Online Games and Apps

www.coolmathgames.com/1-number-games

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

www.topmarks.co.uk/maths-games/hit-the-button (also available to buy as app)

www.mathsframe.co.uk/en/resources/resource/477/Multiplication-Tables-Check

There are lots of Apps available. Just search for Times Table games.

Times table songs

https://musicalmaths.com/ (free)

www.bbc.co.uk/teach/supermovers/times-table-collection

App— Maths Rockx (to buy)

Board Games

Plyt

City of Zombies

Times Square

A little multiplication dictionary!

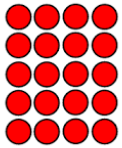
Product— the result of multiplying numbers together. For example, 20 is the product of 4 and 5.

Multiple—a number that can be divided by another number equally. For example, 12 is a multiple of 2.

Factor—a number that divides or goes into another number equally. Eg. 2, 3, 4 and 6 are all factors of 12

Prime - a number that has no factors; there are no numbers that will go into it equally.. They will only divide by 1 and itself. For example, 7, 13 and 23.

Array—a visual representation of multiplication and division.



Longman's Hill Community Primary School

Growing hearts and minds together

Longman's Hill Community Primary School

How to help your child with mastering times table and division facts



Why learn times tables?

Times tables are important for progression in mathematics. They are a building block for other areas of maths such as fractions, division, ratio and also using formal written methods. Children need to have a sound conceptual understanding of multiplication before they can begin to learn and remember facts by heart.

'Research tells us that the best mathematics classrooms are those in which students learn number facts and number sense through engaging activities that focus on mathematical understanding rather than rote memorization.'

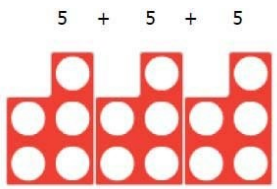
Fluency Without Fear – Jo Boaler 2015

At Longman's Hill, we will begin learning about multiplication right from Early Years by regularly counting in ones, twos, fives and tens. We will use equipment and visual images to teach and explore multiplication and division.





5 + 5 + 5



What does the National Curriculum say?

In 2020, children in Year 4 will be taking a short,

- **Reception:** When counting objects, children should be able to group in twos, fives and tens and record the total.
- **Year 1:** Record sequences of twos, fives and tens (e.g. 2, 4, 6, 8 etc.) and identify any missing multiples. Know by heart the doubles and halves of numbers to 12. Draw and use arrays to solve multiplication problems.

By the end of Year 2	By the end of Year 3	By the end of Year 4	By the end of Year 5	By the end of Year 6
2, 5, 10 including division facts	2, 3, 4, 5, 8, 10 including division facts	All times tables up to 12 x 12 with division facts	As year 4 and related questions e.g. 1/9 of 63 is 7. Knowledge of prime numbers to 19.	As year 5 and a knowledge of prime numbers below 100. Identify common factors and multiples.

statutory times table test.

'The new on-screen check will last no longer than five minutes and is similar to the checks many schools use already. It will enable teachers to monitor a child's progress in a consistent and reliable way but has been carefully designed to avoid causing additional stress for children and teachers.'

DfE – February 2018



How can you help ?

1. Skip counting in different multiples eg. 2, 4, 6, 8 or 8, 16, 24
2. Flashcards—make some flashcards and put them around the house!
3. Talk about different strategies. For example, to work out 8x6 you could:

4x6 and double
3x8 and double
10x6 and take away 2x6
8x8 and take away 2x8
These strategies are really useful as they can be applied to larger numbers to help solve mentally rather than relying on written methods.

4. Playing games (links on the website)
- How close to 100?
- Four in a row
- Plyt (board game)
- City of Zombies (board game)
- Using dice or dominoes or cards

5. Spotting and talking about arrays around you—egg boxes, chocolate boxes etc.

6. Talk about when you use multiplication (you will be surprised when you do!) for example; cooking, DIY

7. Use a times table square to spot patterns and use it to help with games.

8. Play online games (see over for some links)