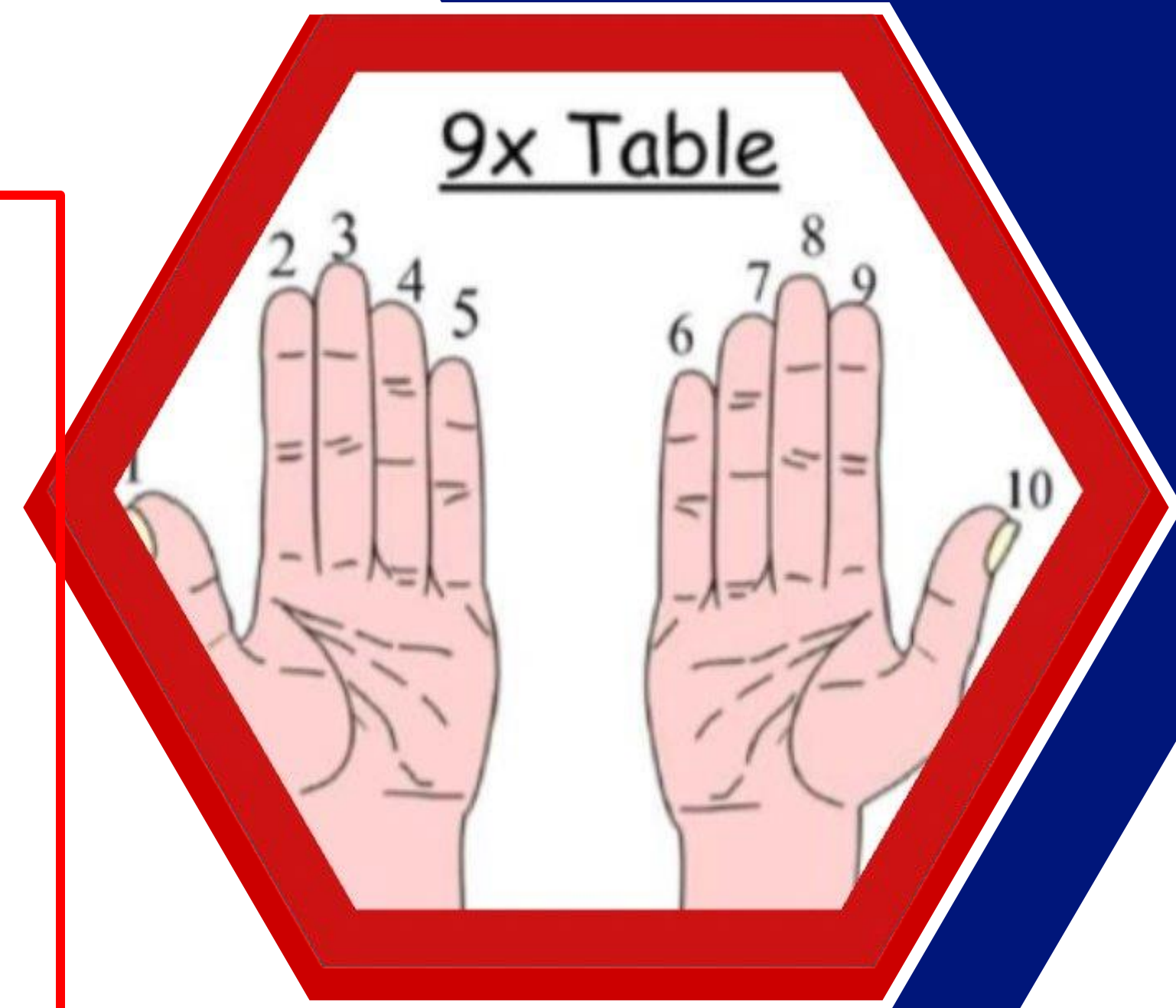
- **Dice and multiply**
- Roll a dice and multiply the number by 9.
- For example: $7 \rightarrow 7 \times 9 = 63$.
- Encourage children to explain their strategy.



Level 14: The Nine Times Tables

Activities to help at home:

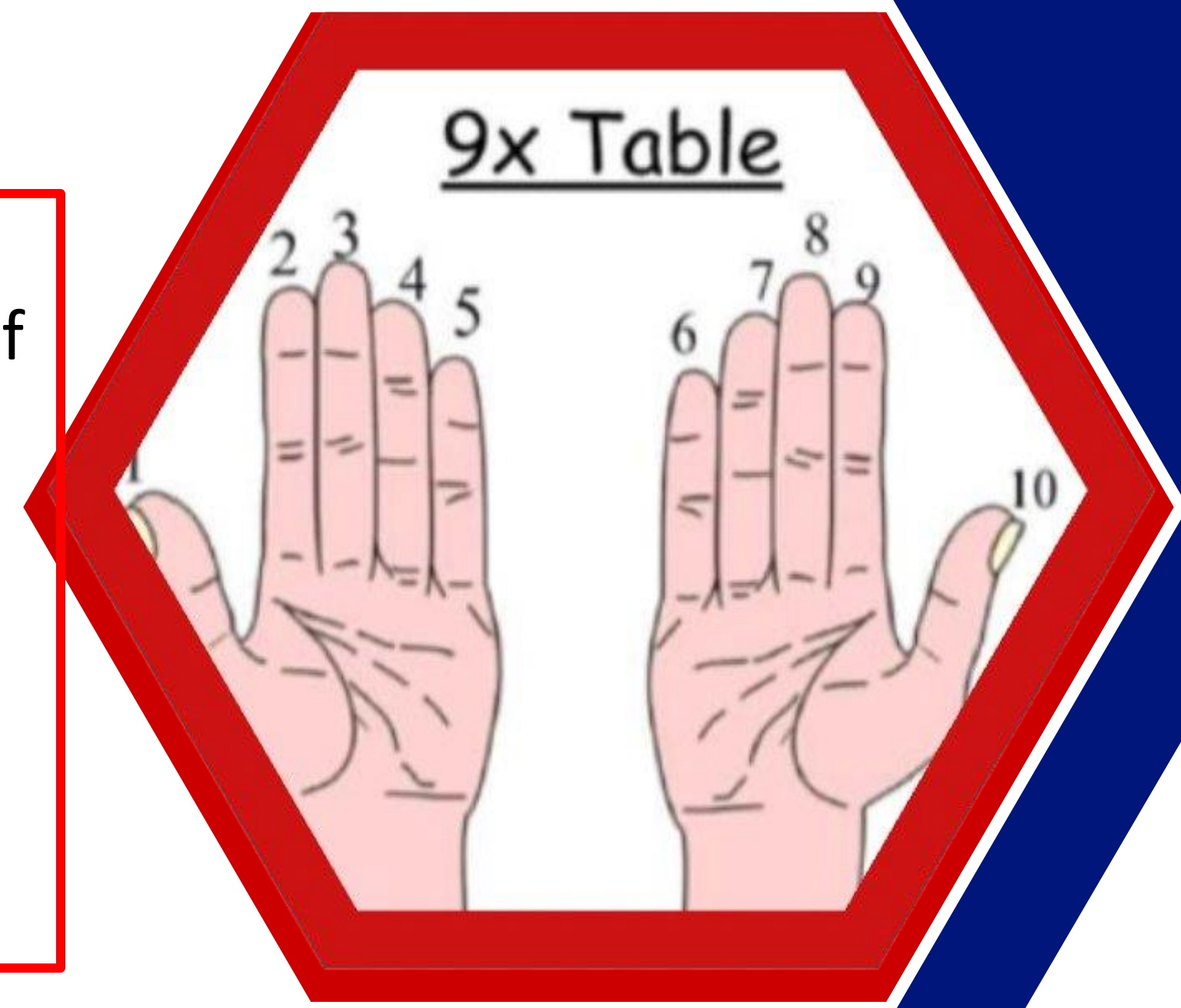
- **Spot the pattern**
- Write the multiples of 9:
9, 18, 27, 36, 45, 54, 63...
- Ask children what they notice about the **tens and ones digits**.
- For example, the digits in each multiple add together to make 9: $2 + 7 = 9$, $3 + 6 = 9$.



Level 14: The Nine Times Tables

Activities to help at home:

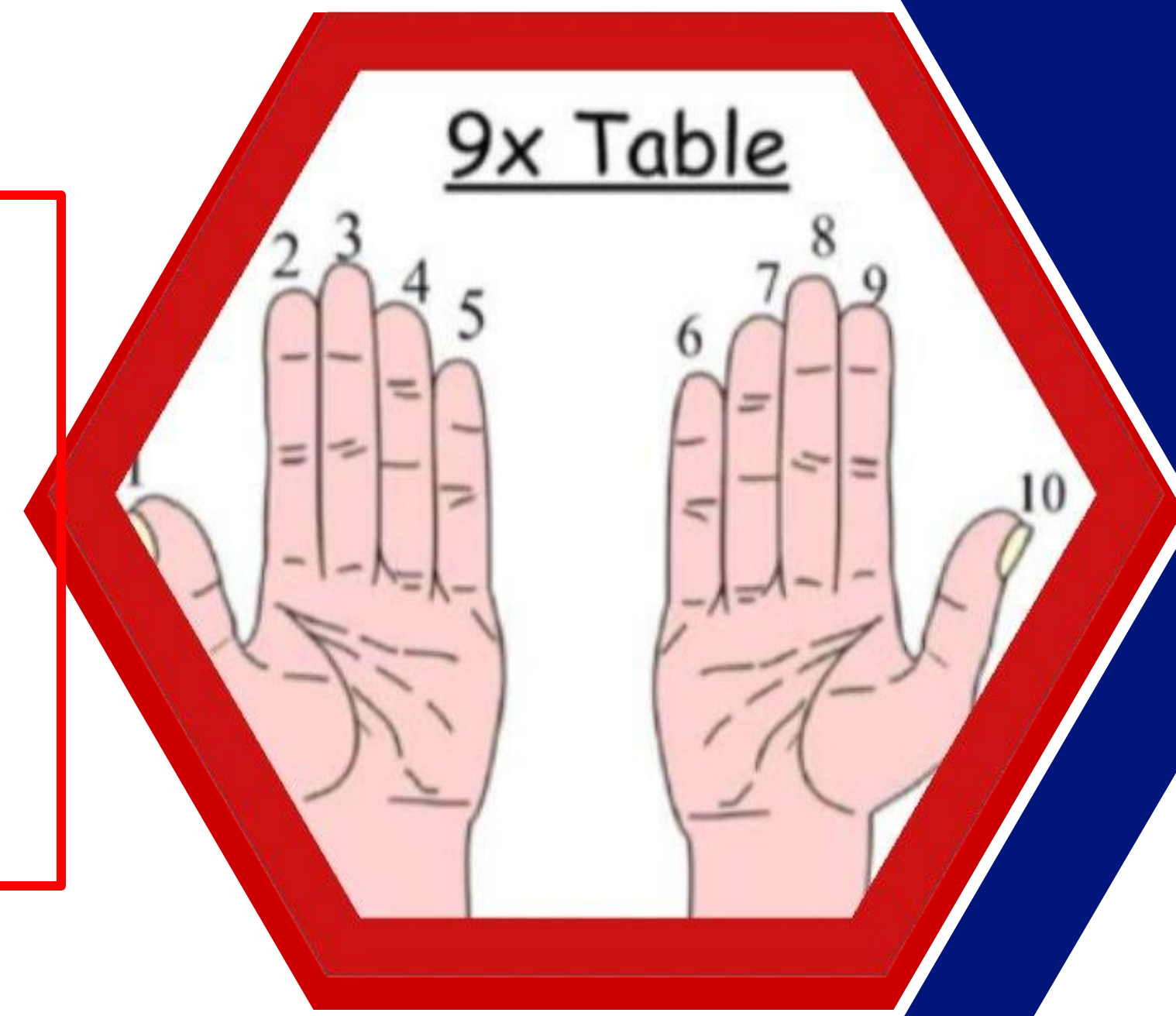
- **Groups of 9**
- Use Lego, pasta, buttons or toys to make equal groups of 9.
- For example, make **4 groups of 9**.
- Count them and write: $4 \times 9 = 36$.



Level 14: The Nine Times Tables

Activities to help at home:

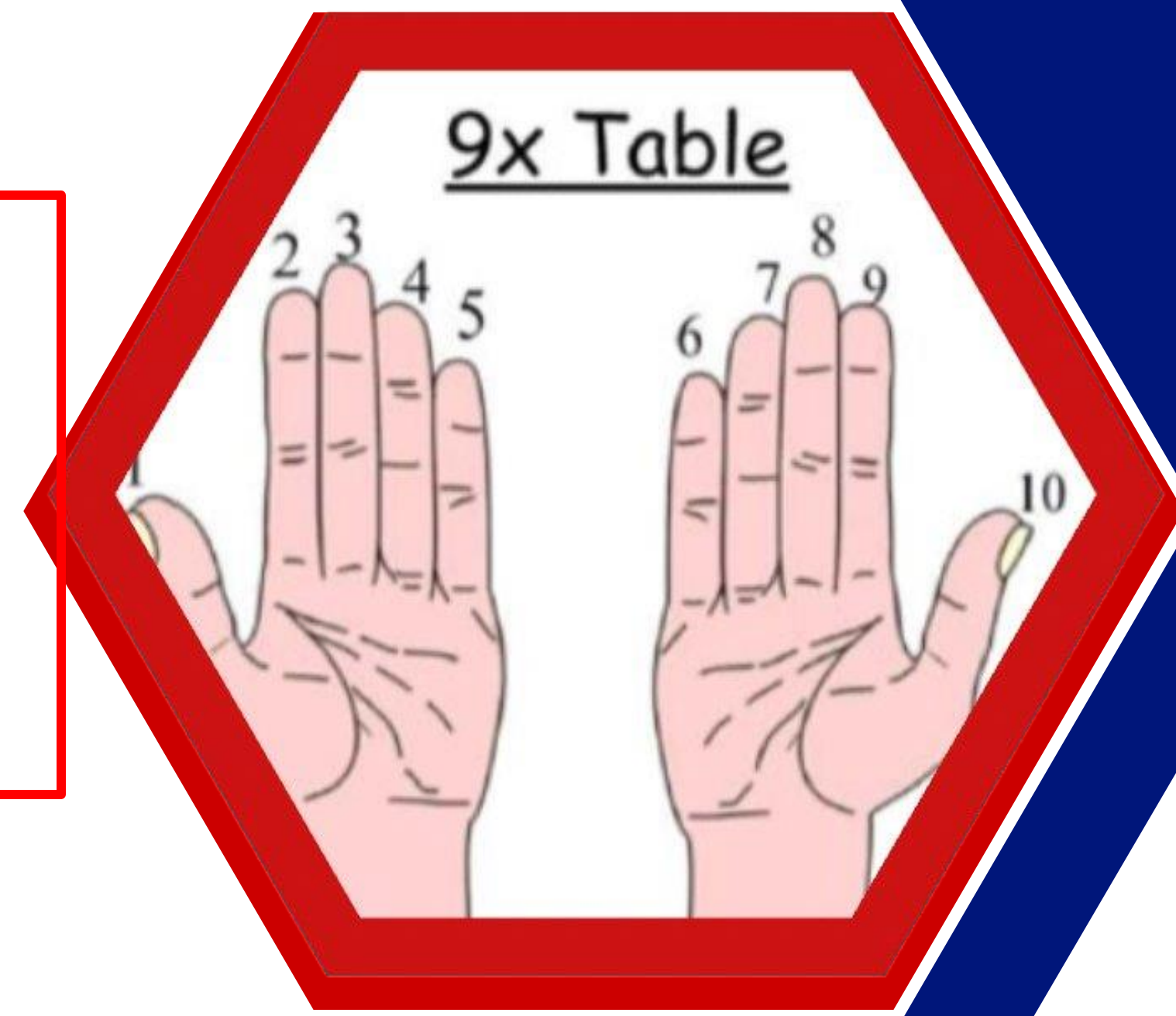
- **Spot the mistake**
- Give children multiplication sentences to check:
- $9 \times 4 = 36$ ✓
- $9 \times 6 = 48$ ✗
- $9 \times 8 = 72$ ✓
- Ask: "How do you know?"



