

Bingo: times tables up to 10×10

Strand

Knowing and using number facts

Learning objective

Derive and recall multiplication facts up to 10×10

Type of starter

Rehearse

Whiteboard tools

- Use the 'set timer' menu to adjust time between bingo calls (5-20 seconds).
- Press the 'start' button to start a new game.
- Press 'check grid' to check answers if someone calls *House*.
- Press 'play on' or 'winner' after checking a player's grid.

What to do

This activity is designed to rehearse number facts and encourage quick recall of multiples up to 10×10 against a time limit. Provide each child or, alternatively, each pair with a bingo card, which can be printed from the opening screen or prepared using the bingo card template on page 45.

Each ball offers a different number sentence. If the answer appears on their bingo grid, the children mark it off. If the children are new to the game allow for a longer amount of time between bingo calls. If a child calls *House* (or other similar winning call), press 'check grid' to pause the game and call up the checking grid, which includes all of the completed number sentences that have been called. If they are correct press the 'winner' button for an appropriate fanfare or press 'play on' to continue the game.

Differentiation

Less confident: simplify the game by extending the time between questions and asking the children to call *House* after correctly identifying five answers. Allow some children to use a multiplication grid, which will enable them to both speed up their reference of numbers and product recall.

More confident: increase the number of answers on the bingo cards using the bingo card template on page 45.

Key questions

- How can you check that your answer is correct? (For example, tests of divisibility - ask for some examples of this.)
- What strategies did you use to help you to recall these tables facts?

'start'
Press for new game

'set timer'
Set timer here or on opening screen

'check grid'
Check answers if *House* is called

Question	Answer
5×5	25
7×1	7
10×10	100
8×8	64
3×9	27
6×9	54
6×8	48
2×1	2

PLAY ON WINNER