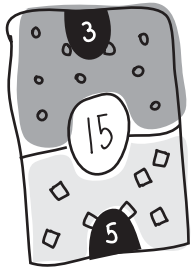
HOW TO GET GOOD AT TIMES TABLES

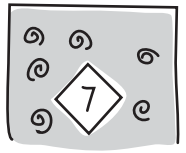
Underlined words are explained overleaf

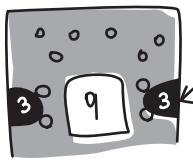
You will soon get used to them !

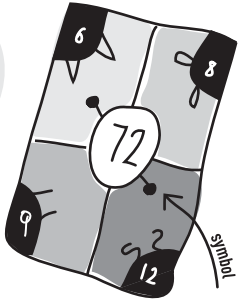
① Get to know your cards



- **Colours and patterns**
  Each *factor* has its own colour and pattern. For example, 3 is always green and 5 is always yellow. As you play around with the cards you will start to associate colours and *factors*. This will help later!
- **Circles =** ordinary *products*
- **Diamonds =** *prime numbers*
- **Squares =** *square numbers*







- **Matching Factors**
  Symbols help you match up *factor* pairs

6 x 12 = 72
8 x 9 = 72

- **The position of the factors**
  Only *square roots* are at the sides.

Play some of the games
The games overleaf will help you get to know the cards.

② Identify which tables you need to learn

You might already know which tables you want to learn. If not, you will find times tables tests on our website **www.funkeymaths.com**. Sort the pack into cards showing *products* you know and *products* you don't.

③ Learn one card at a time

Pick any card you don't know. Order is not important. Look carefully at the card. Notice the numbers, their position and the colours/patterns. Say the numbers out loud. Next, hide the card. Picture it. Recall numbers and the position of numbers. When you can do this, move on.

With this method you use your ears (**auditory memory**) and your eyes (**visual memory**) and double your chances of remembering!

For more **ideas** and **videos** go to **www.funkeymaths.com**

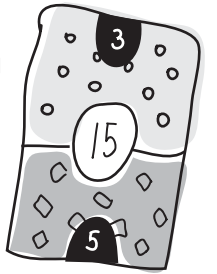
④ Make x and ÷ connections

The next stage is to to create multiplication and division sentences for each card. Here's how.

Let's think in terms of sweets.

15 is the total number of sweets you have. The 3 and 5 tell you how you can arrange 15 sweets into equal groups. You can have 3 groups of 5 or 5 groups of 3.

Multiplication and division is simply about grouping and sharing fairly!



The card shows that:

3 groups of 5 make 15

5 groups of 3 make 15

Now turn this into "maths code".

If you start with groups of sweets and want to find the total, use multiplication.

3 x 5 = 15
5 x 3 = 15

15 ÷ 5 = 3
15 ÷ 3 = 5

If you start with the total number of sweets and want to work out the size or number of the groups, use division.

⑤ Keep practising the cards you learn

Practice is important as brains have a habit of forgetting. Practise the cards you know **regularly**. Make sure you can recall all the pairs of *factors* and create all the multiplication and division sentences.

Little and often is best!

Easy Games (Key Stage 1)

- **Slap Bingo** (Reading numbers)

  3+ players 👤👤👤+

  Lay out 10 cards face up. One player shouts a number. Other players race to slap the card. The player who slaps it first keeps it. The person with the most cards at the end wins.

- **1-2-3 Grab!** (Reading /ordering numbers)

  2+ players 👤👤+

  Place 20 cards face down. Someone shouts "1-2-3 Grab!" All players grab a card. The highest card wins. The player with the highest card takes the cards from other players. Play again until all the cards are gone. The person with the most cards at the end wins.

Step Counting (Key Stage 1 and 2)

Step counting is a really useful skill. If you can step count, you can use your fingers to work out division and multiplication questions.

To step count in 5s, find all the cards with yellow on them. Lay them out in order from 5 – 60. Count out loud along the cards several times. Turn one card over and count again. Repeat until all the cards are turned over but you can still count in 5s. Make sure you count backwards too!

Harder Games (Key Stage 2)

- **Squares** (Get to know *squares* and *primes*)

  2 players 👤👤

  Place the pack face down. Player 1 takes cards one by one until she gets a square or a prime.
  Square number = play passes to other player
  Prime number = the other player must hand over the same number of cards as the *prime number*.
  BUT, the other player can stop handing over cards when she reaches a second *square number* in her pile.
  Continue until end of pack. The person with the most cards at the end wins.

- **Common Factor Pairs** (Gentle way to focus on *factors*)

  2+ players 👤👤+

  Place 20 cards face down. The aim of the game is to find pairs of cards that share a common *factor*.
  Take turns to pick two cards. If they share a common *factor*, take the pair and have another go. Fill the gaps with new cards. If there is no common *factor*, turn the cards over again. Play passes to the next player.

  The person with the most cards at the end wins. There will always be at least one card left over, sometimes more.

- **Snap** (Spot common *factors*)

  2+ players 👤👤+

  Which card is always left?

  Play Snap. A snap is made by any consecutive cards that share a common *factor*.

- **Slap** (Fun way to test tables!)

  3+ players 👤👤👤+

  Keep it fun! It's only tables!

  Place 15 cards face up. One person shouts out a multiplication question, for example "5 x 3". The other players try to slap the card that shows the answer. The first person to slap wins the card. The person with the most cards at the end wins.

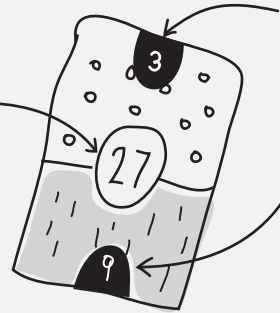
TRICKY WORDS!

(The *underlined* words)

Product

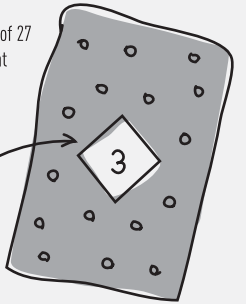
27 is a *product* of **3** and **9**

27 = 3 x 9 or 27 = 9 x 3



Factor

3 and 9 are *factors* of 27 (whole numbers that multiply to give 27)



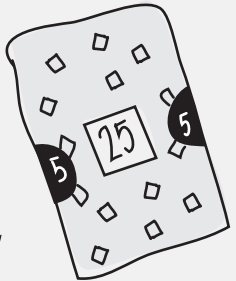
Square number

You get a *square number* when you multiply a number by itself.

5 x 5 = 25

Square root

5 is the *square root* of 25 (the number multiplied by itself which makes 25).



Prime number

All prime numbers are shown in diamonds. *Prime numbers* only have 2 factors, 1 and the number itself.

1 x 3 = 3
3 x 1 = 3

That's it!

For more **ideas**, **videos** and **larger instructions** go to **www.funkeymaths.com**