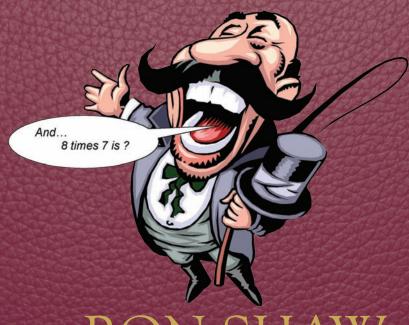


Everything Times Tables

Volume 1

Tons of Terrific Tests • Tantalising Tournaments
Top Teaching Tips To Tame Times Tables Totally



WRITTEN BY RON SHAW



Everything Times Tables Vol 1

Tons of Terrific Tests, Tantalising Tournaments and Top Teaching Tips to Totally Tame Times Tables

Intelligent Australia Productions

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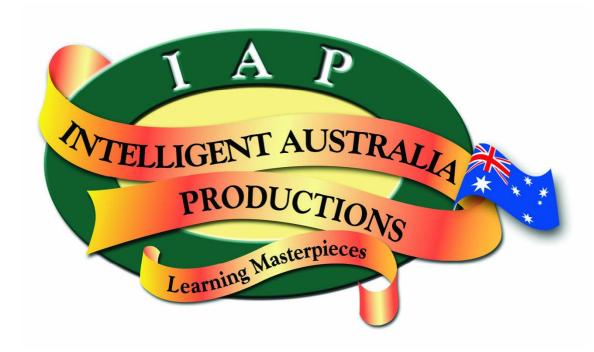
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About this Book

As we all know Times Tables are one of the fundamental building blocks of mathematics. And, unlike some things students learn in maths, they are used day-in, day-out throughout life. So their importance cannot be underestimated.

The purpose of this book is to provide teachers and their students with a wealth of material that will make the learning of Times Tables as painless and enjoyable as possible.

The book has an abundance of tests, tips, games and challenges.

It covers the full range of tables, 2s to 12s, and is suitable for every classroom, library and resource centre in every school.

Everything Times Tables makes a welcome addition to any teacher's personal library of reference books. The exercises, games and challenges for students cover the entire age and ability spectrum....from the youngest beginners to advanced, highly competent -and even gifted- students.

Many of the worksheets are ideal for classroom wall displays; as well as being decorative they're perfect for pre-test brush-ups and mini practice sessions.

<u>In giving quotients equal importance to products we have addressed a flaw in many other Times</u> Tables publications that tend to treat products only.

In many of the tests and games in this book we have deliberately omitted the 0, 1 and 10 times tables as these may be taught and remembered easily (eg add a zero when multiplying by 10, take off a zero when dividing by 10).

It is recommended that children either keep all completed tests in a folder or paste them in their maths book/pad.

About the Author

Ron Shaw has spent almost 30 years teaching in Australian schools where, as Senior Teacher (Advanced Skills Teacher level 1) he has used his Times Tables Tests, Challenges and Games with many hundreds of students between the ages of 6 and 15.

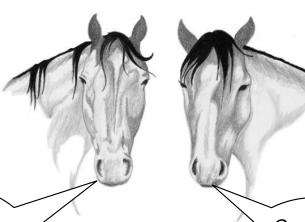
As a teacher and tutor he has been very successful in improving the times tables skills of learning-delayed children and mainstream students. Academically gifted children delight in challenging themselves with Mr Shaw's Times Tables speed tests, quizzes, puzzles and multi-operational tables tasks.

In addition to the above Mr Shaw has been a private maths tutor to scores of students up to university entrance level. His 20+ published books on maths and other school subjects are used in several English-speaking countries including Australia, the UK, New Zealand, South Africa, Canada and the USA, as well as in classrooms throughout South-east Asia.

Mr Shaw, a member of the Australian Association of Mathematics Teachers and the Mathematical Association of Western Australia, was accepted into membership of the Australian College of Education (1989), the Australia Teaching Council (1993) and MENSA Australia (1998). After graduating as a teacher from Claremont Teachers College he undertook post-graduate studies (Honours) at the Australian National University, Canberra (1990), and Master of Education studies at Edith Cowan University, Perth (1992).



And The Question Is?



Hey, are they really giving us the answers?

Good question!

This test-with-a-difference makes a good change from the 'normal' times tables test.

