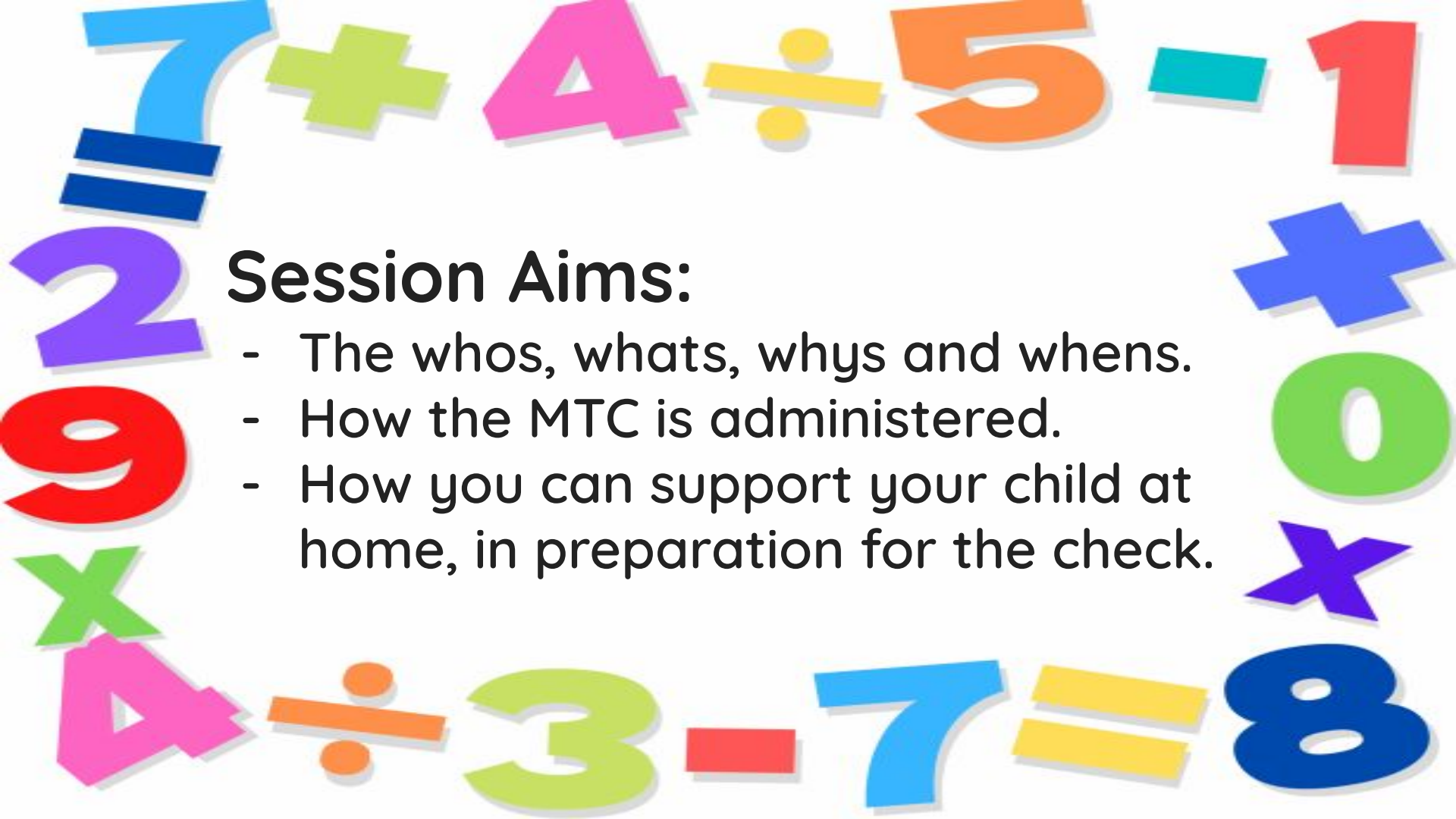