Level 14: The Nine Times Tables

Activities to help at home:

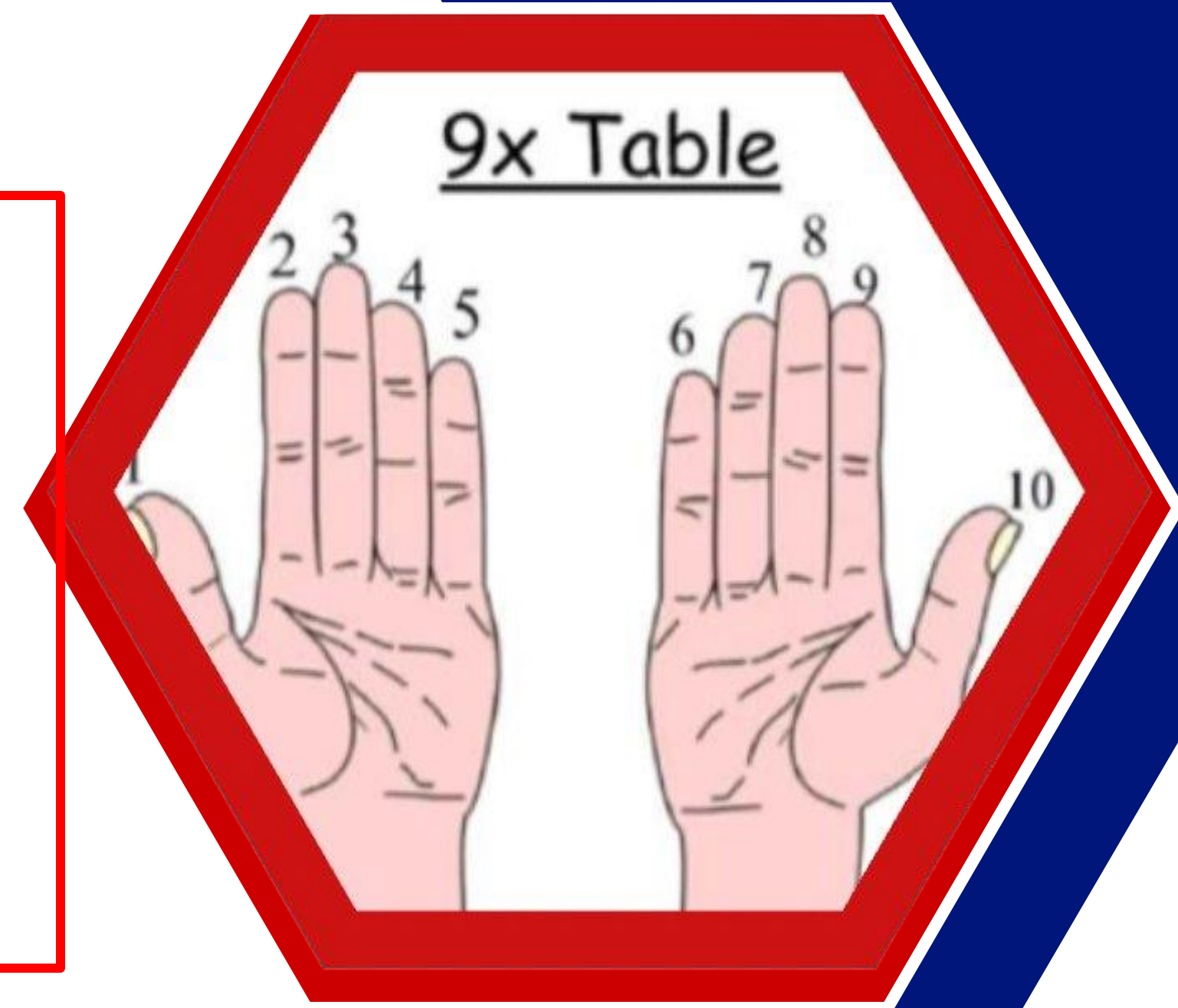
- **Times-table treasure hunt**
- Look for multiples of 9 around the house or when out and about.
- Can they find **9, 18, 27, 36, 45...**?
- Challenge them to find 10 multiples of 9.

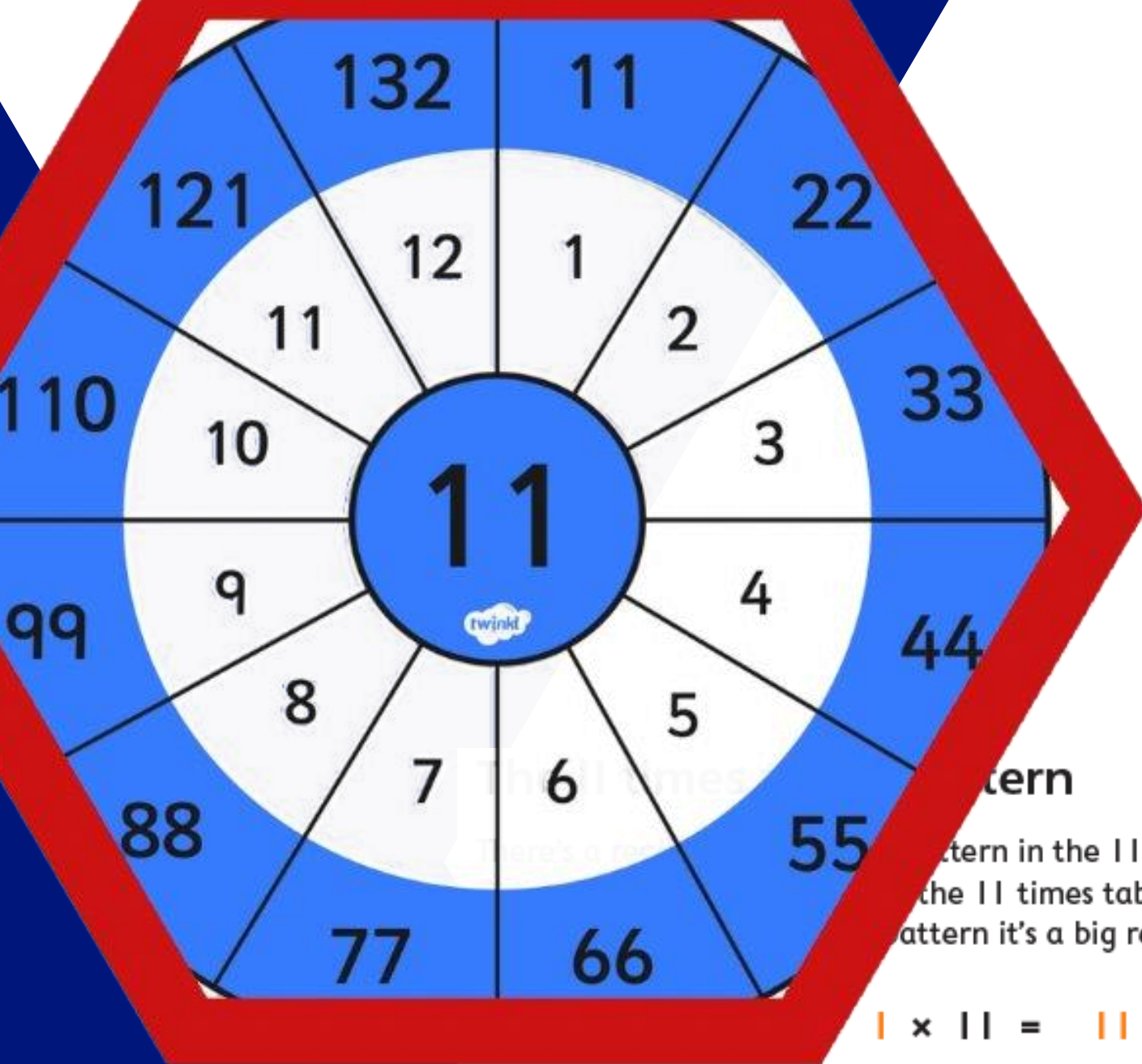


Level 14: The Nine Times Tables

Activities to help at home:

- True or false?
- Try statements such as:
 - $9 \times 3 = 27$
 - $9 \times 5 = 40$
 - $9 \times 7 = 63$
 - $9 \times 10 = 90$
- Ask children to explain their reasoning.





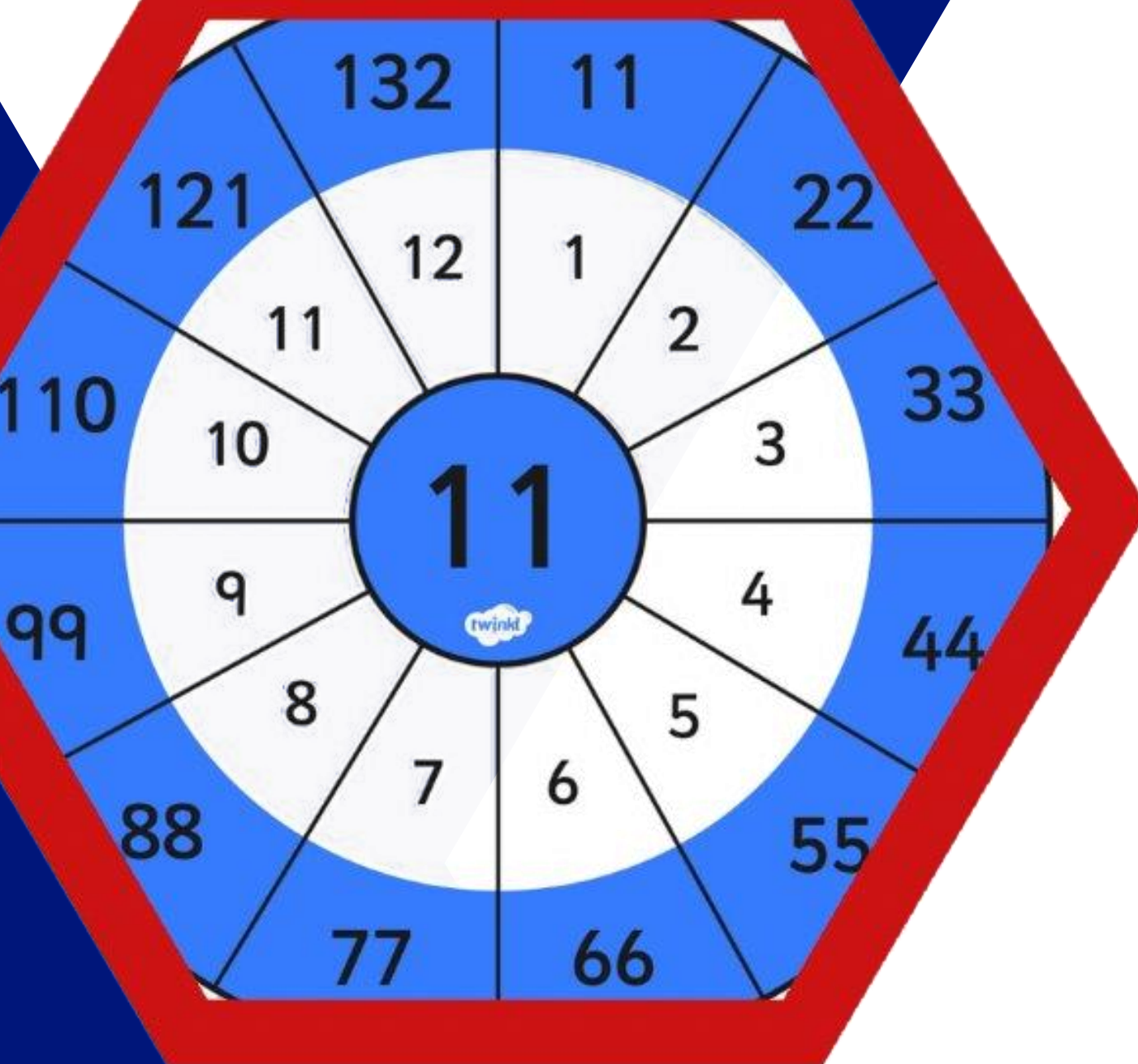
Pattern in the 11 times table until 9×11 .
 The 11 times table is going to be really
 pattern it's a big relief.

$$\begin{array}{l}
 1 \times 11 = 11 \\
 2 \times 11 = 22 \\
 3 \times 11 = 33 \\
 4 \times 11 = 44 \\
 5 \times 11 = 55 \\
 6 \times 11 = 66 \\
 7 \times 11 = 77 \\
 8 \times 11 = 88 \\
 9 \times 11 = 99 \\
 10 \times 11 = 110 \\
 11 \times 11 = 121 \\
 12 \times 11 = 132
 \end{array}$$

pattern changes

Level 15: The Eleven Times Tables

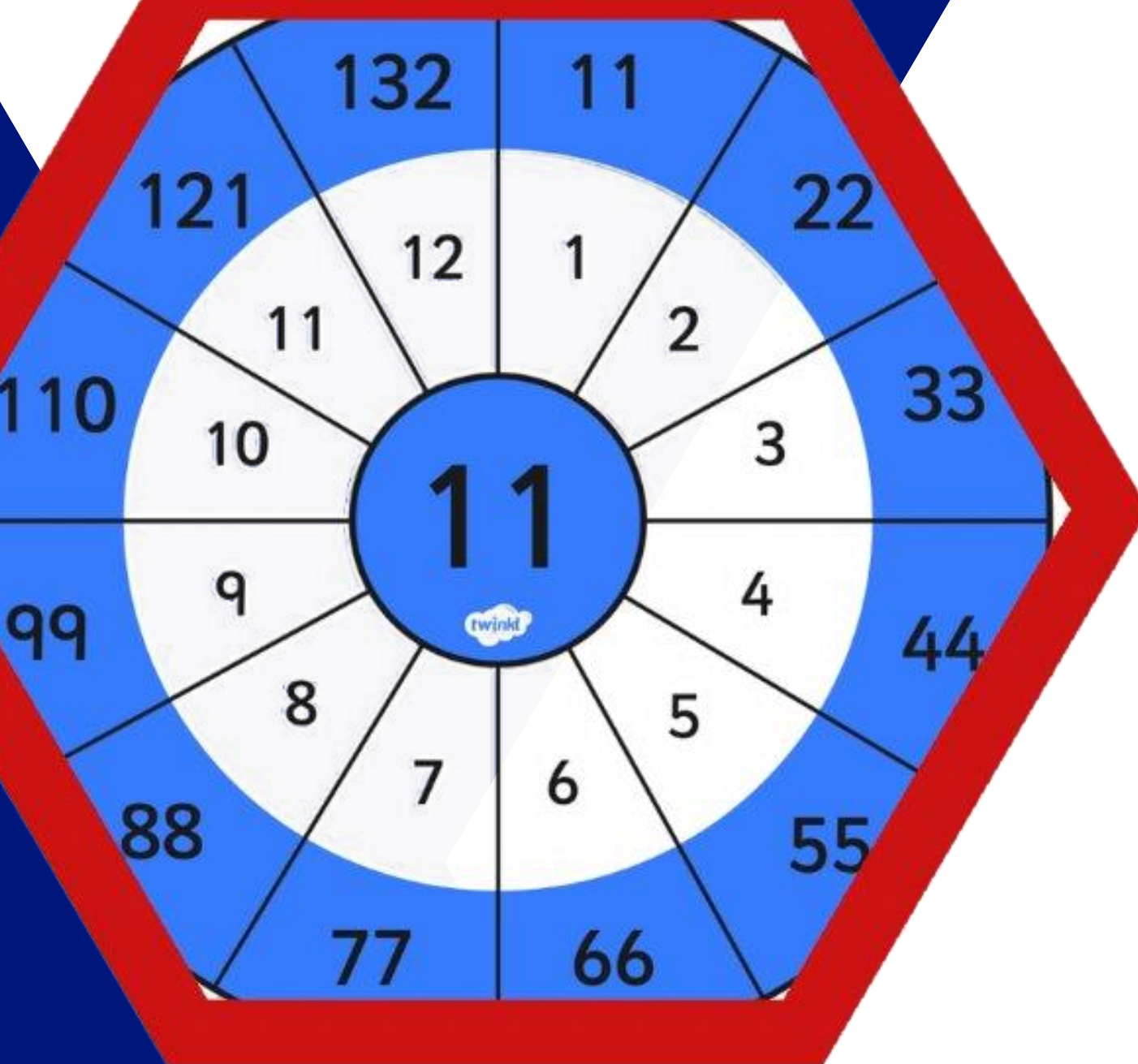
As part of our maths learning, the children will be developing their understanding and fluency with the **11 times table**. We will focus not only on recalling facts, but also on understanding multiplication and using strategies to work out facts they may not yet know. Children will practise counting in 11s, recognising patterns and using known facts, such as the **10 times table**, to help them calculate 11 times a number. At home, short and regular practice through games, quick-fire questions and everyday activities can help to build confidence and fluency. The aim is for children to become increasingly **accurate, confident and flexible** when using their 11 times table facts.



