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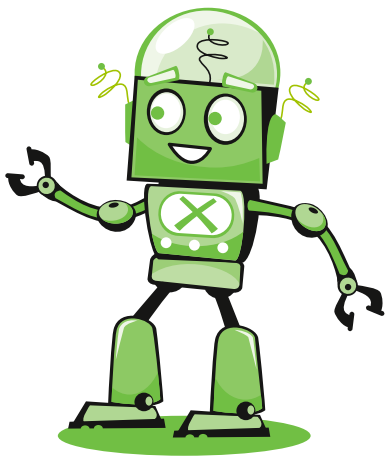


How to use this book

Rapid recall of times tables facts up to 12 × 12 by the end of Year 4 is a key expectation for all children in England. In fact, so key that all children will sit a Times Tables Check at the end of Year 4 from 2020.

Why are the times tables important?

They support mathematical learning and understanding. If you know your times tables, this frees up space to learn and work on new mathematical concepts and problems. And, as you know, we use them all the time in daily life, for example we use them when working out costs, doubling recipes and finding out how much we will need of something (for example, *we need to put 6 chairs at each of the 8 tables. 8 × 6 = 48, so we'll need 48 chairs*).

How does *Times Tables* help children master multiplication?

This *Practice Book* aims to give children the chance to practise their times tables, deepening their understanding as well as increasing their rapid recall. This means they understand the 'how and why' of multiplication as well as being able to answer multiplication facts quickly.

They will understand, for example:

- You can multiply two numbers in any order and the answer will be the same:
  If you know 2 × 5 = 10, then you know 5 × 2 = 10.
- You can break up a multiplication fact:
  Don't remember 6 × 4? What if you think about it as 4 × 4 + 2 × 4?
- Multiplication is repeated addition:
  7 × 2 = 2 + 2 + 2 + 2 + 2 + 2 + 2
  8 × 2 = 2 + 2 + 2 + 2 + 2 + 2 + 2 + 2
  This means that if you know that 7 × 2 = 14, then 8 × 2 will be two more.

How can you help?

- Encourage short bursts of practice. Focus on a couple of tables in the first instance and move on to others once your child is confident.
- Talk about the times tables. Encourage your child to think about what they know and explain their thinking. You'll have opportunities to do this throughout this *Practice Book* as well.
- Look for real-life situations for your child to use the times tables. Seeing how you use what you know and showing off what you already know is a great motivator.
- Remind your child that our brains are growing when we make mistakes. Celebrate this growth!
- Speed may be important but can also cause many children anxiety. Focus on understanding multiplication and rehearsing the times tables in fun ways. Speed will come in time!

Track your progress online using our *free* Times Tables Check:
www.scholastic.co.uk/timestables