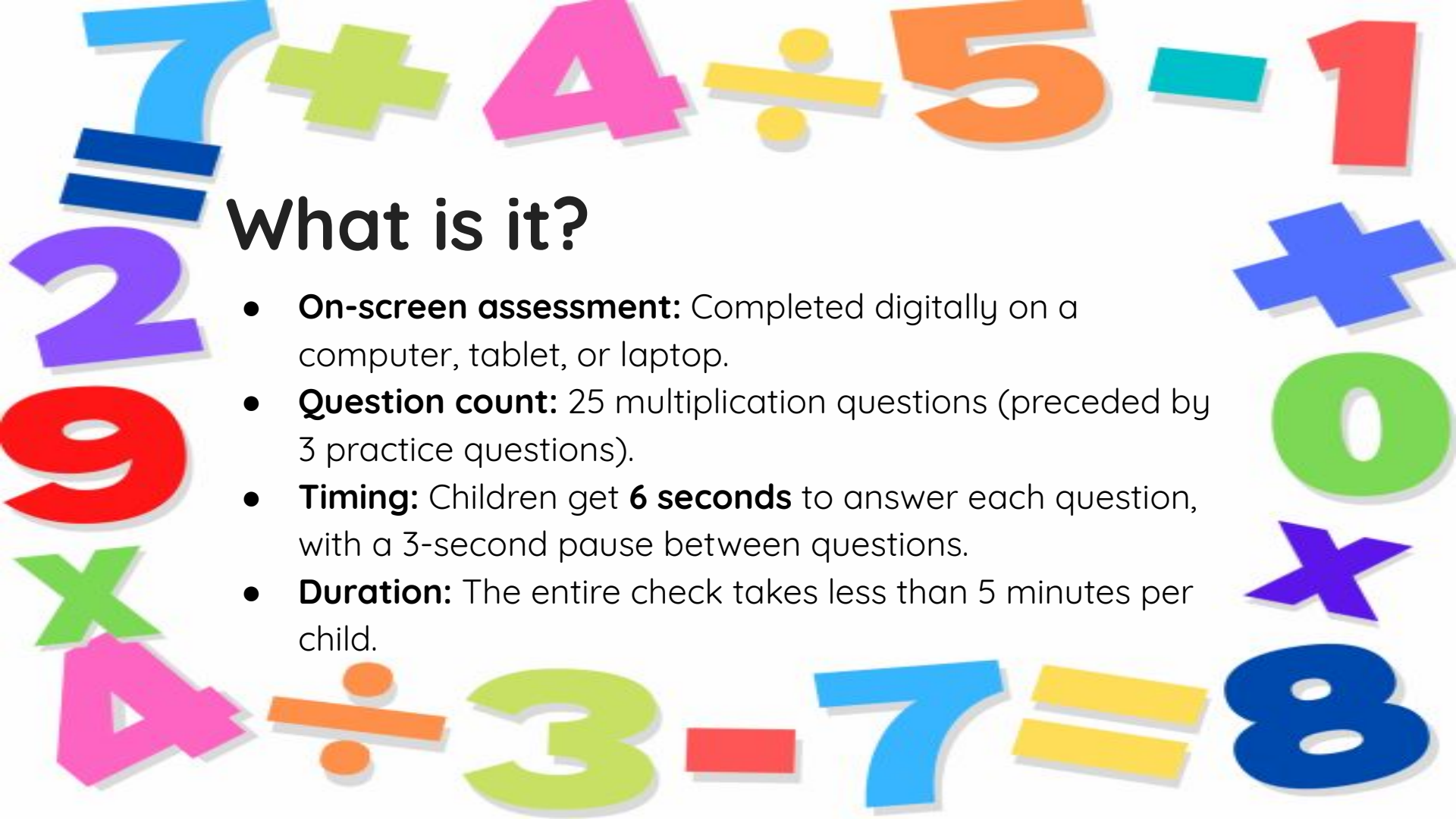