Level 15: The Eleven Times Tables

Activities to help at home:

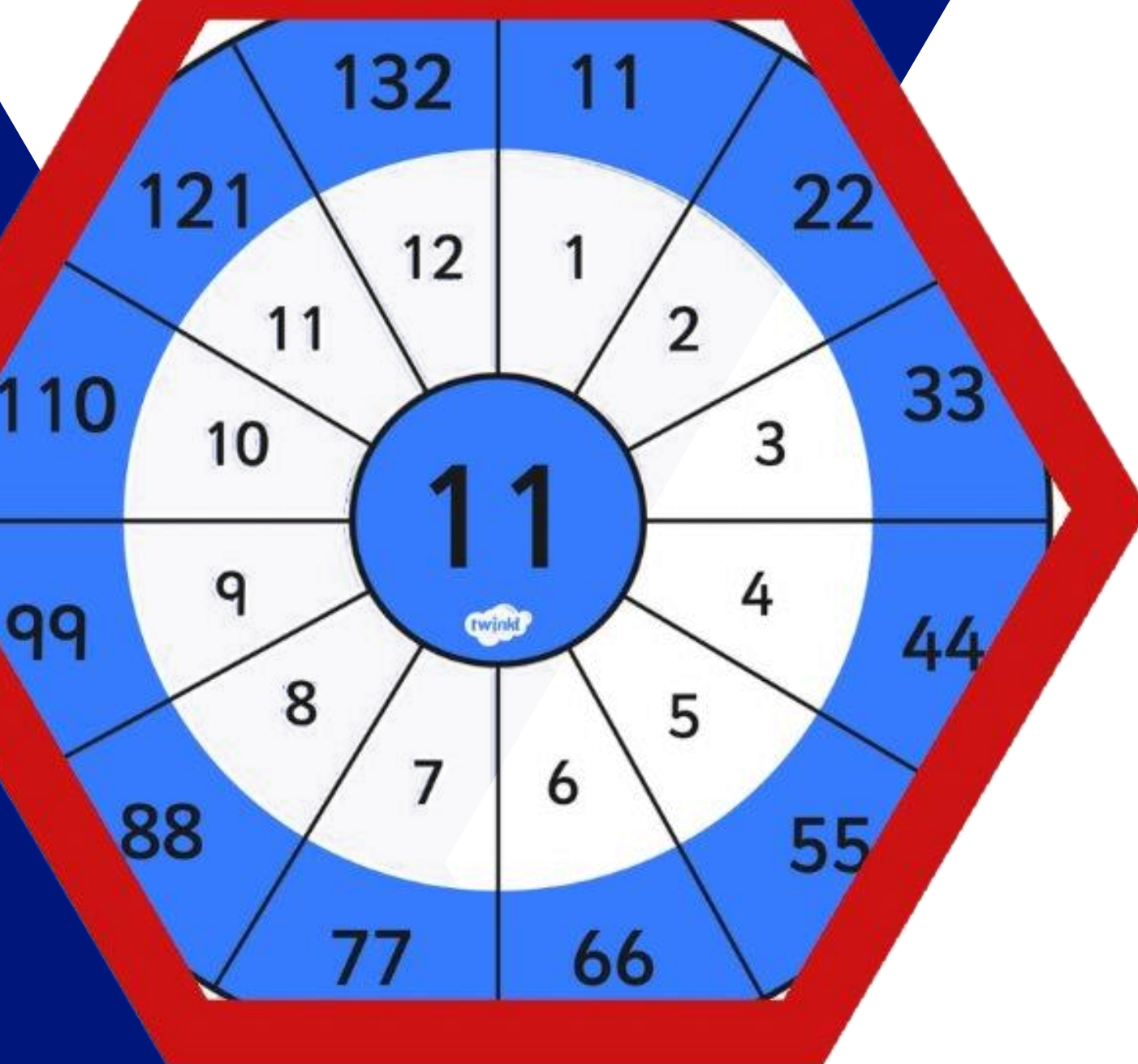
- **Count in 11s**
- Practise counting forwards and backwards in 11s.
- **11, 22, 33, 44, 55...**



Level 15: The Eleven Times Tables

Activities to help at home:

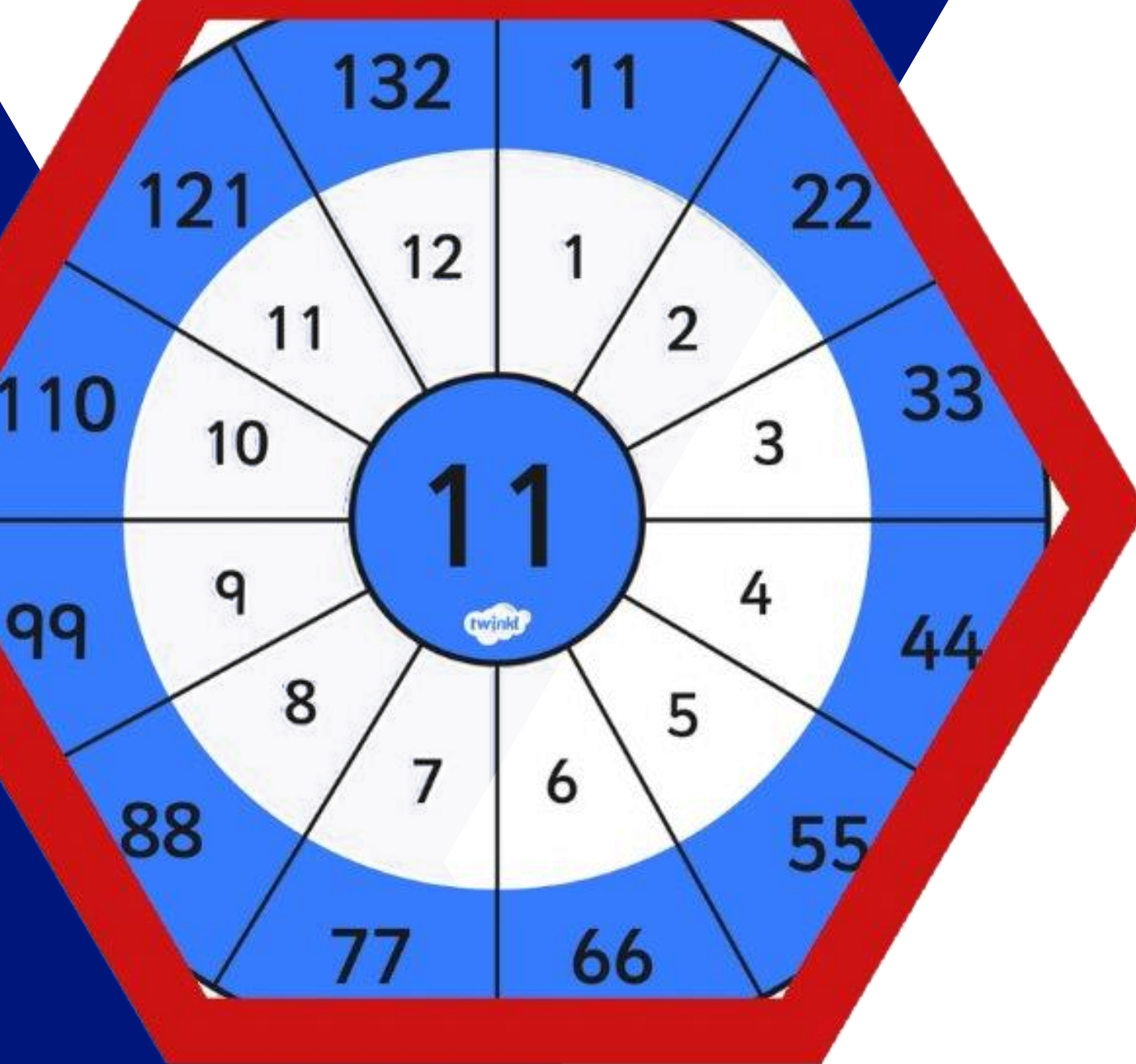
- Use the 10 times table
- Give your child a fact such as 11×6 .
- Ask: "What do we know about 10×6 ?"
- $10 \times 6 = 60$, so $11 \times 6 = 60 + 6 = 66$.
- This is a useful strategy for facts they haven't memorised yet.



Level 15: The Eleven Times Tables

Activities to help at home:

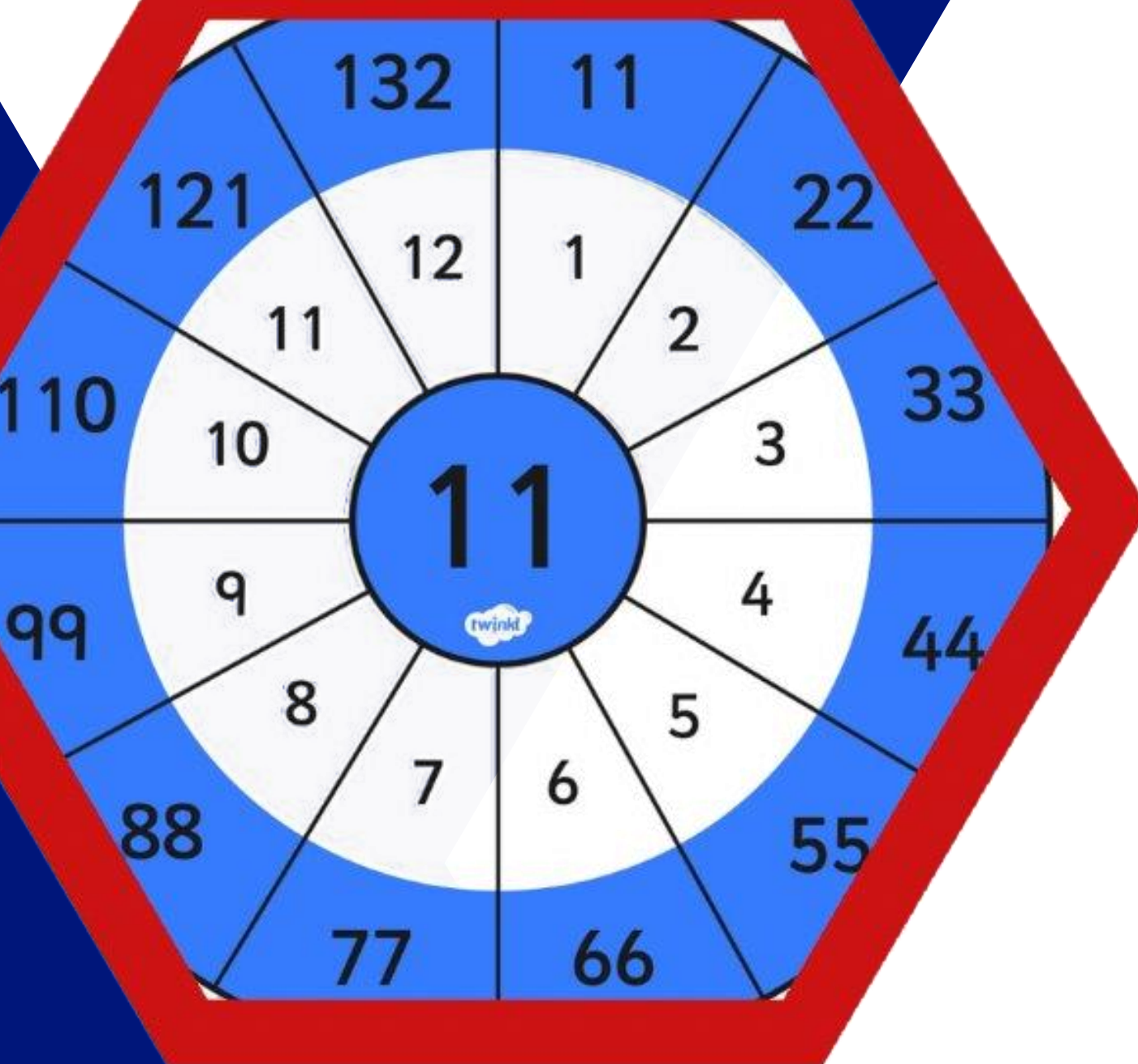
- Spot the pattern
- Write:
11, 22, 33, 44, 55, 66, 77, 88, 99
- Ask children what they notice.
- For these facts, the digits are repeated, which makes the pattern easy to spot.



