

## How to help your child at home?

### Multiplication Tables and Number Facts

It is very important that the children are able to recall number facts quickly as this helps them to be confident problem solvers in mathematics. To enable children to do this, we spend a 15 minute session every day learning number bonds and multiplication tables. It would greatly benefit your children if you helped them to learn these facts at home. This can be made fun using flashcards, games, songs and quick fire questions. The website 'Times Tables Rockstars' is also available for use by children in Year 2 upwards. For support to access this, or for ideas for activities, please ask your child's teacher.

#### **The expectations for the end of the year are as follows:**

**Year 1:** to know all pairs of numbers which make 10 (e.g. 9 and 1 makes 10) and to use these facts to find pairs of numbers which make 20 (eg 19 and 1 makes 20). Year 1 children should also begin to count in jumps of twos, fives and tens.

**Year 2:** to know all pairs of numbers which make 20 (e.g. 19 and 1 makes 20) and recall multiplication facts for the 2, 5 and 10 times table.

**Year 3:** to recall multiplication facts for the 2, 5, 10, 3, 4, 8 and 11 times table.

**Year 4:** to recall all multiplication facts up to  $12 \times 12$ .

**Year 5 and Year 6:** Revise all facts.

We recognise that children learn in different ways and at different rates, so as long as your child is trying hard to learning a new set of facts and making progress, that is great. It is best to learn just a few facts per week with lots of repetition as this helps them go into our long term memory. Learning just 2 or 3 new facts a week makes a huge difference to a child's progress. Thank you for your support with your child's learning.

Some of our favourite games are:

#### KS1

- Using fingers to model pairs with a total of 5 or 10
- Clapping, chanting and singing number bonds to 10 and 20
- Year 2: 2, 5 and 10 times tables games similar to the KS2 games listed.

## KS2

### Pelmanism / Pairs

Cards with multiplication problems written on them are placed face down on the table with cards with answers on. Players take turns to pick up a card and find the card with the matching answer. When players find matching pairs, they keep the cards. The winner is the child with the most cards at the end.

### Multiplication War

Use a pack of playing cards. Ace = 11, Jack = 11, Queen = 12.

Deal the cards into 2 piles and stack the piles face down in front of the players.

Players take turns to turn over the top card from both piles.

As quickly as possible, the players multiply the two cards together, and shout the product.

The player who answered correctly first keeps both cards. If it's a tie, the players keep one card each.

Repeat until all the cards have been played. The winner is the player with the most cards at the end.

\* This game can be made simpler by taking some of the cards out of the pack.

\* This game can also be played using 12-sided dice. Throw two dice and multiply the numbers OR throw one dice and multiply it by your focus table.