**Year 4 Parent Meeting:
Multiplication Tables
Check (MTC)
2026**

A decorative border of colorful math symbols and numbers surrounds the central text. The symbols include numbers 7, 4, 5, 1, 2, 9, 0, 4, 3, 7, 8 and operators +, -, ÷, x, =. The colors are bright and varied, including blue, green, pink, yellow, orange, red, purple, and light blue.

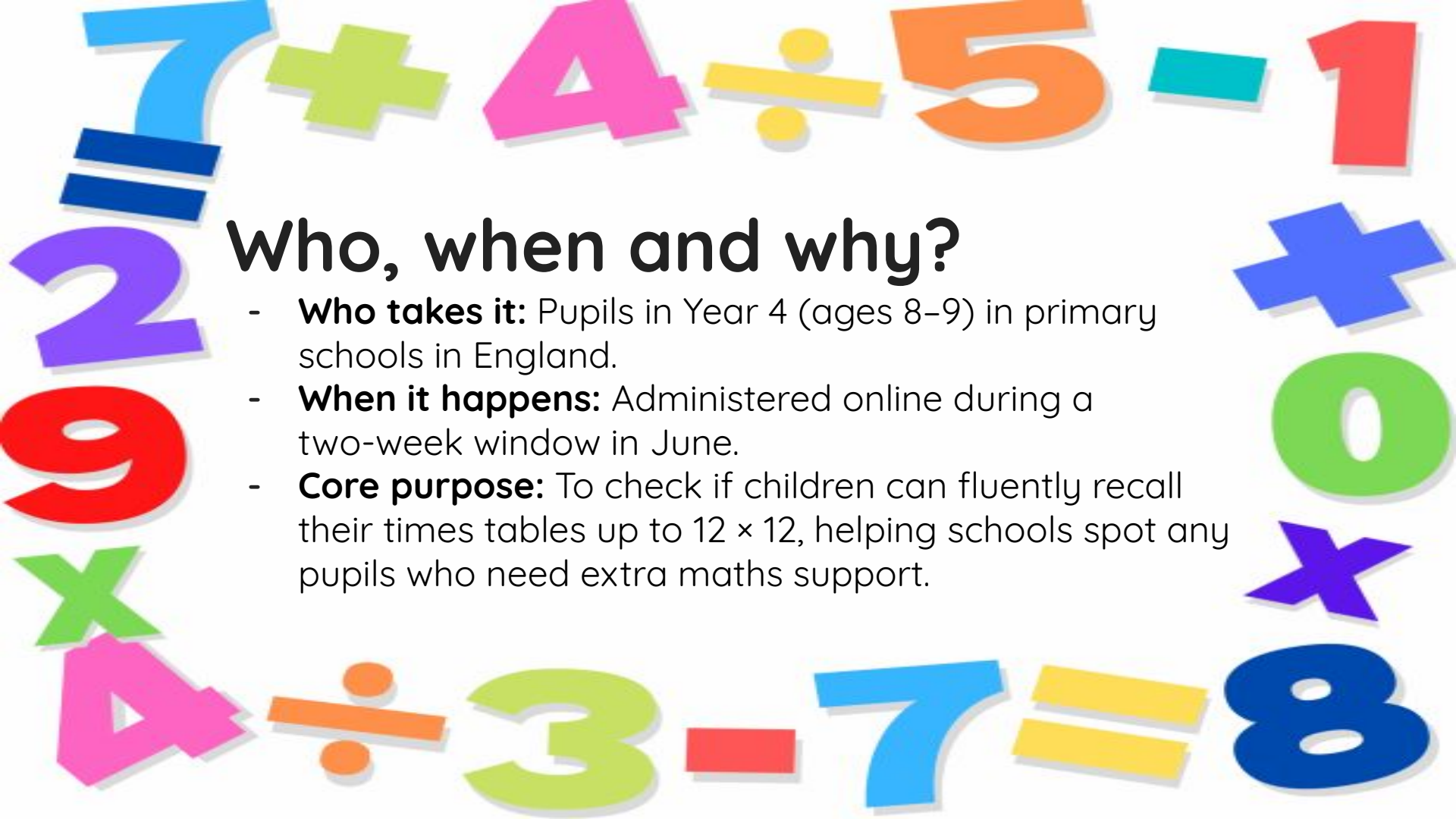
Session Aims:

- The whos, whats, whys and whens.
- How the MTC is administered.
- How you can support your child at home, in preparation for the check.

A decorative border surrounds the central text, featuring large, colorful numbers (7, 2, 9, 4, 3, 7, 8, 0, 1) and math symbols (+, -, ÷, x, =) in various colors like blue, green, pink, orange, red, and purple. The numbers and symbols are arranged in a circular pattern around the central text.

