

The Multiplication Summer Challenge

By the end of Year 4, it is expected that children will be confident at quickly recalling and using all multiplication facts up to 12×12 building on what they have already learnt and practised in Year 3. **Over the summer holidays, we would like them to join in our Multiplication Challenge to help them be ready for this key area of learning in Year 4.**

TT Rock Stars

Every week in Year 4 we run a TT Rock Stars tournament. All of the children (and even more so the teachers!) take this very seriously as we aim to be the highest scoring class of the week. **Over the summer holidays, we are going to be running an extended version of our Battle of the Bands which will be running from Monday 26th July right up to the end of the summer holidays, Wednesday 1st September.** Encourage your child to move up the leader board by regularly playing on the TT RockStars Website using the same log in details that they will have been using in Year 3. Games in all modes will count towards their total. We will be giving out certificates to all children who participate in the TT Rock Stars Challenge as well as special prizes for the top scorers in each class.



As well as practising online using TT Rock Stars, there are lots of hands on games that can be played to give children practise of their times tables and linked division facts. We have included some examples below.

Bean race

You need two dice and a pile of dried beans (or counters) Take turns to roll the two dice. Multiply the two numbers and call out the answer. If you are right, you win a bean. The first to get 10 beans wins.

Bingo!

One person has the 2x table and the other has the 5x table (or whichever times tables you want to focus on. Write six numbers in that table on your piece of paper, e.g.

4 8 10 16 18 20

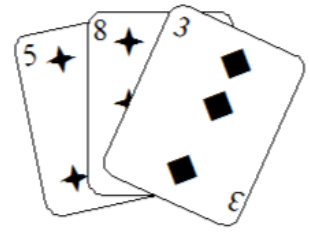
Roll one or two dice. If you choose to roll two dice, add the numbers, e.g. roll two dice, get 3 and 4, add these to make 7. Multiply that number by 2 or by 5 (that is, by your table number, e.g. 7×2 or 7×5). If the answer is on your paper, cross it out. The first to cross out all six of their numbers wins.



Card game

Use a pack of playing cards. Take out the jacks, queens and kings to make it easier (or keep these in and count them as 11,12 and 13). Share them between the two players. Both players turn over a card. The first person to multiply the two cards together and get the correct answer wins the card.

This game can be played focusing on just one time table instead. Rather than both drawing a card at the same time just draw one and race to multiply it by whatever times table you are focusing on.



Play Top It.

This is another game which uses a deck of regular cards for two players. Each player draws two cards. These are their factor cards. Each player multiplies their two numbers together, and the highest product (answer) wins the hand. The player with the most cards at the end wins.

Rock, paper, times tables

Just like rock, paper, scissors you each close your fists and on the count of three reveal a number of fingers. The winner is the person who manages to multiply the two different amounts quickly. If your child needs to focus on certain times table, the second player may choose to only show certain amounts (e.g. 2, 5 or 10 fingers) so the focus can be on the times tables that need to be practised.

TIMES TABLES GAMES #2: Rock, Paper, Times Tables



Dicey division

You each need a piece of paper. Each of you should choose five numbers from the list below and write them on your paper.

5 6 8 9 12 15 20 30 40 50

Take turns to roll a dice. If the number you roll divides exactly into one of your numbers, then cross it out, e.g. you roll a 4, it goes into 8, cross out 8. If you roll a 1, miss that go. If you roll a 6 have an extra go. The first to cross out all five of their numbers wins.

Dicey division (version 2)

For this game you need a 1–100 board (a snakes and ladders board will do or a simple hundred square), a dice and 20 coins or counters. Take turns. Choose a two-digit number. Roll a dice. If you roll 1, roll again. If your two-digit number divides exactly by the dice number, put a coin on your chosen two-digit number. Otherwise, miss that turn. The first to get 10 counters on the board wins.

We hope the new Year 4 will enjoy practising their times tables in some of these different ways. Helping them to be secure in the times tables that they have focused on in Year 3 (2, 5, 10, 3, 4 and 8 times tables) will help them to be ready to progress onto Year 4 learning.

Thank you for your support with this

The Year 4 Team (Mrs Garty, Mr Gibbs and Mrs Gray) year4@purbrook-jun.hants.sch.uk