Level 15: The Eleven Times Tables

Activities to help at home:

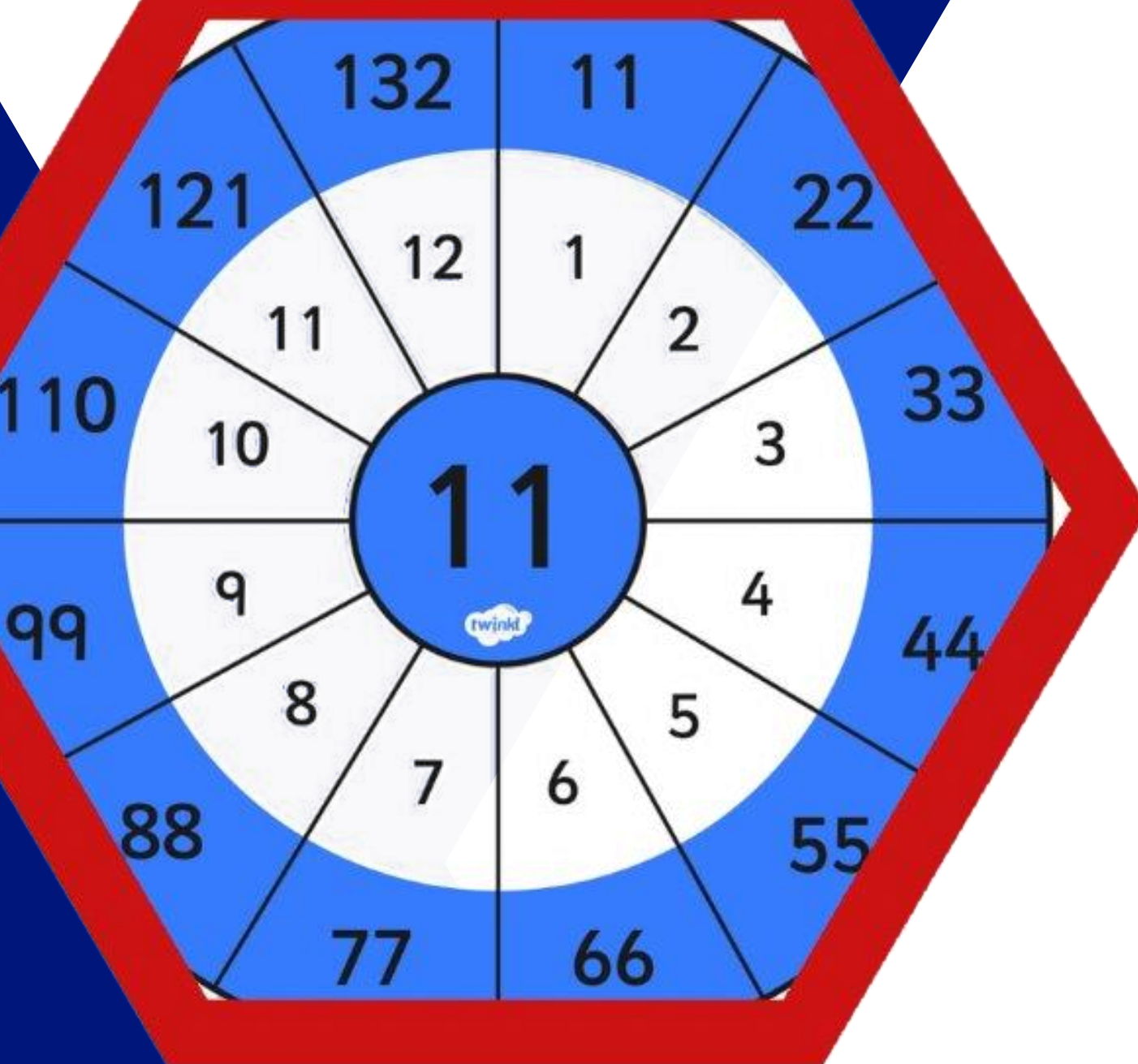
- **Make groups of 11**
- Use Lego, cubes, pasta or buttons to make groups of 11.
- For example, make **4 groups of 11**.
- Count them and write: **$4 \times 11 = 44$** .



Level 15: The Eleven Times Tables

Activities to help at home:

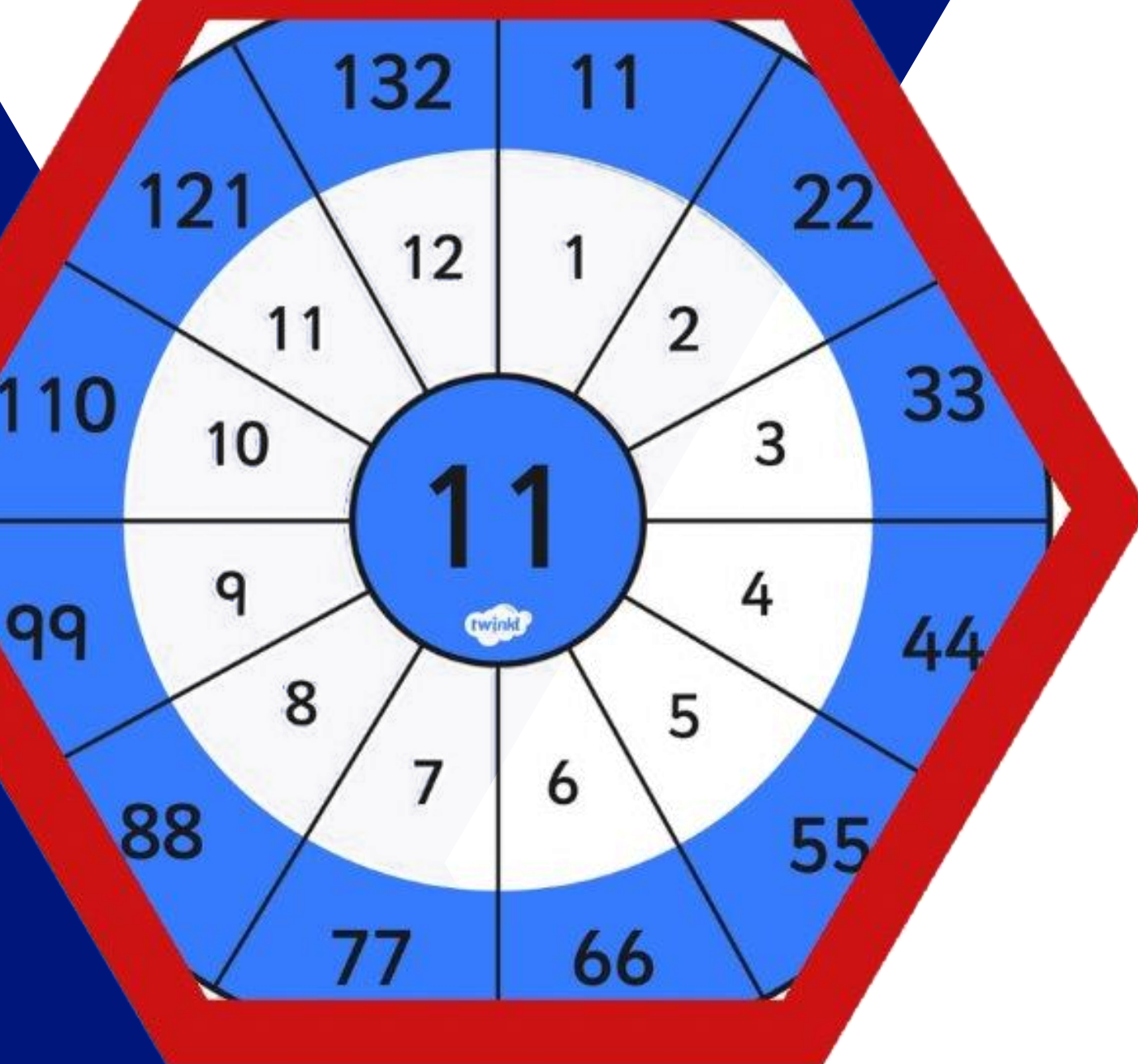
- **Number line jumps**
- Draw a number line and make jumps of 11.
- Ask: *“How many jumps of 11 will it take to reach 66?”*
- Link this to **$6 \times 11 = 66$** .



Level 15: The Eleven Times Tables

Activities to help at home:

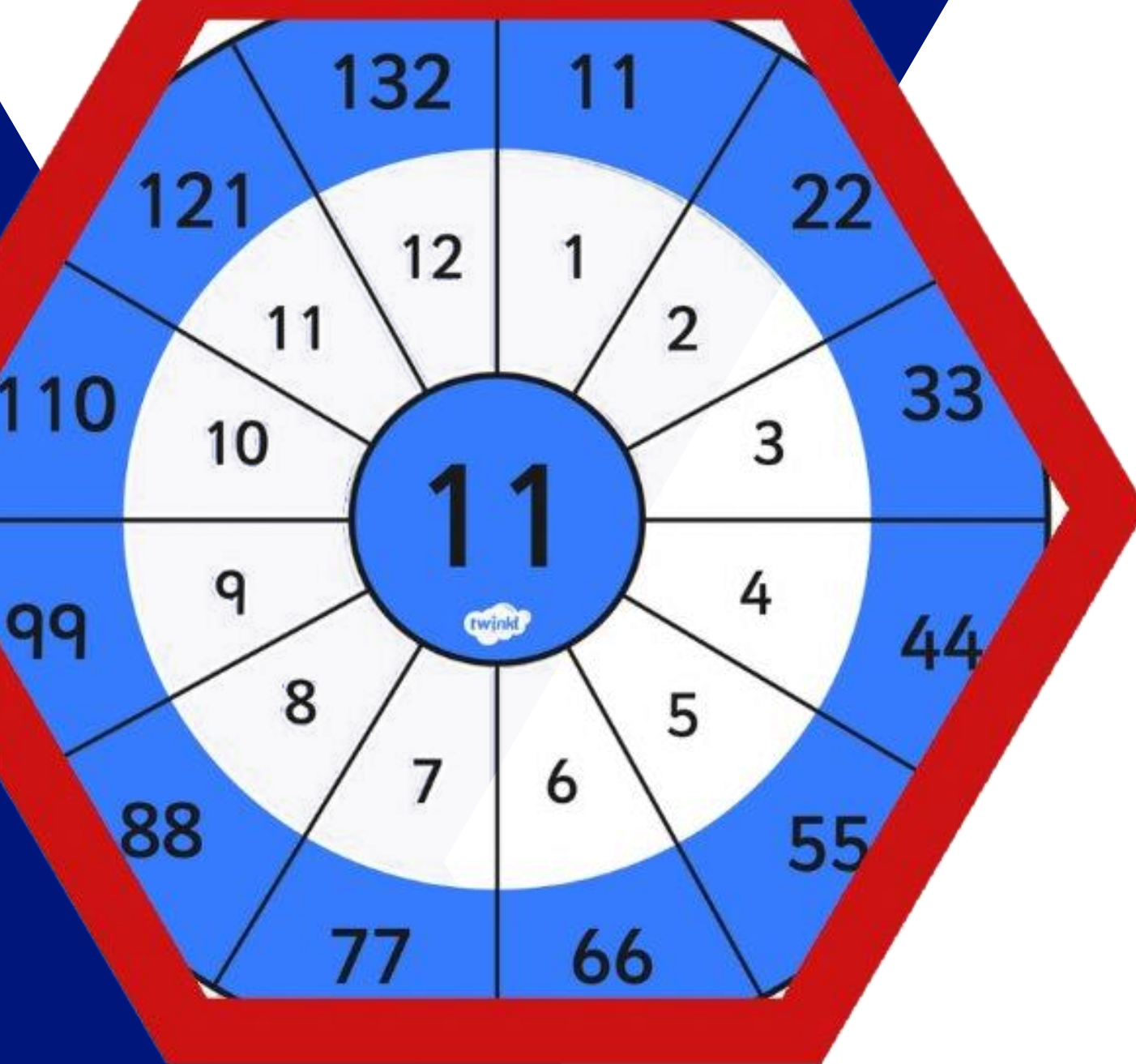
- **Dice and multiply**
- Roll a dice and multiply the number by 11.
- For example: $7 \rightarrow 7 \times 11 = 77$.
- Ask children to explain how they worked it out.



Level 15: The Eleven Times Tables

Activities to help at home:

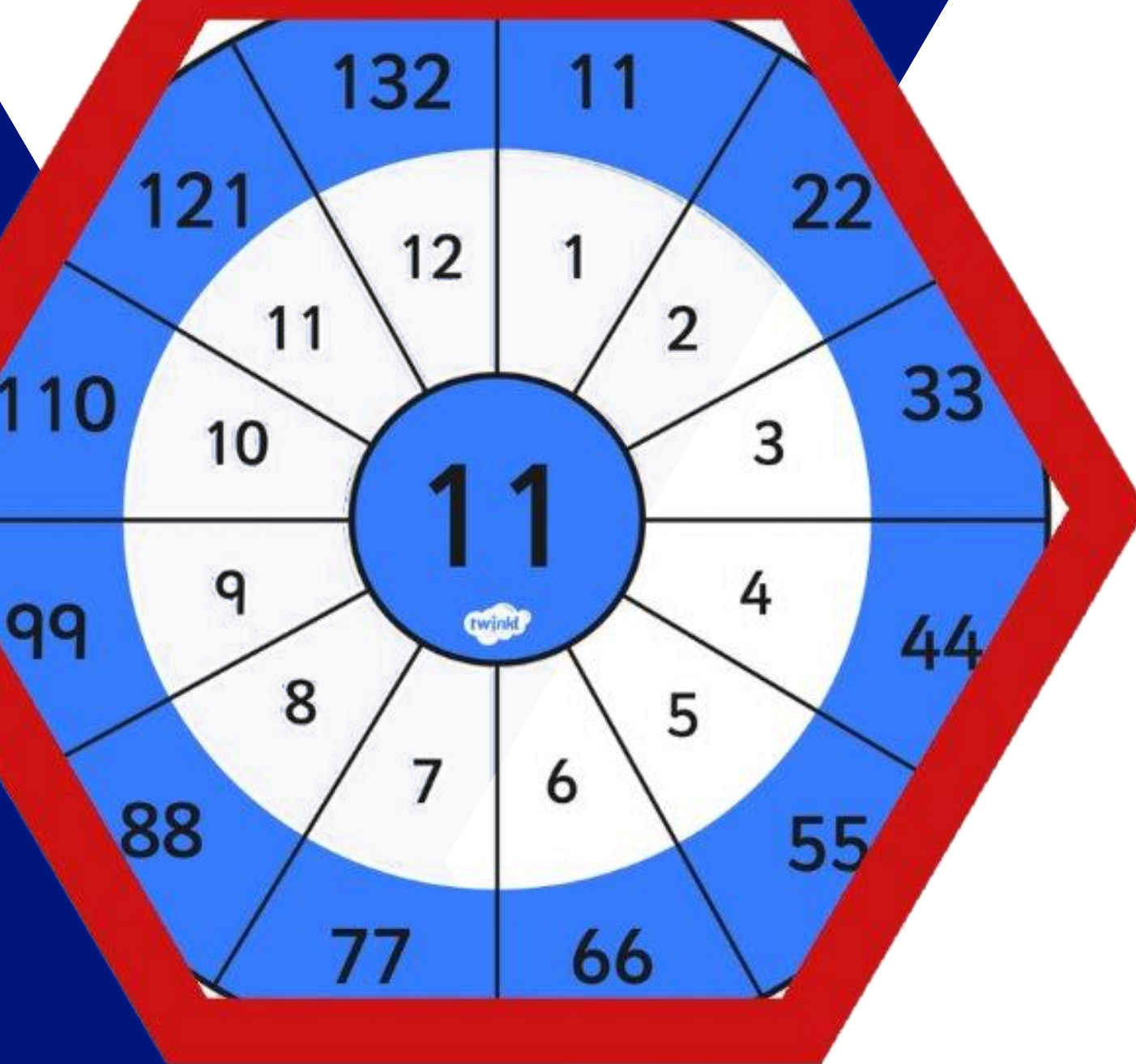
- **Spot the mistake**
- Give children multiplication sentences to check:
- **$11 \times 4 = 44$ ✓**
- **$11 \times 7 = 66$ ✗**
- **$11 \times 9 = 99$ ✓**
- Ask: *"How do you know?"*



Level 15: The Eleven Times Tables

Activities to help at home:

- **Times-table treasure hunt**
- Look for multiples of 11 around the house or when out and about.
- Can they find **11, 22, 33, 44, 55...**?
- Challenge them to find 10 multiples of 11.



Level 15: The Eleven Times Tables

Activities to help at home:

- True or false?
- Try statements such as:
 - $11 \times 3 = 33$
 - $11 \times 5 = 55$
 - $11 \times 8 = 88$
 - $11 \times 10 = 100$
- Ask children to explain their reasoning.