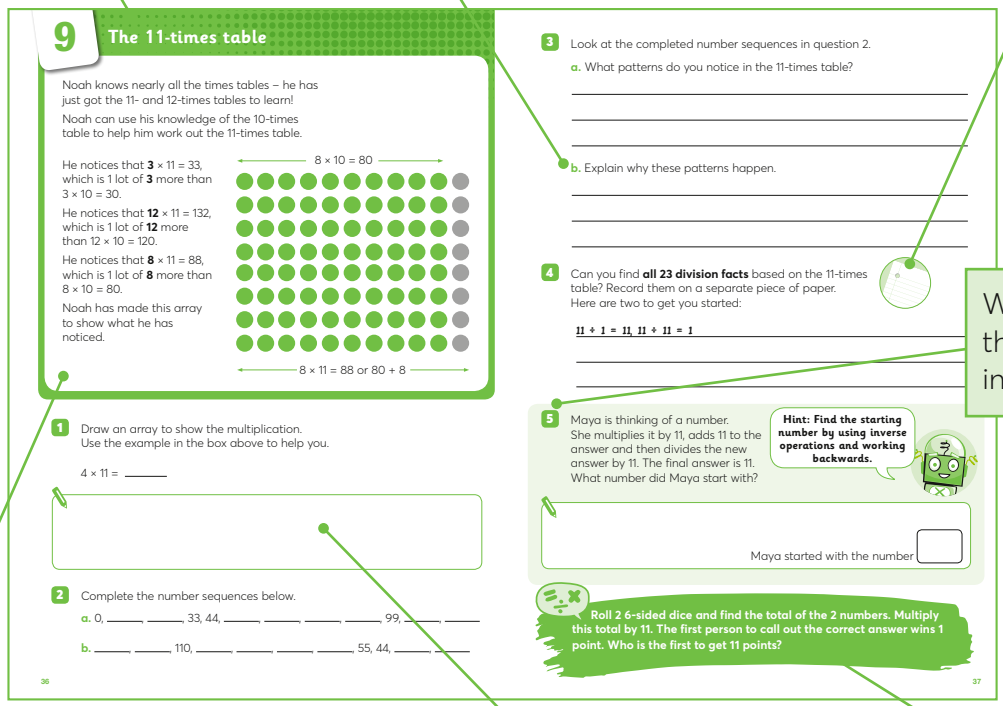
Advice for children

This book is full of practice questions and activities to help you master your times tables.

Each unit focuses on a different topic or times table.

Explaining helps you understand. Be sure to share what you know with a friend or an adult.

Use a separate piece of paper if you need more space.



Work through the questions in order.

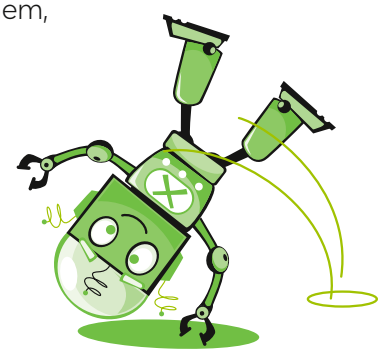
This box helps you review a topic before you get practising.

Draw pictures and record your working here. Use a separate piece of paper if you need to.

These fun activities will help you recall your times tables facts outside of the practice book.

Times Tables tips

- Don't rush through the units. Concentrate on one unit at a time. Record your progress using the chart on page 43.
- Celebrate what you already know and think more deeply about it.
- Challenge yourself to master any parts you find tricky. Make your brain grow!
- Use equipment or draw pictures to help you. They are fantastic tools!
- Focus on memorising one or two times tables at a time. Master them, then move on to new ones.
- Times tables speed is great, but understanding is best.
- Look for opportunities to use your times tables every day, for example count how many bicycles there are at school. Use your 2-times tables to work out how many wheels there are.
- Keep trying. Keep thinking and exploring. You can do it!



Quick check 1

Ask an adult to time you. Can you improve your time for each test?

Have a go at the three tests below, which test your knowledge of the 2-, 5- and 10-times tables.

TEST 1

a. 3 × 5 =

b. 10 ÷ 2 =

c. 5 × 0 =

d. 3 × 10 =

e. 10 × 4 =

f. 5 × 4 =

g. 50 ÷ 10 =

h. 2 × 3 =

i. 14 ÷ 2 =

j. 9 × 5 =

My time

TEST 2

a. 10 × 8 =

b. 12 ÷ 2 =

c. 10 × 1 =

d. 7 × 10 =

e. 5 × 3 =

f. 5 × 10 =

g. 55 ÷ 5 =

h. 2 × 11 =

i. 18 ÷ 2 =

j. 6 × 5 =

My time

TEST 3

a. 1 × 10 =

b. 12 × 2 =

c. 1 × 5 =

d. 11 × 10 =

e. 10 × 3 =

f. 5 × 12 =

g. 10 ÷ 5 =

h. 2 × 2 =

i. 6 ÷ 2 =

j. 35 ÷ 5 =

My time

6 The 6-times table

Maya can use her knowledge of the 3-times table to work out 6-times table facts.