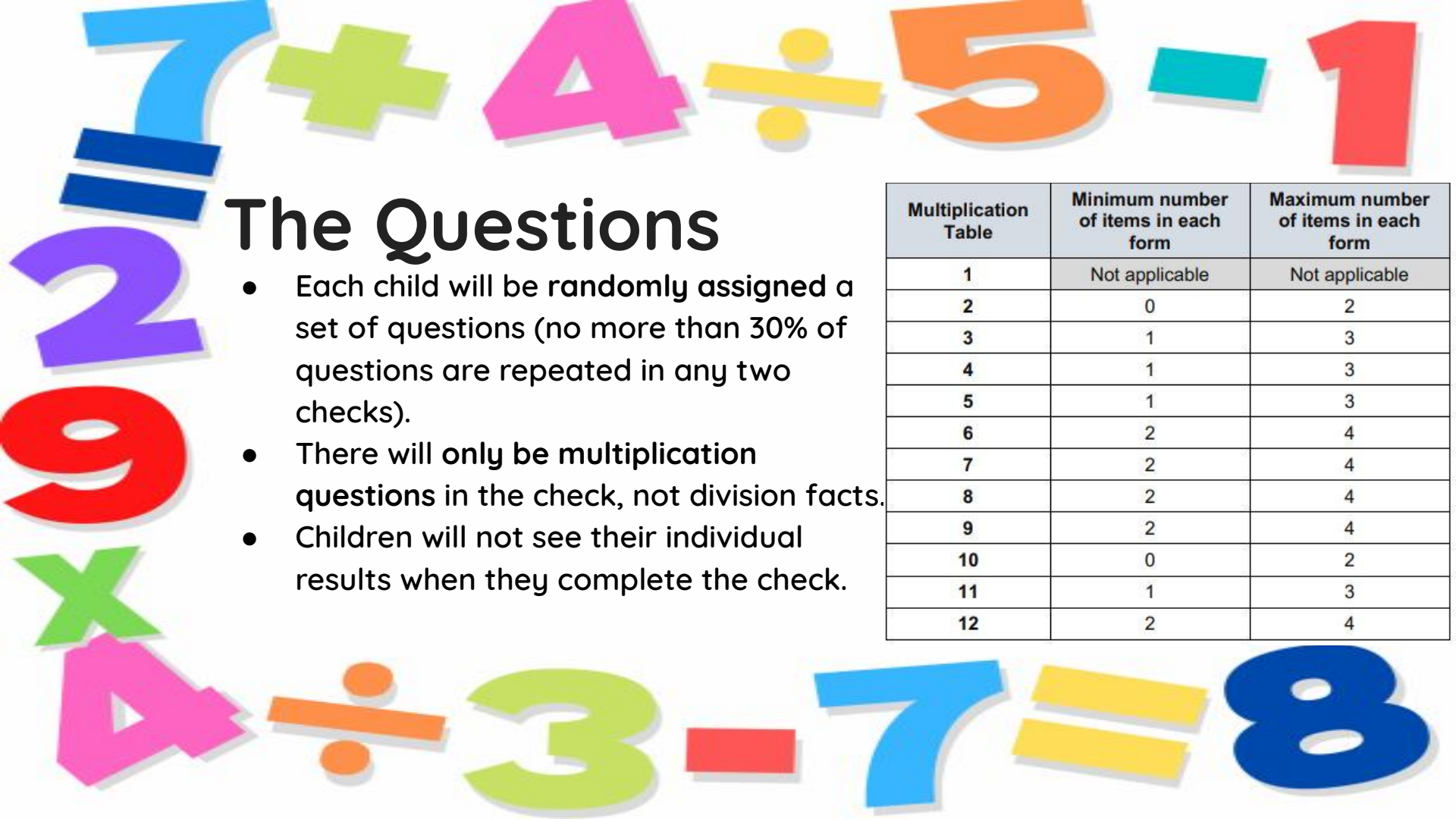
What is it?

- **On-screen assessment:** Completed digitally on a computer, tablet, or laptop.
- **Question count:** 25 multiplication questions (preceded by 3 practice questions).
- **Timing:** Children get **6 seconds** to answer each question, with a 3-second pause between questions.
- **Duration:** The entire check takes less than 5 minutes per child.

A decorative border surrounds the central text, featuring large, colorful numbers (7, 2, 9, 4, 3, 7, 8, 0, 1) and mathematical symbols (+, -, ÷, x, =) in various colors (blue, green, pink, yellow, orange, red, purple).

Who, when and why?