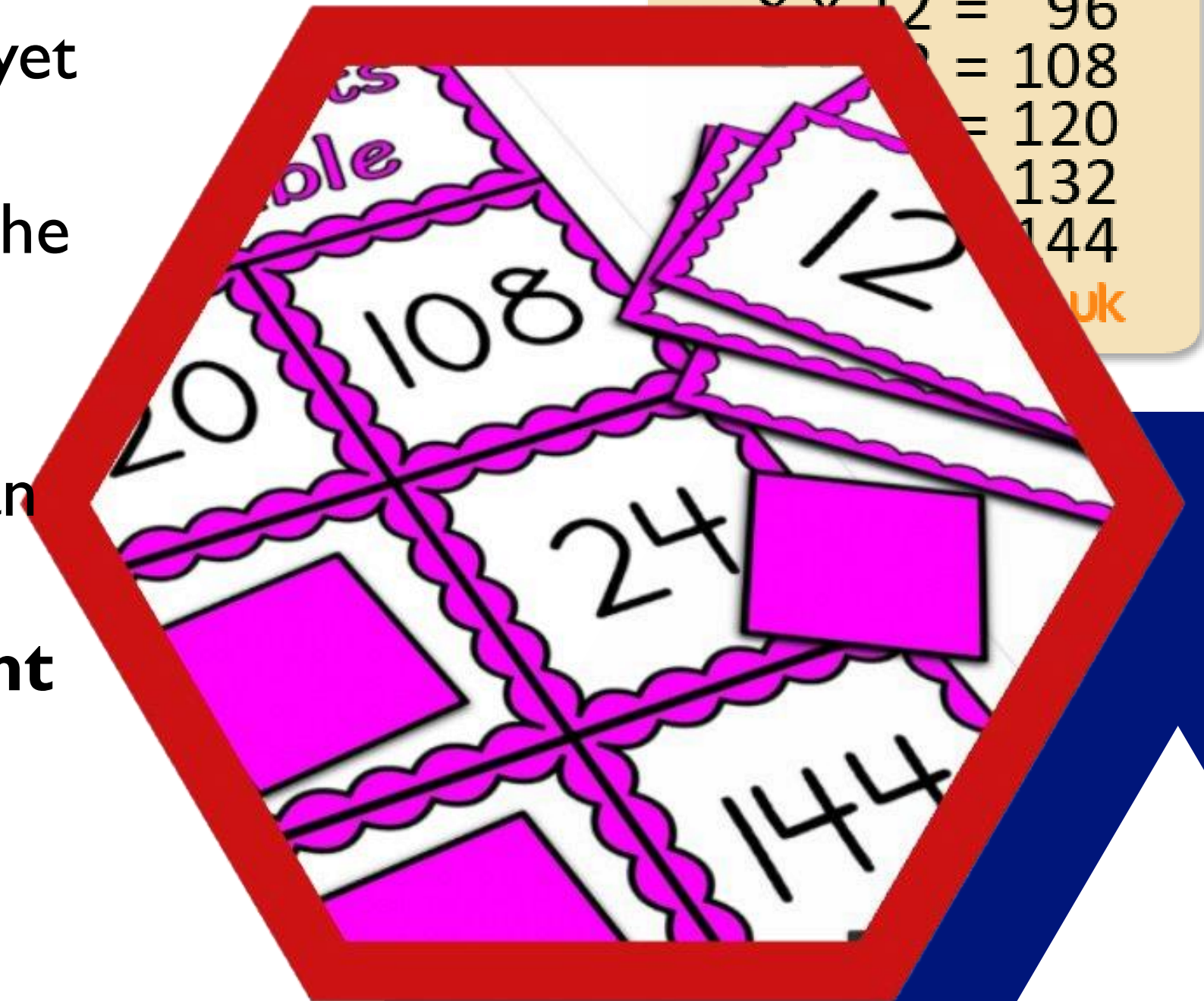
Level 16: The Twelve Times Tables

As part of our maths learning, the children will be developing their understanding and fluency with the **12 times table**. We will focus not only on recalling facts, but also on understanding what multiplication means and using strategies to work out facts they may not yet know. Children will practise counting in 12s, recognising patterns and using known facts, such as the 10 times table, to help them calculate 12 times a number. At home, short and regular practice through games, quick-fire questions and everyday activities can help to build confidence and fluency. The aim is for children to become increasingly **accurate, confident and flexible** when using their 12 times table facts.

12 times table

1 x 12 =	12
2 x 12 =	24
3 x 12 =	36
4 x 12 =	48
5 x 12 =	60
6 x 12 =	72
7 x 12 =	84
8 x 12 =	96
9 x 12 =	108
10 x 12 =	120
11 x 12 =	132
12 x 12 =	144

uk



Level 16: The Twelve Times Tables

Activities to help at home:

Twelve Times Table Hunt

Write the multiples of 12 on small pieces of paper:

12, 24, 36, 48, 60, 72, 84, 96, 108, 120

Hide them around the house.

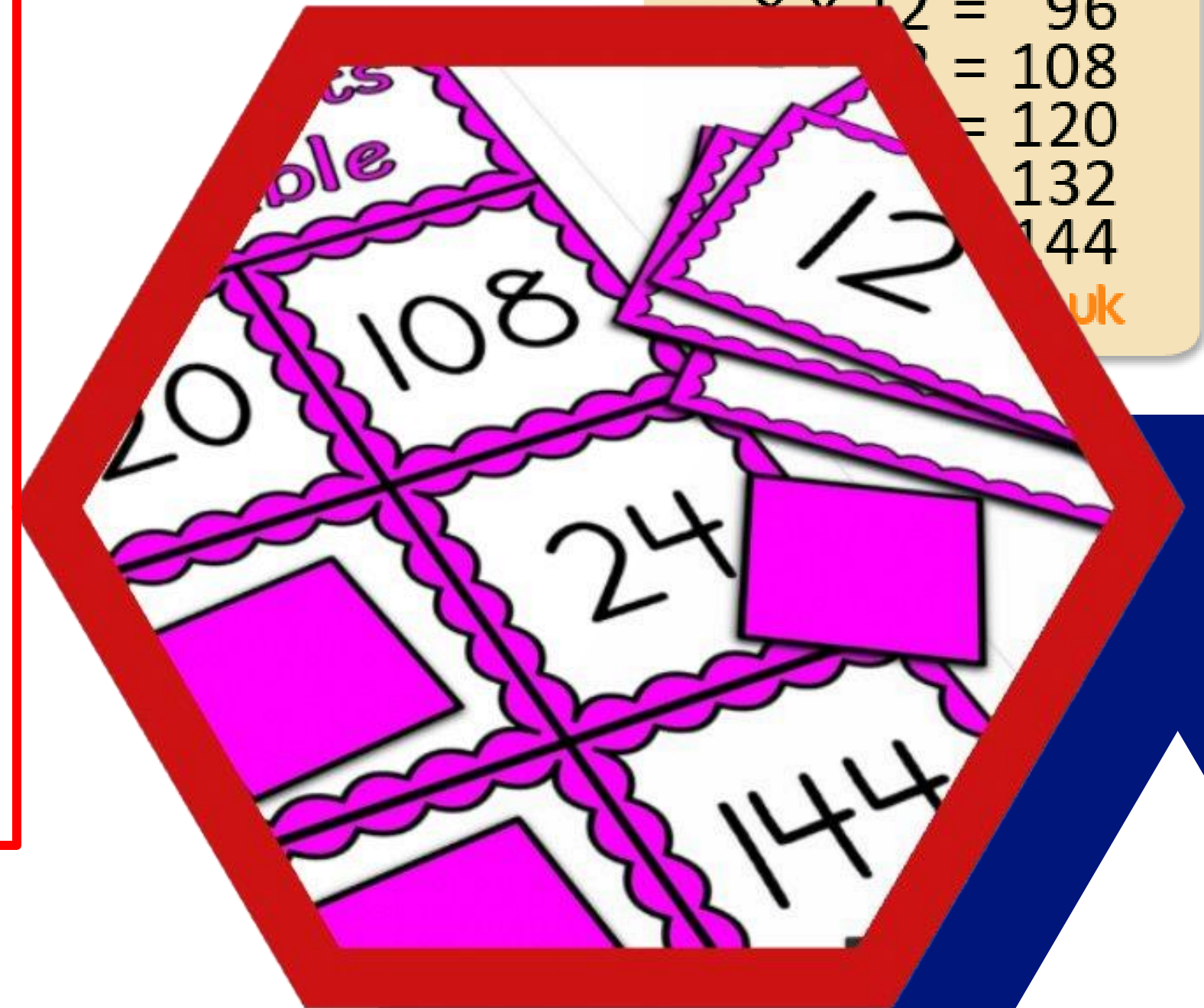
Children have to:

- Find the numbers.
- Put them in order.
- Say the multiplication sentence for each one.
- Find any missing numbers.

Challenge: Can they find a quicker way to work out a missing multiple?

12 times table

1 x 12 =	12
2 x 12 =	24
3 x 12 =	36
4 x 12 =	48
5 x 12 =	60
6 x 12 =	72
7 x 12 =	84
8 x 12 =	96
9 x 12 =	108
10 x 12 =	120
11 x 12 =	132
12 x 12 =	144



Level 16: The Twelve Times Tables

Activities to help at home:

Roll and Multiply

You need **two dice**.

Roll the dice and add them together. Then multiply the total by 12.

For example:

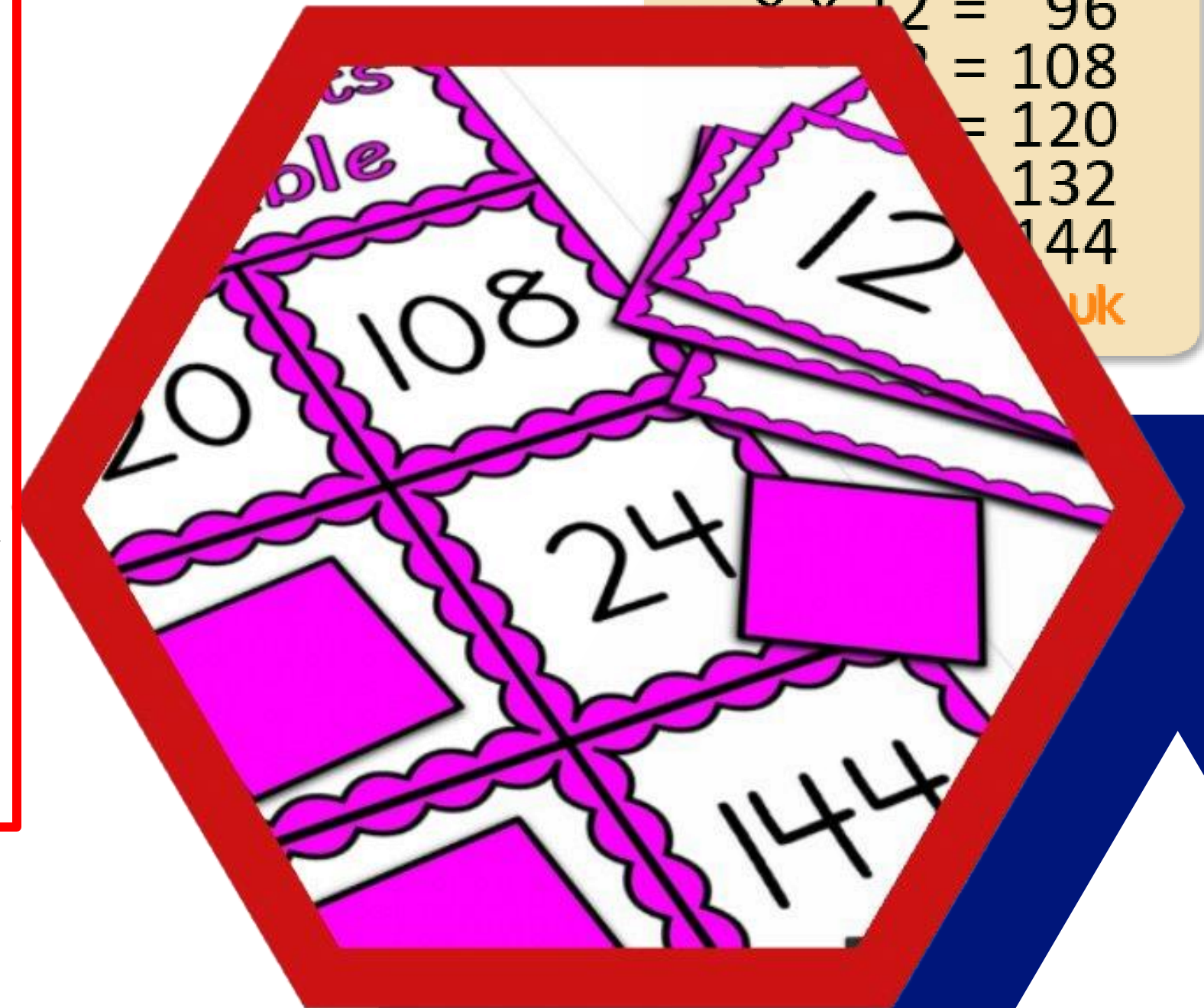
 4 +  3 = 7

$7 \times 12 = 84$

Challenge: Roll three dice and multiply the total by 12.

12 times table

1 x 12 =	12
2 x 12 =	24
3 x 12 =	36
4 x 12 =	48
5 x 12 =	60
6 x 12 =	72
7 x 12 =	84
8 x 12 =	96
9 x 12 =	108
10 x 12 =	120
11 x 12 =	132
12 x 12 =	144



Level 16: The Twelve Times Tables

Matching Pairs

Make two sets of cards:

Multiplication card

- 1×12
- 2×12
- 3×12
- 4×12
- etc.

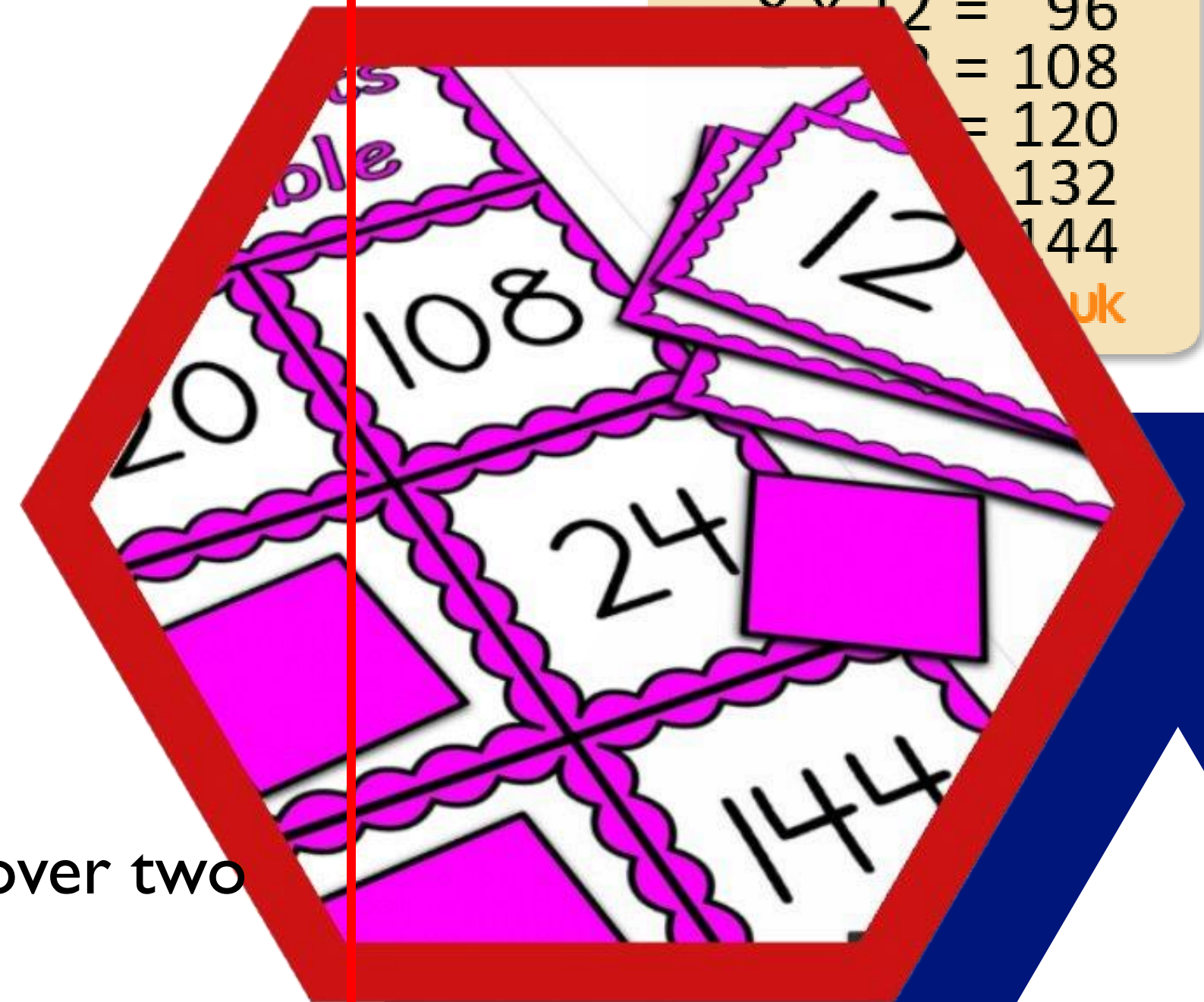
Answer cards

- 12
- 24
- 36
- 48
- etc.