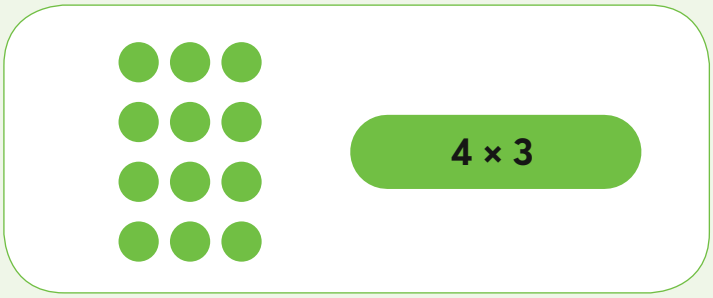
What is 4 × 6?

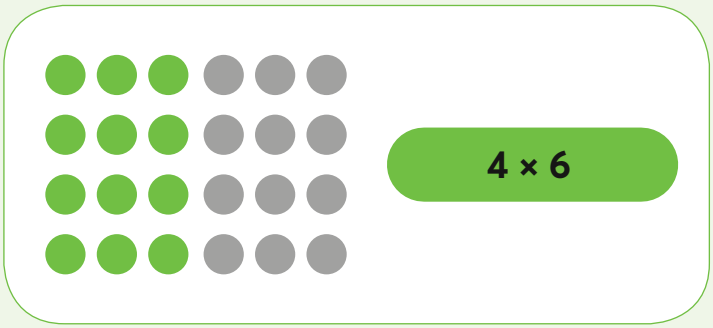
Maya knows that 4 × 3 = 12.

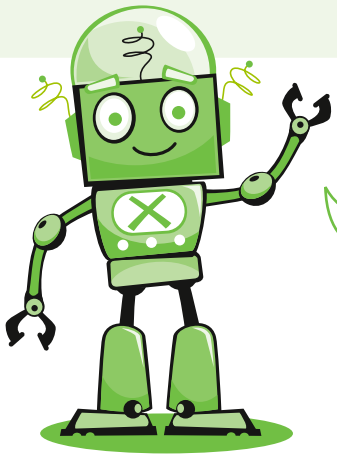
She also knows that 6 is **double** 3.

Because of this, Maya knows that 4 lots of 6 is **double** 4 lots of 3.

The product of 4 × 3 is 12, so the product of 4 × 6 is double that, which is 24.



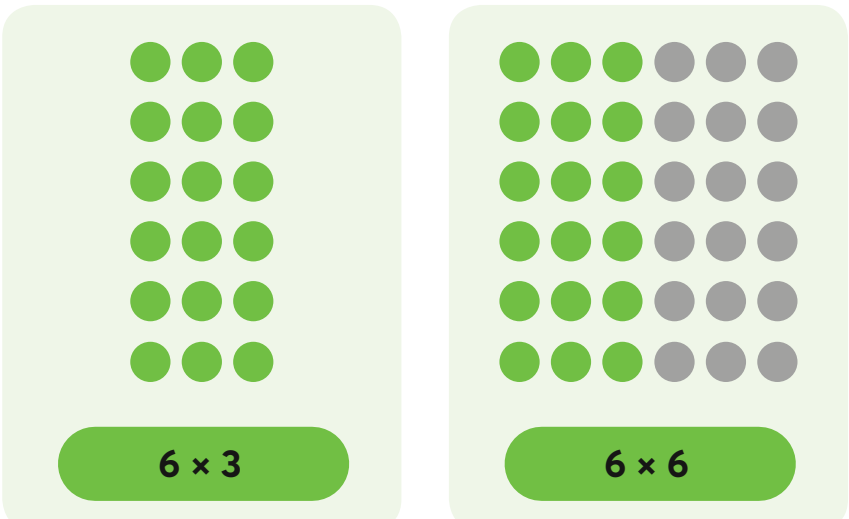




Remember, *product* means the answer to a multiplication question.