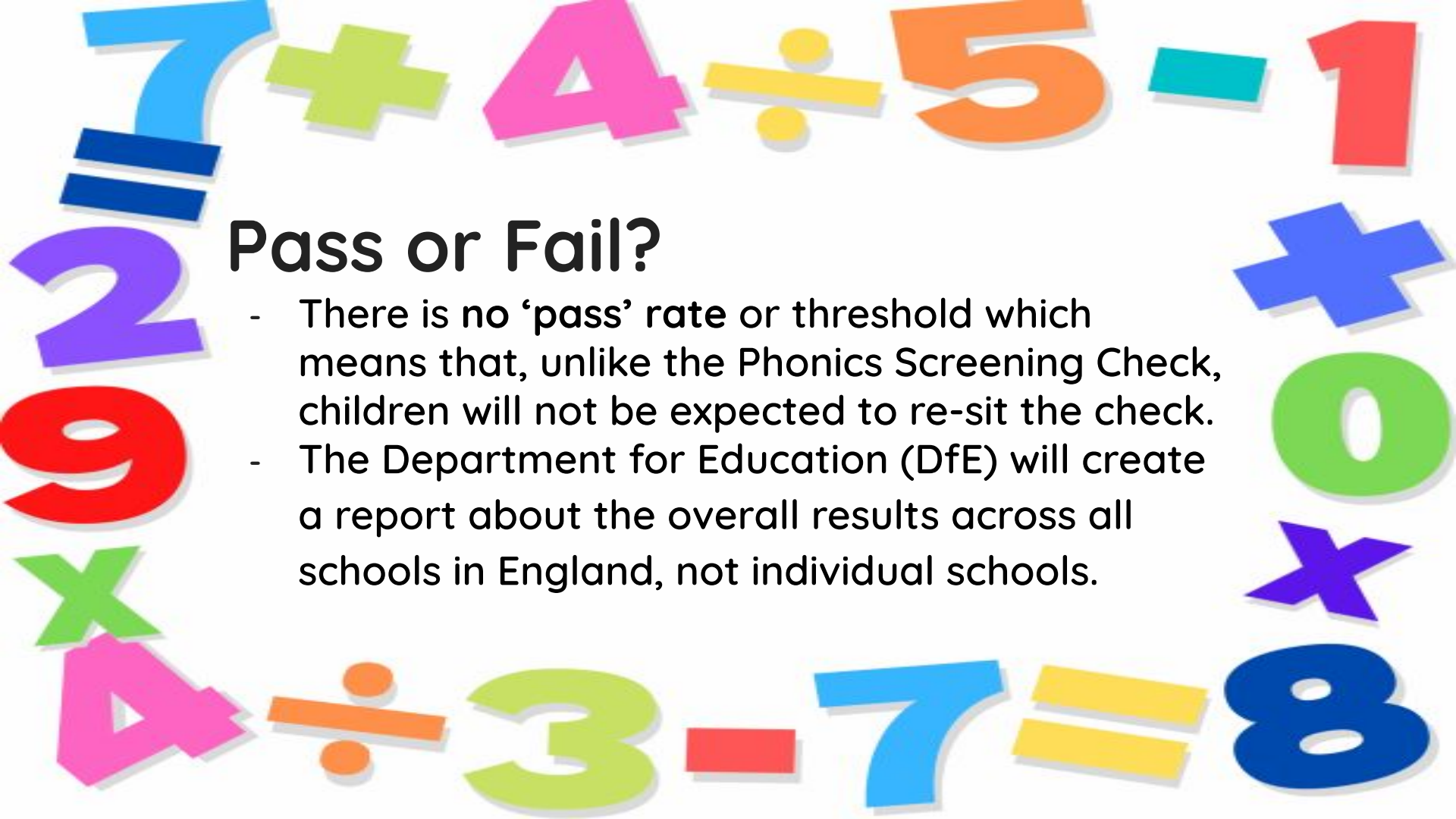
- **Who takes it:** Pupils in Year 4 (ages 8–9) in primary schools in England.
- **When it happens:** Administered online during a two-week window in June.
- **Core purpose:** To check if children can fluently recall their times tables up to 12×12 , helping schools spot any pupils who need extra maths support.

A decorative border surrounds the central text. It features large, colorful numbers and mathematical symbols. At the top, there is a blue '7', a green '+', a pink '4', a yellow '÷', an orange '5', a teal '-', and a red '1'. On the left side, there is a blue '=', a purple '2', a red '9', and a green 'x'. At the bottom, there is a pink '4', an orange '÷', a green '3', a red '-', a blue '7', a yellow '=', and a blue '8'.