- Don't allow reversals, eg 5 x 9 <u>and</u> 9 x 5 (either one will suffice)
- Only allow factors to 12, eg allow 3 x 12 but not 2 x 18.
- Don't allow 1s or the number itself, eg for 45, don't allow 45 x 1.

Including the examples there are 52 correct responses.

Suggested Time Allowed

Test Description	Year Level					
Mixed tables.	3 4 5 6 7 8/9					
Find factor pairs.	11 mins	10 mins	9mins	8 mins	7 mins	6 mins

And The Question Is?

OK....here are the answers. But what are the questions?

Where there is more than one correct question write each of them.
The first one has been done for you.



45	24	33	21
28	64	18	55
56	12	49	99
20	81	27	14
96	72	144	121
42	30	16	25
32	48	77	35
84	63	40	132
	28 56 20 96 42	28 64 56 12 20 81 96 72 42 30 32 48	28 64 18 56 12 49 20 81 27 96 72 144 42 30 16 32 48 77

Match-a-Table

A game for 2-30 players

Cut along broken line and paste onto board. (need one sheet per player).

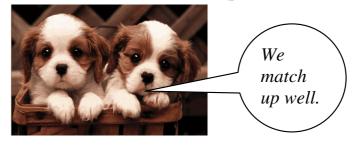
Cut out the shapes.

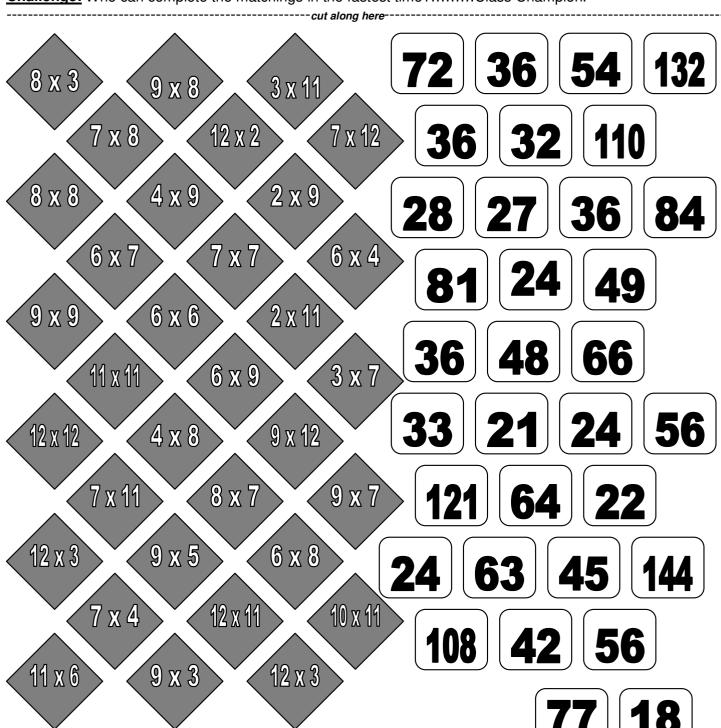
Turn face down and jumble up.

At the signal turn tiles over and match diamonds with round-cornered rectangles.

First to correctly match all diamonds with rectangles is the winner.

Challenge: Who can complete the matchings in the fastest time?......Class Champion.





Match-a-Division

A game for 2-30 players

Cut along broken line and paste onto board. (need one sheet per player).

Cut out the shapes.

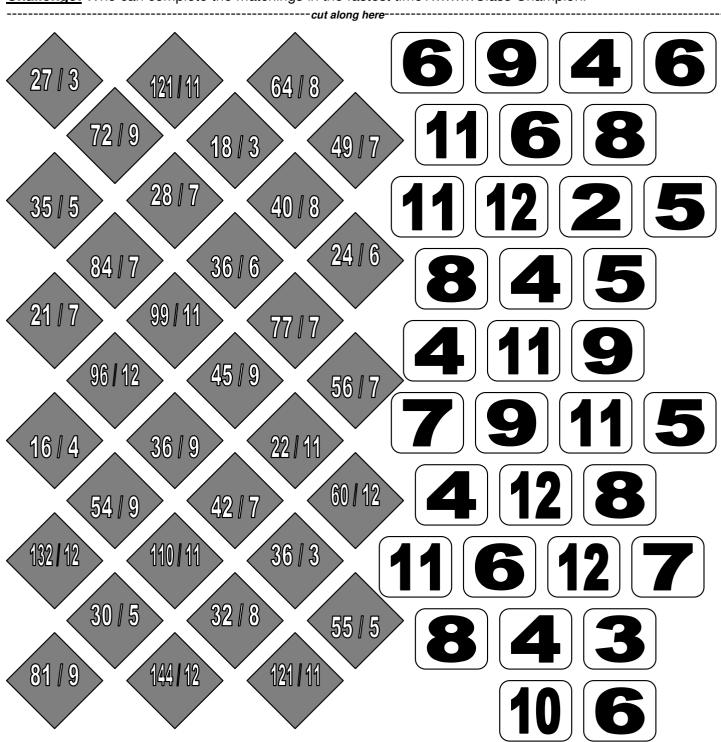
Turn face down and jumble up.