What is 6 × 6?

Because Maya knows that 6 × **3** = 18 she knows that 6 × **6** = 36, because **double** 18 is 36.



1 Double these products from the 3-times table.

a. Double 12 is ☐ **b.** Double 21 is ☐

2 Complete these multiplications.

a. 7 × 3 = ☐ 7 × 6 = ☐ **b.** 9 × 3 = ☐ 9 × 6 = ☐

3 Complete these number ladders.

a.

72			54			36			18	12	6

b.

			24			42	48			66	

4 In the hall at Meadow Juniors, there are 9 tables. Each table seats 6 children. How many children can sit down at any one time?

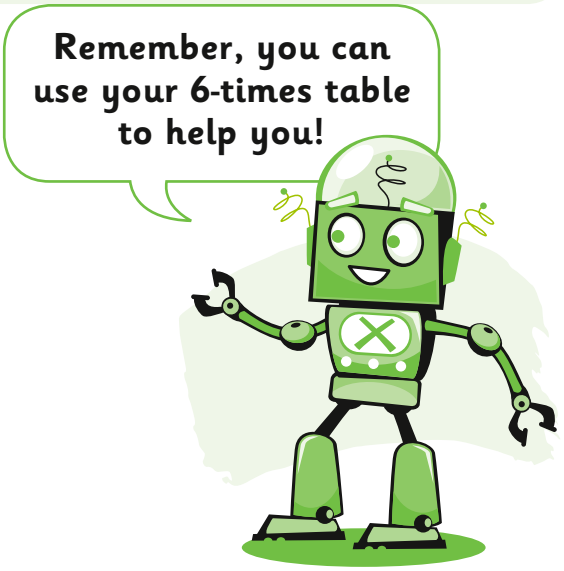
☐ children

5 Complete these division number sentences.

a. 36 ÷ 6 = ☐ **d.** 30 ÷ 5 = ☐

b. 72 ÷ 6 = ☐ **e.** 12 ÷ 6 = ☐

c. 24 ÷ 6 = ☐ **f.** 30 ÷ 6 = ☐



Cops and robbers

This is a game for 2 players.
You will need:
a counter each (see-through if possible);
a timer

- One player is the cop and the other is the robber.
- The robber goes first by putting a counter on a hexagon on their side of the board. If they answer correctly, they stay on that hexagon. If they get it wrong, they go back to the start.
- Take it in turns to move. When it is your turn, you can move to any hexagon that joins the one you are on.
- The cop wins the game by catching the robber (by landing on the same hexagon).
- The robber wins the game by getting to the cop's side of the board without being caught.

Cop starts here

4 × 7 =	6 × 6 =	72 ÷ 8 =	45 ÷ 9 =	6 × 5 =
36 ÷ 3 =	72 ÷ 6 =	7 × 7 =	56 ÷ 8 =	12 ÷ 3 =
88 ÷ 8 =	9 × 7 =	9 × 9 =	8 × 7 =	12 × 3 =
45 ÷ 5 =	9 × 3 =	66 ÷ 6 =	64 ÷ 8 =	8 × 2 =
21 ÷ 3 =	7 × 8 =	6 × 3 =	96 ÷ 8 =	50 ÷ 10 =
9 × 9 =	30 ÷ 5 =	11 × 12 =	8 × 0 =	3 × 4 =
8 × 4 =	36 ÷ 3 =	8 × 8 =	7 × 3 =	48 ÷ 8 =
3 × 6 =	12 × 12 =	6 × 7 =	11 × 11 =	

Robber starts here

Progress chart

Work through one unit at a time before moving on to the next one.

Making progress? Tick (✔) the circles as you complete each section of the book.

1. The 2-, 5- and 10-times tables
2. Doubling
3. The 4-times table
4. The 8-times table
5. The 3-times table
6. The 6-times table
7. The 7-times table
8. The 9-times table
9. The 11-times table
10. The 12-times table

Well Done!