The Questions

- Each child will be randomly assigned a set of questions (no more than 30% of questions are repeated in any two checks).
- There will only be multiplication questions in the check, not division facts.
- Children will not see their individual results when they complete the check.

Multiplication Table	Minimum number of items in each form	Maximum number of items in each form
1	Not applicable	Not applicable
2	0	2
3	1	3
4	1	3
5	1	3
6	2	4
7	2	4
8	2	4
9	2	4
10	0	2
11	1	3
12	2	4

A decorative border surrounds the central text, featuring large, colorful numbers (7, 2, 9, 4, 3, 7, 8, 0, 1) and mathematical symbols (+, -, ÷, x, =) in various colors (blue, green, pink, yellow, orange, red, purple).

Pass or Fail?

- There is no 'pass' rate or threshold which means that, unlike the Phonics Screening Check, children will not be expected to re-sit the check.
- The Department for Education (DfE) will create a report about the overall results across all schools in England, not individual schools.

A decorative border surrounds the central text, featuring large, colorful numbers (7, 2, 9, 4, 3, 7, 8, 0) and mathematical symbols (+, -, ÷, x, =) in various colors like blue, green, pink, orange, red, and purple. The elements have a slight 3D effect with shadows.

'Access Arrangements'

- Colour contrast;
- Font size adjustment;
- 'Next' button (alternative to 3-second pause);
- Removing on-screen number pad;
- An adult to input answers;
- Audio version;
- Audible time alert.

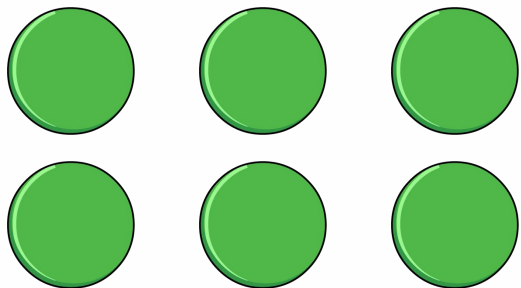
A decorative border surrounds the central text, featuring various mathematical symbols and numbers in bright colors. At the top, there is a sequence: 7 (blue), + (green), 4 (pink), ÷ (yellow), 5 (orange), - (teal), and 1 (red). On the left side, from top to bottom, are = (dark blue), 2 (purple), 9 (red), x (green), and 4 (pink). On the right side, from top to bottom, are + (blue), 0 (green), x (purple), and 8 (dark blue). At the bottom, from left to right, are ÷ (orange), 3 (light green), - (red), 7 (blue), = (yellow), and 8 (dark blue).

What we are doing at school:

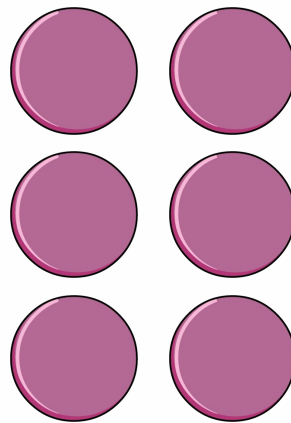
- Teaching Times tables and strategies to call upon.
- Making links between times tables and drawing on 'known facts'.
- Make links between multiplication and its inverse operation, division.
- Helping children understand 'Commutative Law' so there are far fewer facts to remember (Fact Families).
- Providing plenty of opportunity to practise.