Shuffle them and place them face down. Players turn over two cards and try to make a matching pair.

12 times table

1	$\times 12$	=	12
2	$\times 12$	=	24
3	$\times 12$	=	36
4	$\times 12$	=	48
5	$\times 12$	=	60
6	$\times 12$	=	72
7	$\times 12$	=	84
8	$\times 12$	=	96
9	$\times 12$	=	108
10	$\times 12$	=	120
11	$\times 12$	=	132
12	$\times 12$	=	144



Level 16: The Twelve Times Tables

Activities to help at home:

Shopping in 12s

Pretend you're shopping.

One pencil costs 12p.

How much would 2 pencils cost?

How much would 5 pencils cost?

How much would 8 pencils cost?

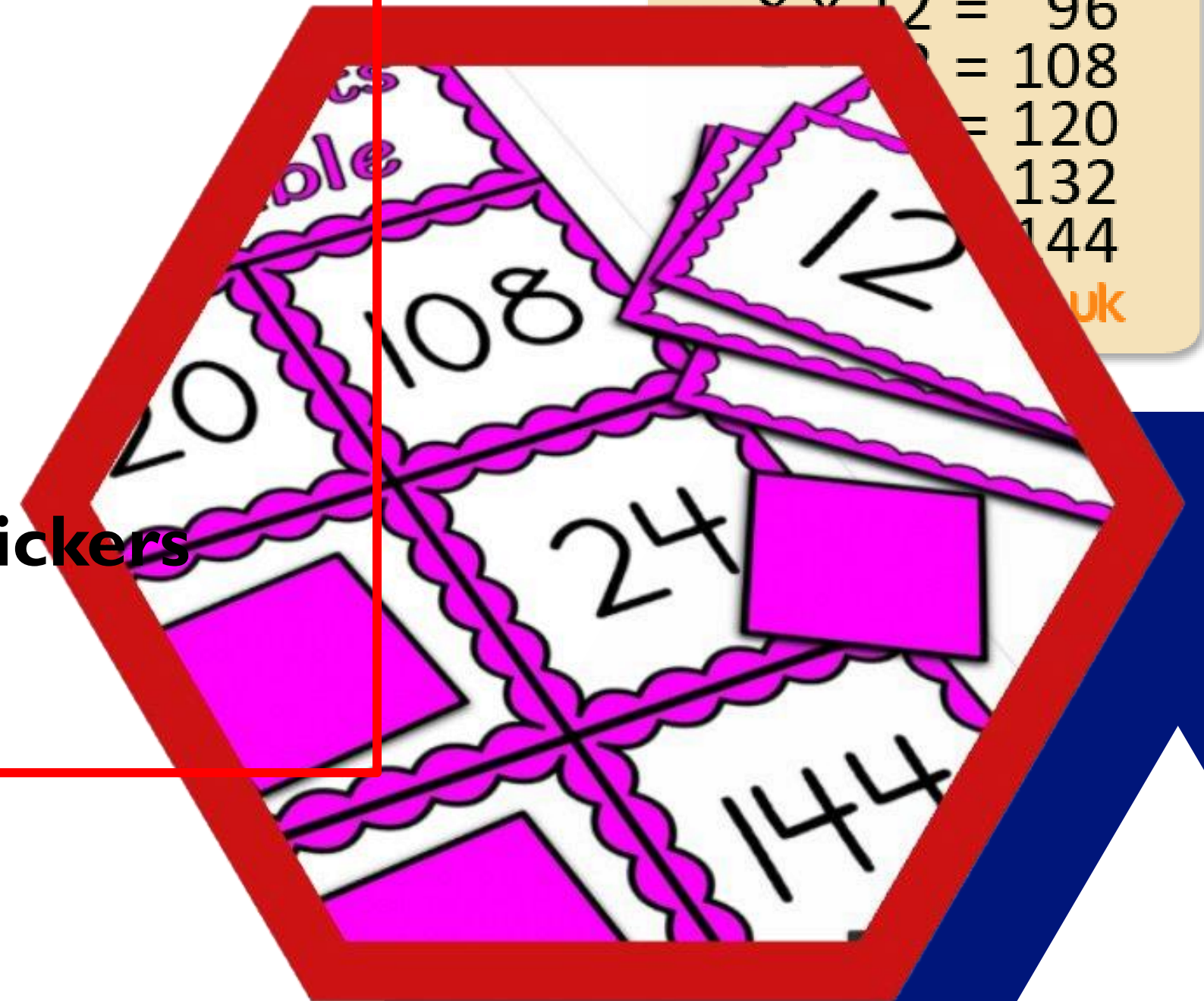
You could use toys, coins or household objects.

Challenge:

"Each person needs 12 stickers. How many stickers would 7 people need?"

12 times table

1 x 12 =	12
2 x 12 =	24
3 x 12 =	36
4 x 12 =	48
5 x 12 =	60
6 x 12 =	72
7 x 12 =	84
8 x 12 =	96
9 x 12 =	108
10 x 12 =	120
11 x 12 =	132
12 x 12 =	144



Level 16: The Twelve Times Tables

Activities to help at home:

Build It in Groups of 12

Use Lego, cubes, pasta, buttons or anything you have available.
Make groups of **12**.

Ask:

"How many are there altogether if we have 4 groups of 12?"

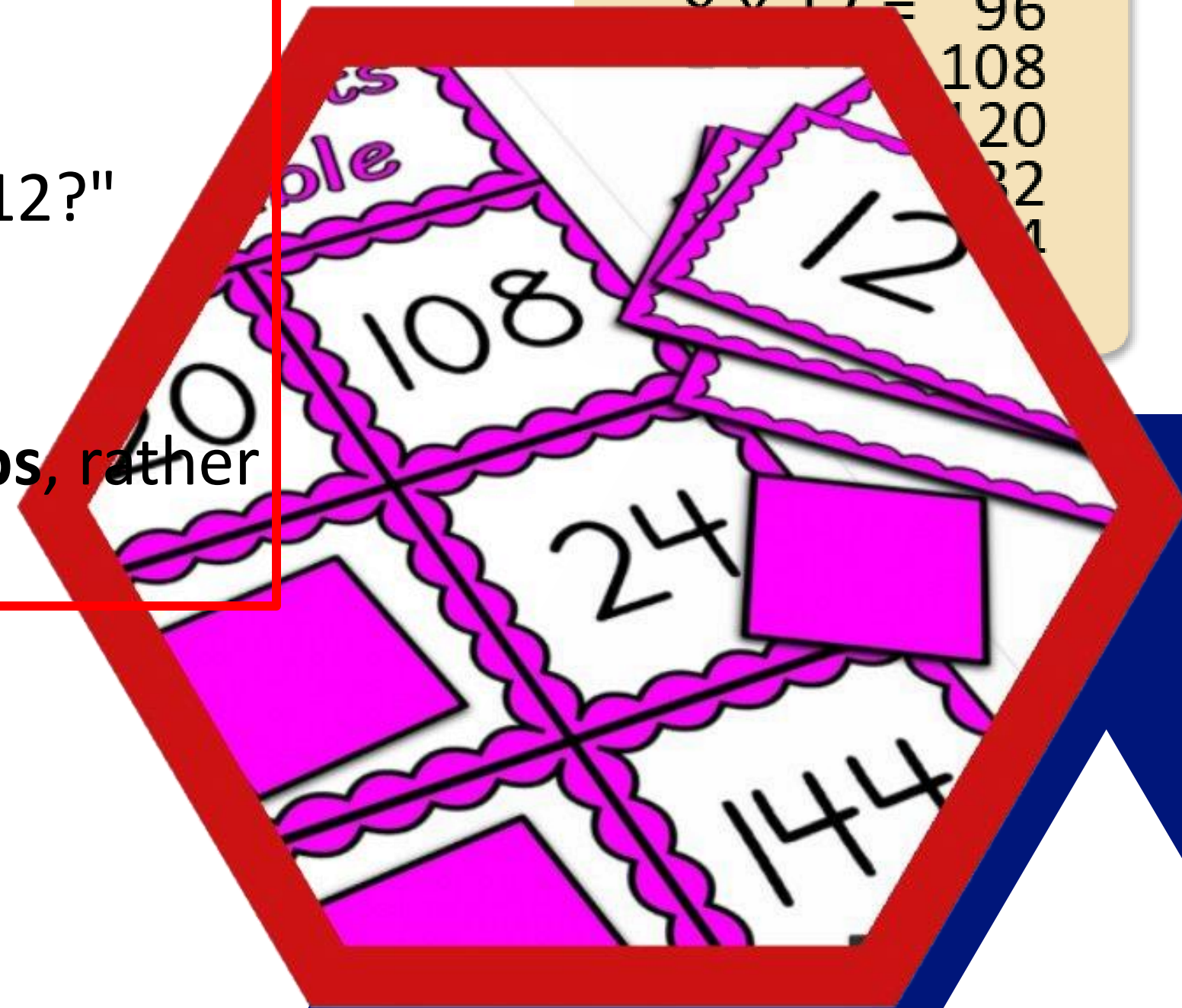
Then physically count:

12 → 24 → 36 → 48

This helps children see that multiplication is **equal groups**, rather than just memorising facts.

12 times table

1 x 12 =	12
2 x 12 =	24
3 x 12 =	36
4 x 12 =	48
5 x 12 =	60
6 x 12 =	72
7 x 12 =	84
8 x 12 =	96
9 x 12 =	108
10 x 12 =	120
11 x 12 =	132
12 x 12 =	144



Level 16: The Twelve Times Tables

Activities to help at home:

Beat Your Own Time

Give the child one minute.

How many $12\times$ facts can they answer correctly?

Next time, try again.

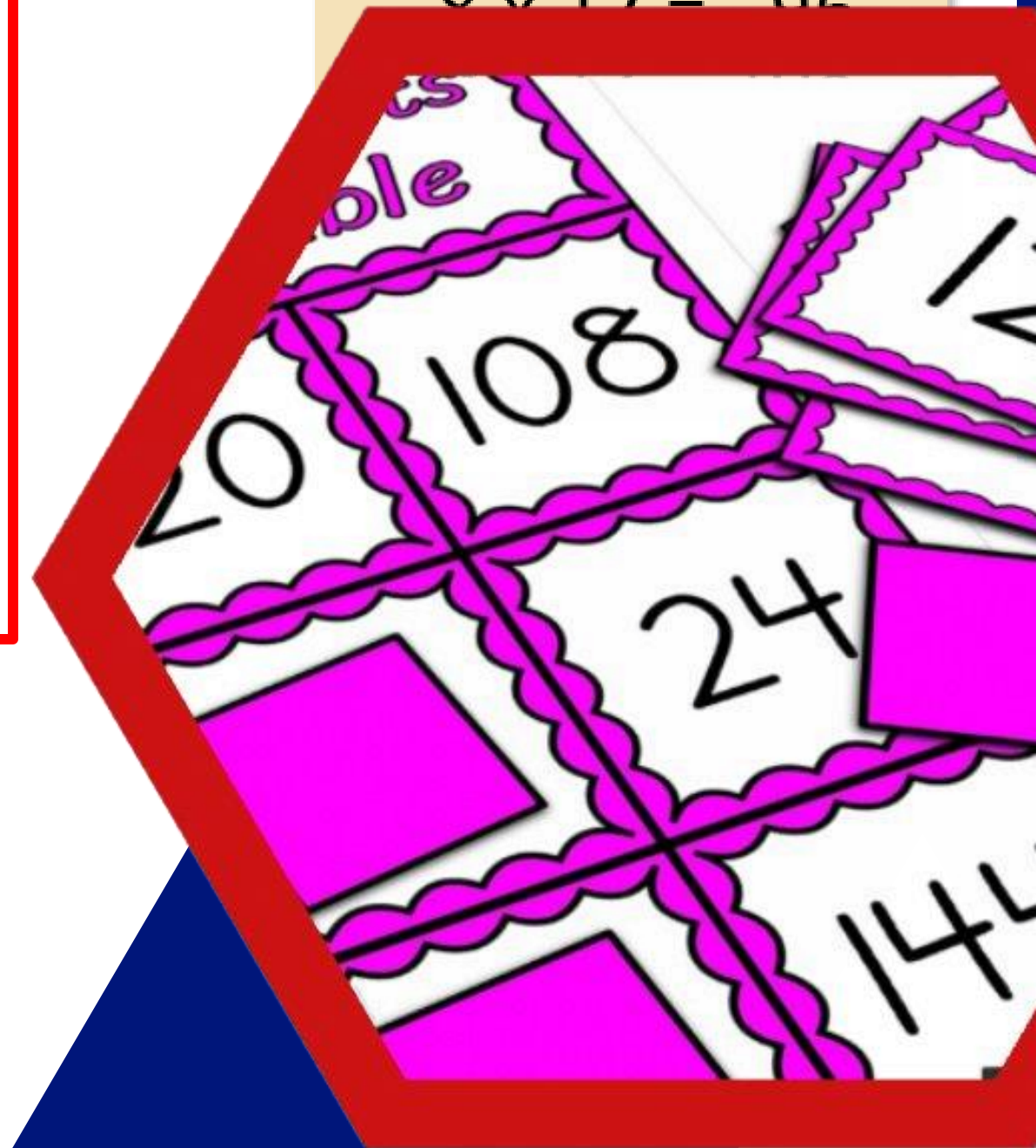
The important rule is:

Beat your own score — not somebody else's.

This keeps it encouraging rather than competitive.

12 times table

1 x 12 =	12
2 x 12 =	24
3 x 12 =	36
4 x 12 =	48
5 x 12 =	60
6 x 12 =	72
7 x 12 =	84
8 x 12 =	96



Level 16: The Twelve Times Tables

Activities to help at home:

What's My Number?

Give clues:

"I am a multiple of 12.

I am greater than 40 but less than 60.

What number am I?"

