

9 great ways to practise timestables at home!

1) Throw some dice - Get your child to throw 2 dice (adds up to 12) and add the numbers together, then times it by your timestables of the week!

Example: Throw 3 and 7 = 10 10×7 (focus timestables of the week) = 70

2) Grab some playing cards - Take turns in turning over playing cards and the first person to times the card by the focus timestable of the week wins a point.

Example: turn over 7 of clubs... calls out - $7 \times 7 = 49$

3) Skip count - Exercise your child's mind and body at the same time. Exercising while studying increases the blood supply to your child's brain, helping them to retain facts. For skip counting, your child can choose a times table e.g 2's and then count as he skips; 2, 4, 6, 8 etc

4) Reverse the question - The next step after learning the times tables, is to use them for division questions. Reverse the questions on the times table that your child is working on e.g. $6 \times \text{what} = 18?$

5) Flash cards - Using the flash cards provided memorise the questions and answers with your child. A good way to make this more challenging is seeing how many the child can get through in a minute or less!

6) Write some lines! - Writing out the timestables allows your child extra time to think about each question and answer as they are writing it. If you have an artistic child, they can decorate their timestables work and use it as a homemade poster.

7) Chanting - If you've ever memorized a poem, you'll know that reciting or chanting is an effective way to learn. Help your child to chant a set of times tables, firstly forwards, and then, to make it a little more challenging, try reciting them backwards!

8) Play bingo - Practising the times tables with other people will help to motivate your child. Play bingo with times tables answers. Read out or turn over cards with times tables questions until one person fills their bingo card.

9) Play ball - This game will test your child's reflexes as well as their times tables. Two players stand a distance apart and throw a ball between each other. The thrower asks a questions and the catcher has to answer before catching the ball.