Commutative Law

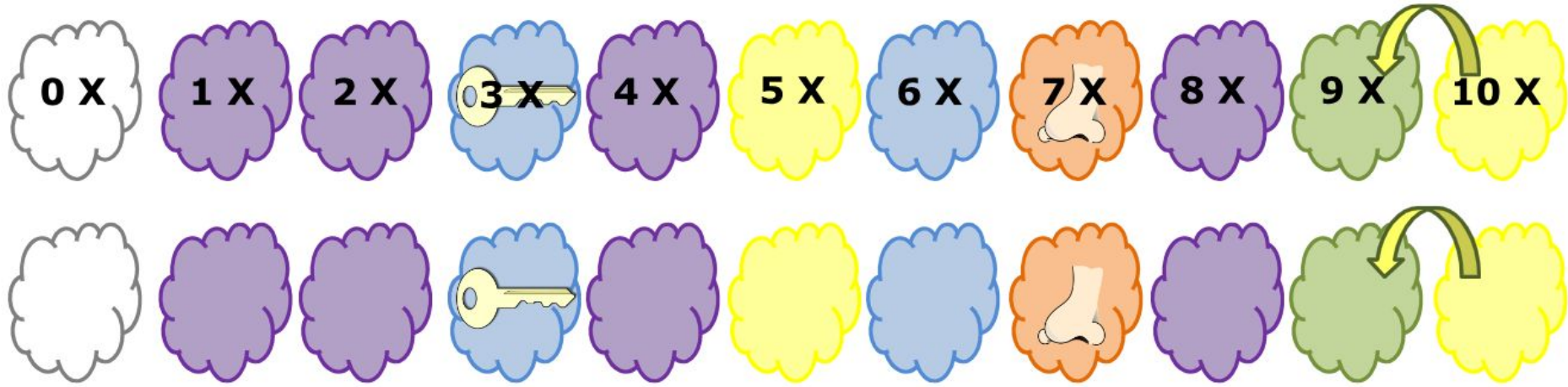
3 x 2 is the same as 2 x 3



3 lots of 2 = 6

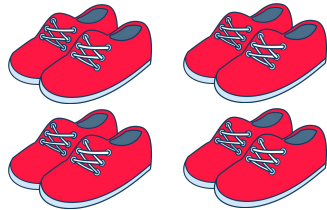


2 lots of 3 = 6

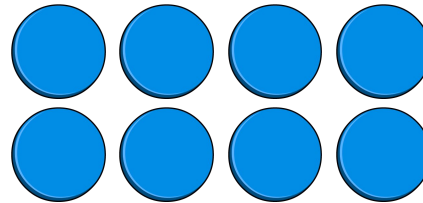


Understanding the link
between repeated addition and
multiplication:

Knowing that 2×4 is the same as $2 + 2 + 2 + 2$



$$2 + 2 + 2 + 2 = ?$$



$$2 \times 4 = ?$$

Learning strategies to
quickly call upon.

Arrays

Making times tables
purposeful (using tangible
-concrete - resources).



1×1

2×2

3×3

4×4

5×5

6×6



144 CLUB

★ WE KNOW ALL OUR TIMES TABLES! ★



7×7

8×8

9×9

10×10

11×11

12×12



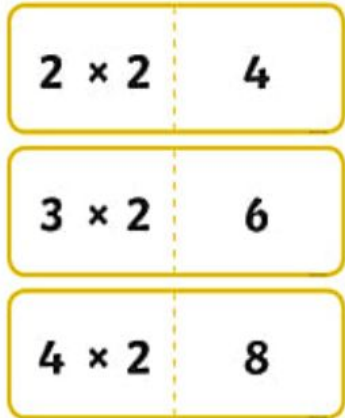
— PRACTISE ★ BELIEVE ★ ACHIEVE —

TTRockstar
Y4 Display



What you can do at home:

- Count as much as possible, e.g. when taking the stairs. Chant as much as possible.
- Have songs on, e.g. whilst getting ready in the morning.
- Encourage children to play TTRockstars as often as possible (even 10 minutes of play at a time helps!) and to complete their times table homework.
- Get creative with your Times Tables practise.