Answer: **48**

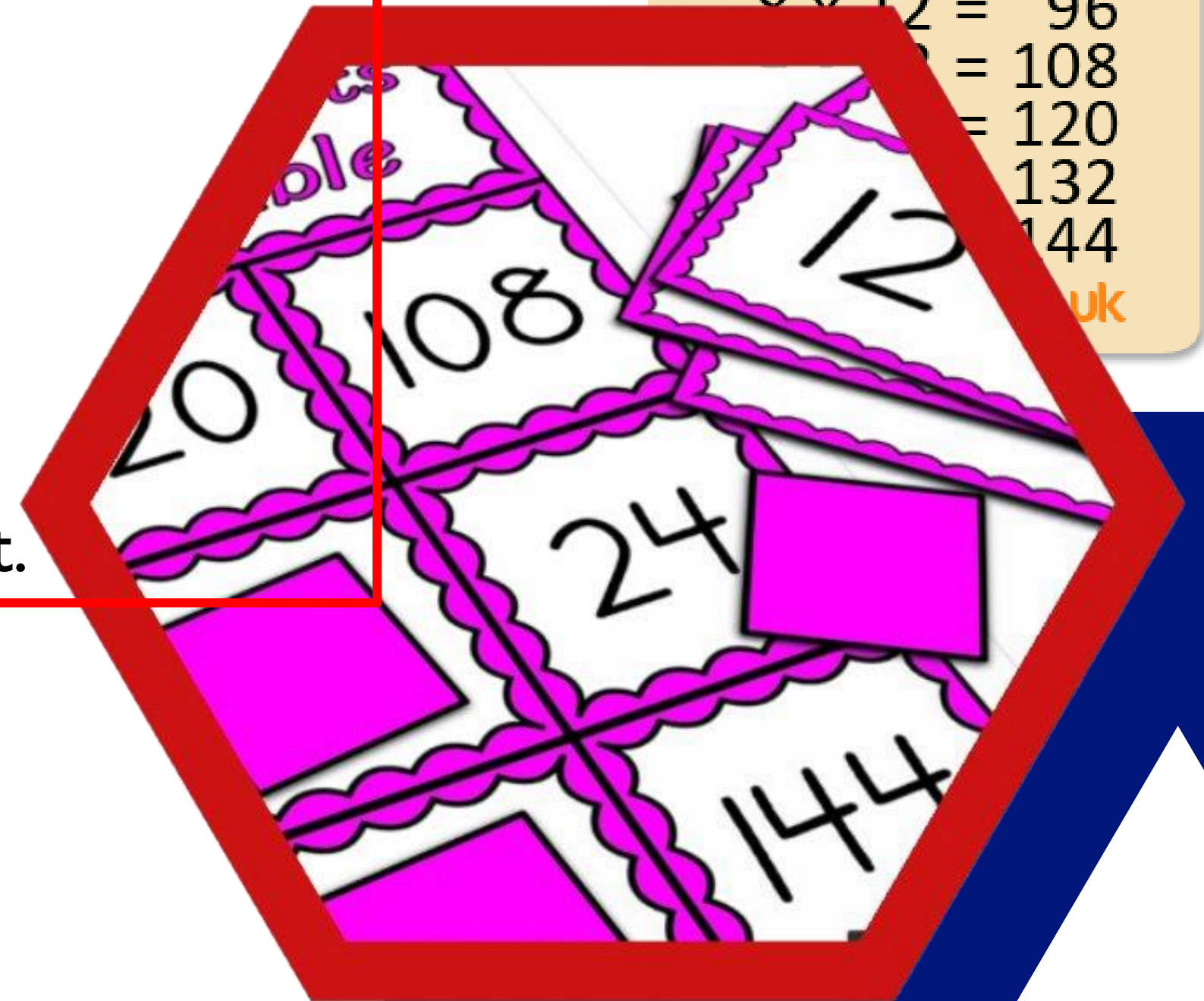
Or:

"I am 12×7 . What am I?"

Challenge: Let the child make the clues for an adult.

12 times table

1 x 12 =	12
2 x 12 =	24
3 x 12 =	36
4 x 12 =	48
5 x 12 =	60
6 x 12 =	72
7 x 12 =	84
8 x 12 =	96
9 x 12 =	108
10 x 12 =	120
11 x 12 =	132
12 x 12 =	144



Level 16: The Twelve Times Tables

Activities to help at home:

Times Table Journey

Draw a simple road with numbers:

0 → 12 → 24 → 36 → 48 → 60 → 72 → 84 → 96 → 108 → 120

Use a toy car or counter.

Roll a dice and move that many **groups of 12**.

For example, roll 3:

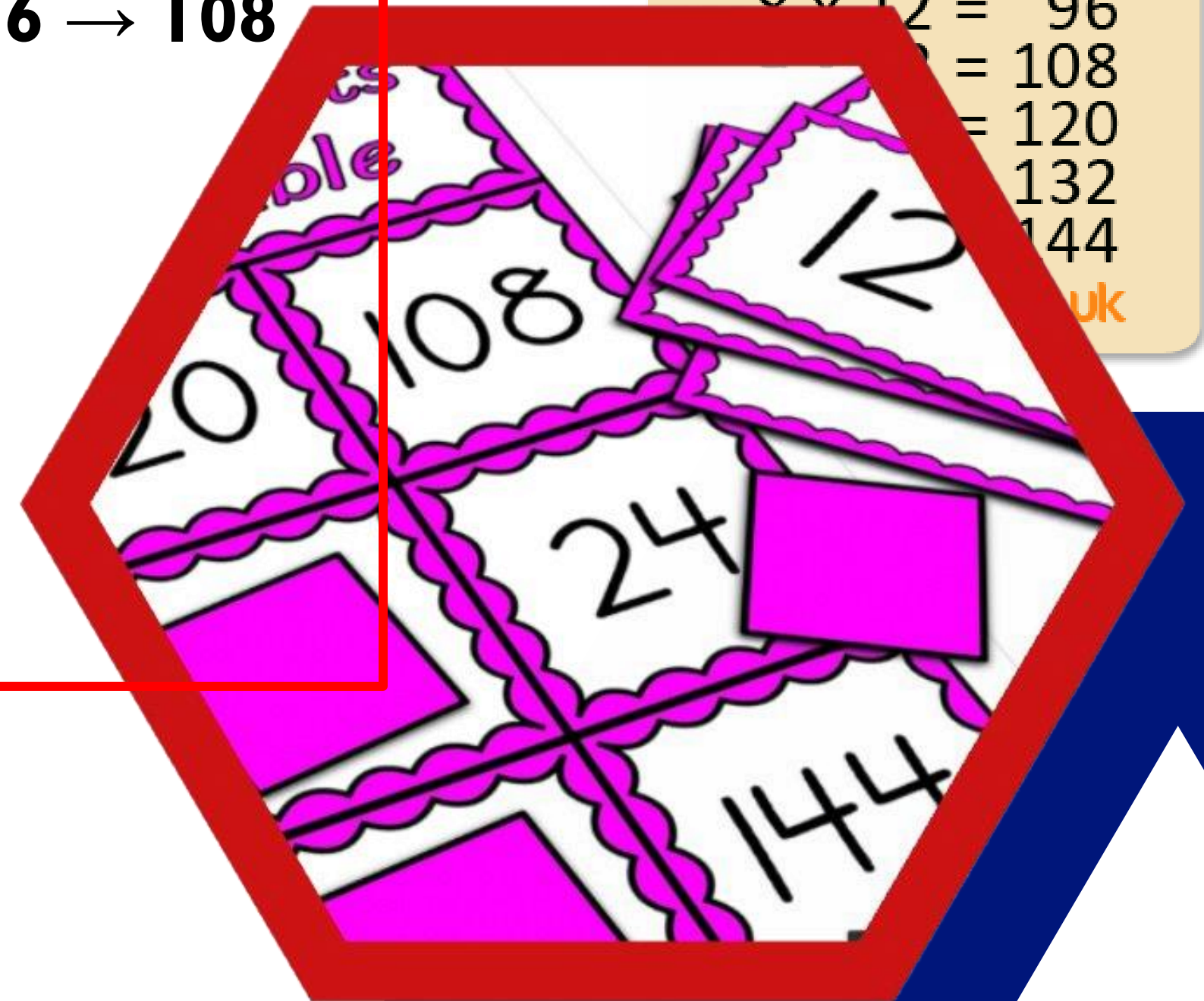
12 → 24 → 36

Ask:

"What is 3×12 ?"

12 times table

1 x 12 =	12
2 x 12 =	24
3 x 12 =	36
4 x 12 =	48
5 x 12 =	60
6 x 12 =	72
7 x 12 =	84
8 x 12 =	96
9 x 12 =	108
10 x 12 =	120
11 x 12 =	132
12 x 12 =	144



Level 16: The Twelve Times Tables

Activities to help at home:

Spot the Mistake

Give children some deliberately incorrect calculations:

- $3 \times 12 = 36$ ✓
- $5 \times 12 = 50$ ✗
- $7 \times 12 = 84$ ✓
- $9 \times 12 = 108$ ✓
- $6 \times 12 = 62$ ✗

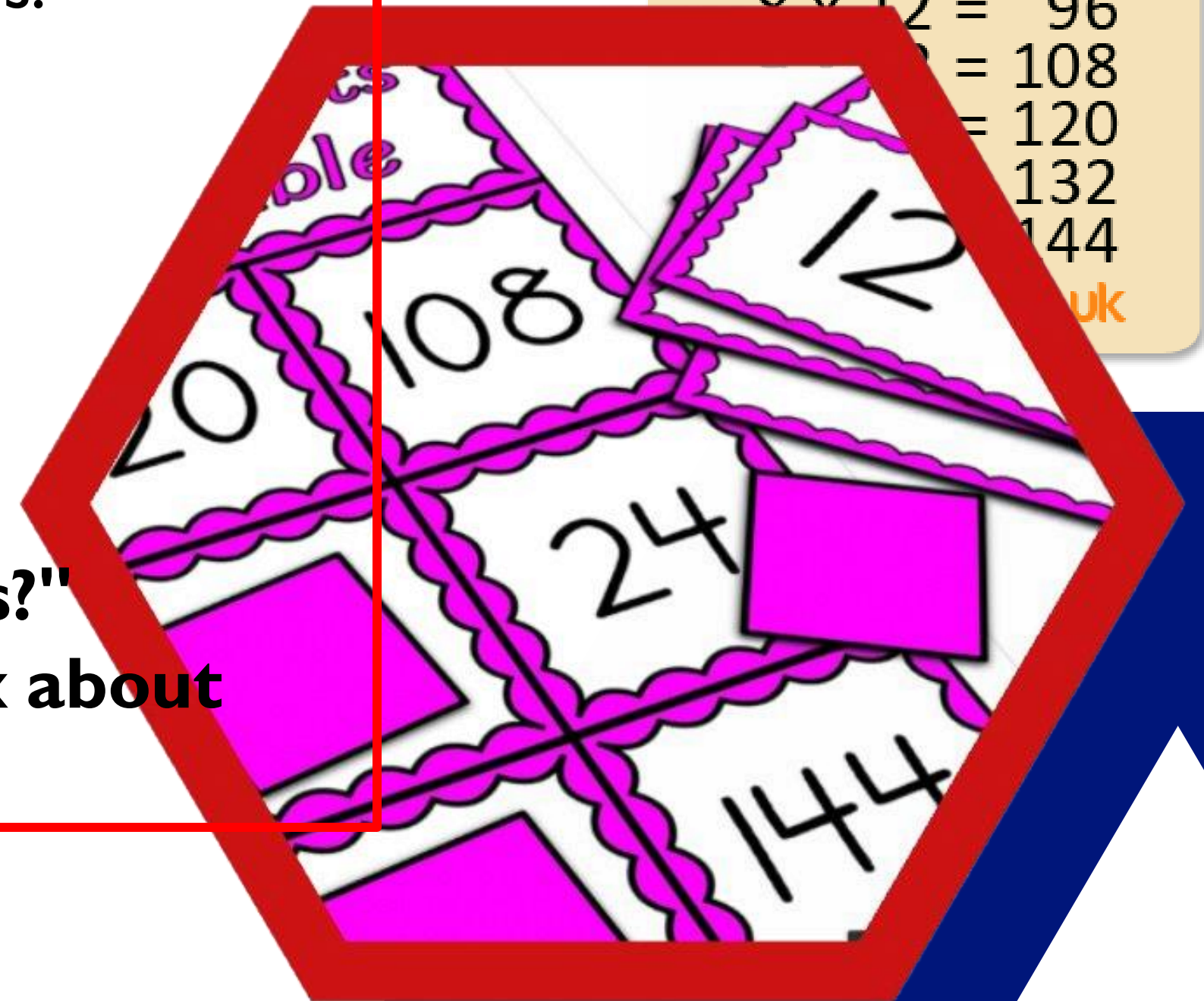
Ask:

"Can you be the teacher and find my mistakes?"

This is particularly useful because they have to **think about whether an answer makes sense.**

12 times table

1 x 12 =	12
2 x 12 =	24
3 x 12 =	36
4 x 12 =	48
5 x 12 =	60
6 x 12 =	72
7 x 12 =	84
8 x 12 =	96
9 x 12 =	108
10 x 12 =	120
11 x 12 =	132
12 x 12 =	144



Level 16: The Twelve Times Tables

Use the 10× Table to Help

This is a really useful strategy for children who are finding 12× difficult.

Teach them:

$$12 \times 6$$

can be thought of as:

$$10 \times 6 = 60$$

$$2 \times 6 = 12$$

So:

$$60 + 12 = 72$$

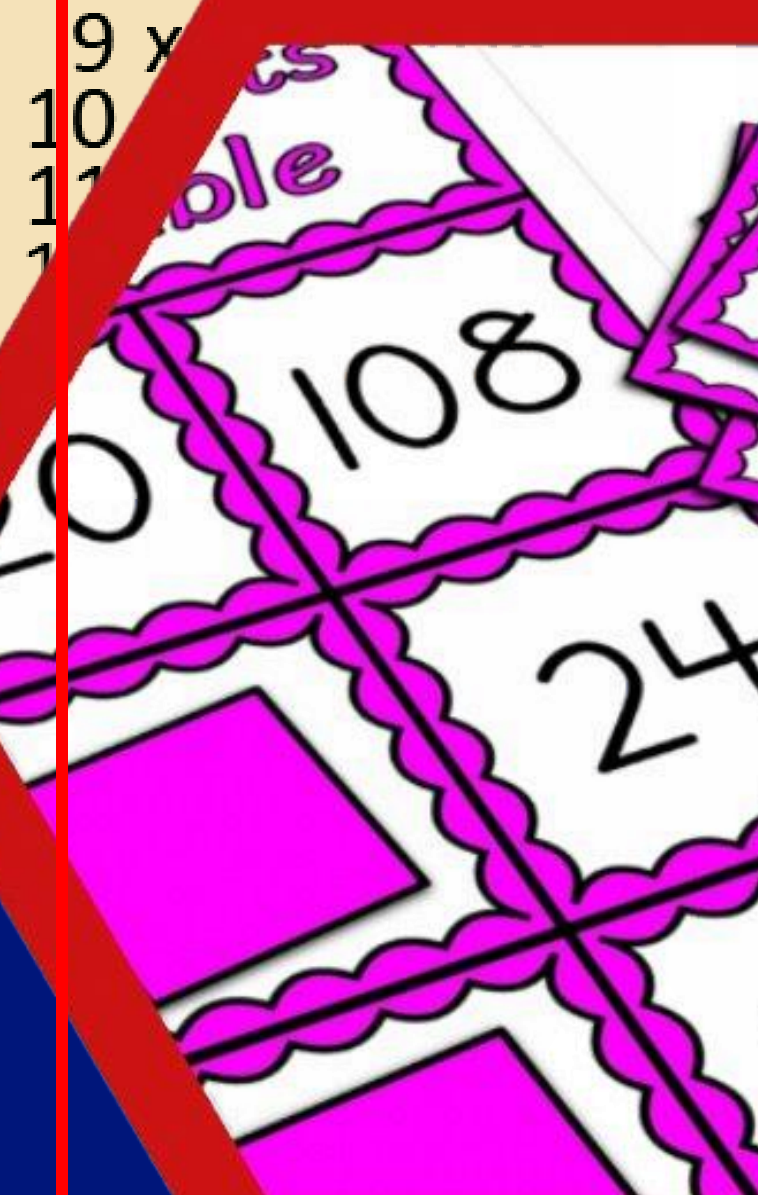
Try:

- 12×3
- 12×5
- 12×7
- 12×9

This gives children a strategy instead of expecting them to memorise everything immediately.