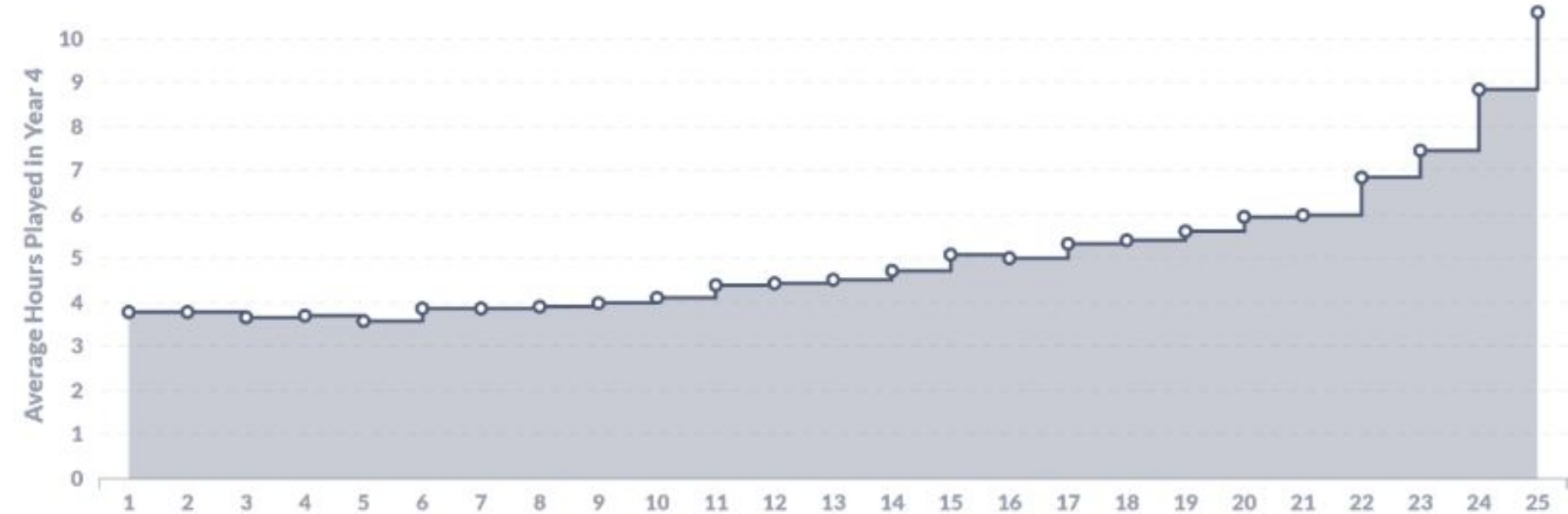


Times Table Rock Stars

- Your child has been sent home with their TTRS 'Heat Map' this week. The colours help you see how your child is responding to each fact.
- Darker green is the goal.
- Yellow must be practised.
- Red must be learnt.

	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

How much do they need to play to get 25/25



Drawing on the data in the graph above, those who played more than an average of 13 minutes per school week in year 4, scored 22/25 or more. To get full marks, seems to take an average of 10 hours 36 minutes over year 4, which equates to ★21 minutes★ per school week.

What are the different Game Modes?

Single Player

Jamming 4 or 8 coins/correct answer	The only game mode without a timer, players chose the table and operation ($\times$ or $\div$ or both) they want to practise. Answer 10, 20 or 30 questions.
Gig 10 coins per correct answer	Gig games last 5 minutes and contain up to 100 questions, which come in 'waves', starting with the 10s, then the 2s, 5s, 3s, 4s, 8s, 6s, 7s, 9s, 11s and 12s. Novices are not expected to get past the 5s. Gigs provide the child (and their teacher) with a simple measure of their current skills, which is why learners should concentrate fully for the whole Gig as they won't get another try until next month.
Garage 10 coins per correct answer	Players are given a personalised set of 6 multiplication questions (and their matching division questions) in each round. The questions they get keep adjusting to provide the best fit for every learner's needs. This is probably the best game made for improving their recall while they're still learning.
Studio 1 coin per correct answer	Here your child earns their Rock Status, which is based on their Studio Speed. The faster they are the better their status. Studio Speed is the average of their most recent 10 Studio games. Suitable for confident players.
Soundcheck 5 coins per correct answer	Soundcheck games ask 25 multiplication questions (up to 12×12), allowing 6 seconds for each question. Suitable for confident players.

Daily
Practise:

A decorative border surrounds the central text, featuring large, colorful numbers and mathematical symbols. The symbols include plus, minus, multiplication, and division signs, as well as numbers like 7, 4, 5, 1, 2, 9, 0, 3, 7, and 8. The colors are vibrant and varied, including blue, green, pink, yellow, orange, red, purple, and light blue.

Times tables songs:

[6 x Tables \(Shake it Off\)](#)

[6 x Tables \(Teacher Cover\)](#)

[4 x Tables \(I'm Still Standing\)](#)

[4 x Tables \(Break Dancing\)](#)

[8 x Tables \(Rolling in the Deep\)](#)

[8 x Tables \(Skip Counting -Fast\)](#)

[7 x Tables \(Happy\)](#)

Times tables games:

[Mario Style Game](#)

[Rapid Recall](#)

[Hit the Button](#)

[Making the Product](#)

[100 Square - Skip Counting Practise and Patterns](#)

[Timed Practise](#)