12 times table

1	x	12	=	12
2	x	12	=	24
3	x	12	=	36
4	x	12	=	48
5	x	12	=	60
6	x	12	=	72
7	x	12	=	84
8	x	12	=	96



Consolidating Facts and Developing a Quick Recall



Reciting facts

Using multiplication charts or grids

Singing facts

Using known facts

Using board games / Computer based games

Auditory games e.g. "Fizz Buzz"

Applying movement to multiples

Choose a domino and multiply the two numbers together.

Pick two playing cards. Multiply them together to win the pair.

Consolidating Facts and Developing a Quick Recall

- **1. Start by talking about things that come in groups.**

Two legs on a chicken, for example, five fingers on a hand, etc. Go up to 12. Then make groups with counters on small paper plates—three plates, two counters on each. Write 3 groups of 2, then 3×2 , etc. Have them get the concept before working on facts.

- **2. Make arrays.**

Make arrays using Cheerios! Other items to use for arrays: paper clips, pretzels, M&Ms, crayons, tiles, blocks, buttons, popcorn kernels, rice, washers, chocolate chips, pom-poms, cheese balls, jewels, Smarties, pennies, raisins, pistachios, lentils, counters, Lego bricks ...

- **3. Play an easy bottle top game.**

I collected bottle tops and bought some colored dot stickers. Put one dot on top for the multiplication sentence and one dot on the inside of the top with the product! Children lay all the tops with the multiplication sentence showing. They take turns and have to say the sentence and the answer before turning the top over to check their answer. If they get it right, then they keep the top. If they get it wrong, then they put it back. Whoever has the most at the end wins!

- **4. Try multiplication war.**

We LOVE multiplication war with a deck of cards. Just flip two cards and multiply. Whoever has the highest product keeps the cards. I also make them give me the inverse division problem.

- **5. Have a back to back challenge.**

We played multiplication back to back! Two children stand back to back and each writes a factor on the whiteboard (you can set limit, usually 1-9) and a “caller” announces the product. The two children have to try to solve the others factor, knowing their factor and the product. The person who wins stays and the next class member takes the other space. Whoever wins 3 rounds in a row gets to be the new caller. This is typically a whole class game.

- **6. Put a new twist on an old favorite**

We play rock paper scissors but they put up fingers instead of rock, paper scissors. The first partner to multiply the two sets of fingers together gets a point.



Consolidating Facts and Developing a Quick Recall



- **7. Circle them up.**

There's a game called Countdown (or Buzz) that helps the kids practice skip counting. They circle up and you set a number and range (skip count by 5 up to 50) the student who says 50 is out and you keep going until there's only 1 left standing.

- **8. Practice Vegas style.**

I love to use a deck of regular cards to play Multiplication Top-It (kids draw 2 cards as factors and multiply; highest product wins the hand). Dice are also good to play Multiplication Roll 'Em, a similar game.

- **9. Play a game of Slap.**

We play a game called Slap. I have made small cards with single numbers on them. I place down 2 cards at a time. The student that can answer with the correct answer wins the 2 cards. For example, one card with an 8, one card with a 7. Student slaps (softly) the table and answers 56 wins the cards. The winner is the one with the most cards.

- **10. Call out those bingo numbers!**

We play times table bingo. Children all have different cards, each with times table answers. You call multiplication problems, for example 7×9 ... they figure it out and cover that number. Kids can make their own cards using the backside of any paper. Even have the kids help fill in the numbers. That way they can all be different and the kids take pride in helping to create a game for you!

- **11. Make your own flash cards.**

Put an artistic drawing onto their flashcard answers so the brain makes a connection between the answer and the drawing.

- **12. Change your name**

- Is your child stuck on a particular multiplication fact? Give yourself a name badge and change your name for the day. E.g. you will no longer get Mum! Or Dad! every five minutes but your child will have to refer to you as $6 \times 7 = 42$. You could even change all the names of the people or pets in your house.

Useful APPS

Try these apps out

1. Hit The Button- [Topmarks.co.uk](https://www.topmarks.co.uk/HitTheButton)- free

Hit the button is a fun way to practise and master maths facts linked to multiplication and division. Each activity is timed which increases recall of facts. Also available for all tablets (apple/android/amazon)

1. Coconut Multiples- [Topmarks.co.uk](https://www.topmarks.co.uk/CoconutMultiples)- free

Hit the correct multiples for the number chosen by aiming at the correct coconut. Tablet friendly

1. Number Fact Families- [Topmarks.co.uk](https://www.topmarks.co.uk/NumberFactFamilies)-free

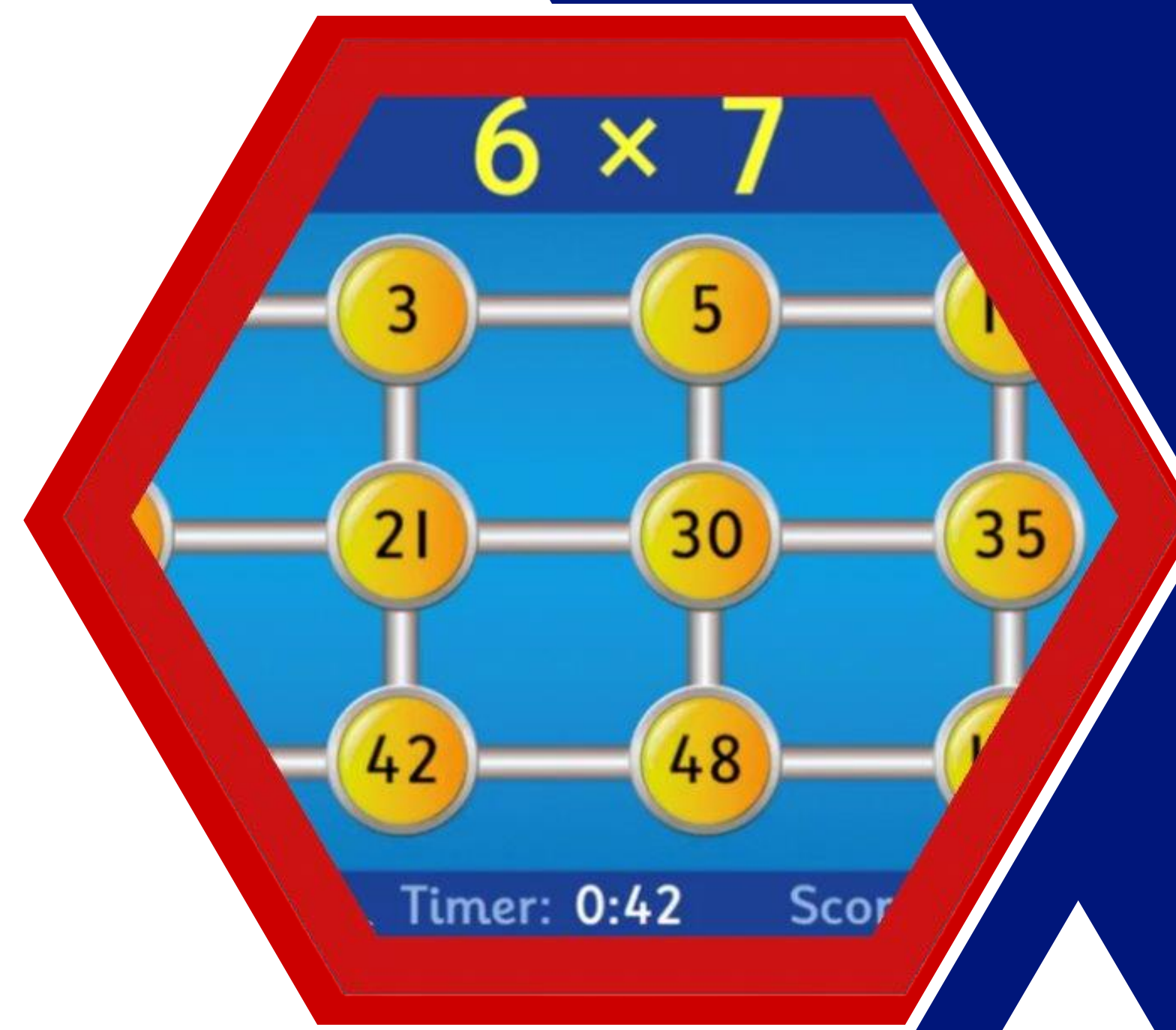
A great way for children to practise their number facts for both multiplication and division. Tablet friendly.

1. [Arithmetic](https://phet.colorado.edu/en/simulation/number-fact-families) (PhET)- [Topmarks.co.uk](https://www.topmarks.co.uk/Arithmetic)- free

Children need to fill in a multiplication square using their knowledge of multiplication, division and factors. Tablet friendly

1. [Maths](https://www.mathsframe.co.uk/) Fishing Multiplication (MathsFrame)- [Topmarks.co.uk](https://www.topmarks.co.uk/MathsFishing)- free

Children practise their times tables whilst catching fish. This game is timed to increase speed of recall. Tablet friendly



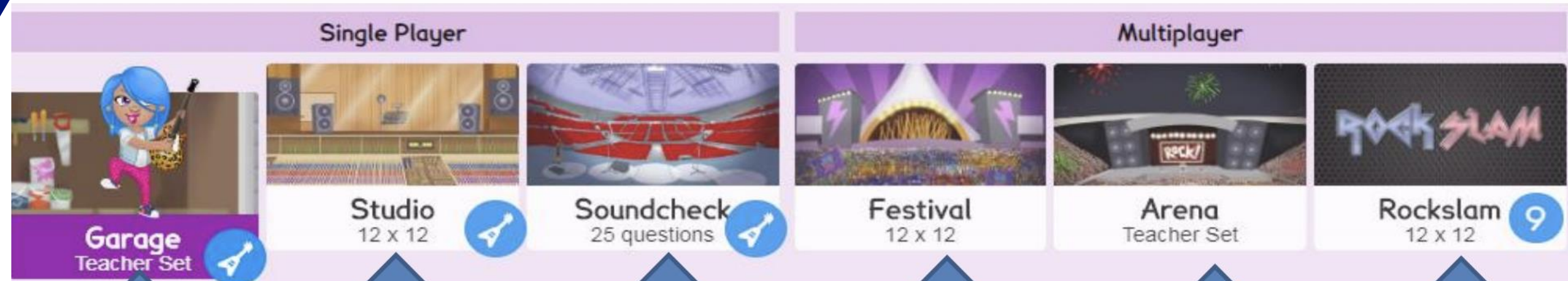
Times Tables Rockstars

- TTRockstars is a website we subscribe to.
- It is available for children in Years 2-6.
- It supports their learning and retainment of times table facts.
- It is extremely popular in schools across the country.
- Can be accessed through the Times Tables Rockstars website or app.



Times Tables Rockstars

When your child logs on they will be given the following choices:



Garage

This is teacher set. In this section your child will have access to times table that your teacher would like them to practise.

Studio

Here your child has access to all times tables to 12 x 12. It is in the studio that your rock speed and status is given.

Soundcheck

Here the children have a 6 second limit to answer each question.

Festival

In this section, your child can play against other people around the world. Questions up to 12 x 12.

Arena

In this section, your child can play against other people in their class. Questions are teacher set.

Rockslam

Here the children can challenge other members of the school.

Times Tables Rockstars

This is what the question screen looks like.
TTRockstars asks children for multiplication and division questions.

The screenshot shows the TTRockstars interface. At the top, it says "Next: 8 ÷ 2". On the left, a red circle contains the number "58". In the center, the multiplication problem "12 × 10" is displayed. On the right, there are two score indicators: a green square with "0" and a red square with "0". Below the problem is a text input field with the placeholder "Type your answer, and hit enter!". At the bottom is a numeric keypad with buttons for digits 1-9, 0, a red "Delete" button, and a green "Enter" button.

1	2	3
4	5	6
7	8	9
Delete	0	Enter

Times Tables Rockstars



Garage Section

This is teacher set and so the teachers can set times tables for individual children that they need to practice.

Automatic Training Mode

Automatic Training Mode can be set for children by teachers. This mode is great for children who are starting out with learning their times tables. It gives them a few times table facts to practise. Once they are able to answer these questions in under 3 seconds each, it adds more questions to their garage section. It works at the pace and progression of the individual child.

Times Tables Rockstars



A 'GIG' game

- When your child first logs on they will be asked to complete a 'gig'. This is a baseline game to assess their times table knowledge.
- After the 'gig' TTRockstars will place your child in the correct level with the right times table facts to practise.
- They may be asked to do other 'gigs' at other points to reassess their progress.

Times Tables Rockstars

Understanding Your Child's Times Tables Heatmap

The **Times Tables Rock Stars heatmap** gives us a quick and easy way to see how confidently your child can recall their times tables facts. Each colour gives us a snapshot of how they are doing:

Green – Great! Your child is answering these facts **quickly and confidently**.

Yellow/Orange – Your child is **getting there** but may need a little more practice to make these facts automatic.

Red – These are the facts your child **finds trickier** and would benefit from practising more regularly.

The aim isn't to make every square green straight away! The heatmap helps us to **spot the facts that need a little extra practice** so that children can gradually build their confidence and fluency.

Just a **few minutes of regular practice on Times Tables Rock Stars** can make a big difference. Encourage your child to focus on the yellow, orange and red facts and celebrate their progress as they turn more squares green!

SUN 04 OCT 2026

	10	2	5	3	4	8	6	7	9	11	12
10	10 x 10	10 x 2	10 x 5	10 x 3	10 x 4	10 x 8	10 x 6	10 x 7	10 x 9	10 x 11	10 x 12
2	2 x 10	2 x 2	2 x 5	2 x 3	2 x 4	2 x 8	2 x 6	2 x 7	2 x 9	2 x 11	2 x 12
5	5 x 10	5 x 2	5 x 5	5 x 3	5 x 4	5 x 8	5 x 6	5 x 7	5 x 9	5 x 11	5 x 12
3	3 x 10	3 x 2	3 x 5	3 x 3	3 x 4	3 x 8	3 x 6	3 x 7	3 x 9	3 x 11	3 x 12
4	4 x 10	4 x 2	4 x 5	4 x 3	4 x 4	4 x 8	4 x 6	4 x 7	4 x 9	4 x 11	4 x 12
8	8 x 10	8 x 2	8 x 5	8 x 3	8 x 4	8 x 8	8 x 6	8 x 7	8 x 9	8 x 11	8 x 12
6	6 x 10	6 x 2	6 x 5	6 x 3	6 x 4	6 x 8	6 x 6	6 x 7	6 x 9	6 x 11	6 x 12
7	7 x 10	7 x 2	7 x 5	7 x 3	7 x 4	7 x 8	7 x 6	7 x 7	7 x 9	7 x 11	7 x 12
9	9 x 10	9 x 2	9 x 5	9 x 3	9 x 4	9 x 8	9 x 6	9 x 7	9 x 9	9 x 11	9 x 12
11	11 x 10	11 x 2	11 x 5	11 x 3	11 x 4	11 x 8	11 x 6	11 x 7	11 x 9	11 x 11	11 x 12
12	12 x 10	12 x 2	12 x 5	12 x 3	12 x 4	12 x 8	12 x 6	12 x 7	12 x 9	12 x 11	12 x 12
NO DATA	0 - 1 s	1 - 2 s	2 - 3 s	3 - 4 s	4 - 5 s	5 - 6 s	6 - 7 s	7 - 8 s	8 - 9 s	9 - 10 s	> 10 s