At the signal, turn tiles over and match diamonds with round-cornered rectangles.

First to correctly match all diamonds with rectangles is the winner.

Challenge: Who can complete the matchings in the fastest time?......Class Champion.





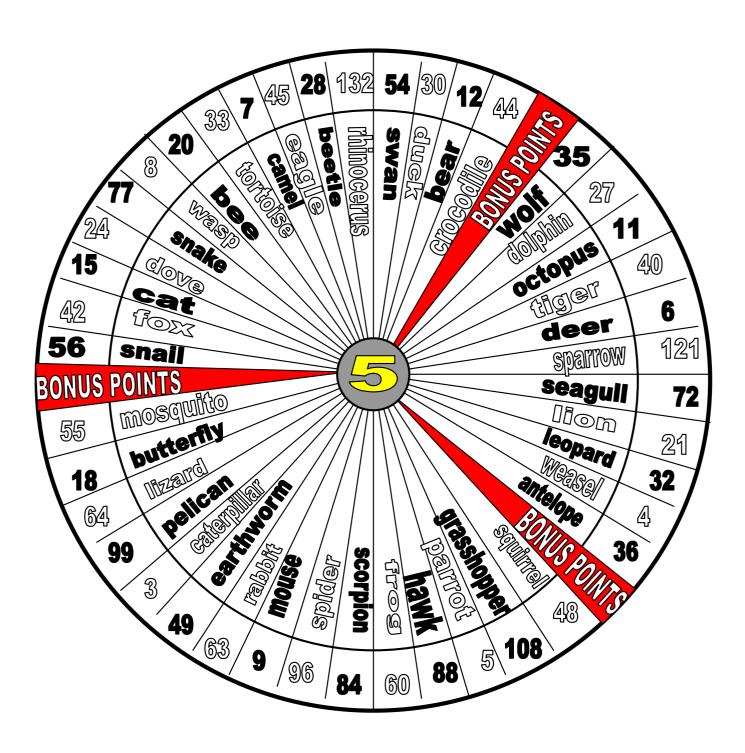
Bull's Eye



- · Your students will love this game!
- This can be a game for two or more teams in the class, with each class member having a copy of the Bull's Eye sheet.
- Teacher calls out a times tables problem eg "Deer times wasp". (Important: do not call out square numbers, eg Deer times deer).
- First child to answer "Squirrel" receives a point for their team. The problem can be division, eg "Rabbit divided by camel." First child to answer "Mouse" receives the point.
- 5 Bonus Points are awarded for any answer that is adjacent to a Bonus Points sector (viz 56, 55, 144, 44, 48, 36).

NB Strongly discourage guessing as this can ruin the game! (consider deducting points for obvious guesses).

Bull's Eye!





Compute the Fruit



And also the 'big' ones.

Each student is given a copy of the *Compute the Fruit* sheet.

Example to show how Game is played:

- Teacher says, "delicious apricot."
- Teacher repeats......"delicious apricot."
- Students write the answer after no.1.
- Teacher then calls out another adjective-fruit combination (twice), as before, and students write the answer after no.2.
- Continue with 28 more adjective-fruit combinations.
- Collect sheets for marking (or call out answers for students to mark their own).

<u>NB:</u> If "delicious apricot" is called out at one time, "disgusting apricot" or any other adjective with apricot may be called out later.

Compute the Fruit



Fun in the Jungle

Students will love this!

• Teacher calls out an adjective-animal combination, e.g. 'dreamy elephant'

dreamy has 6 letters and *elephant* has 8 so the response is 48 (6x8) Students write 48 alongside the question number.

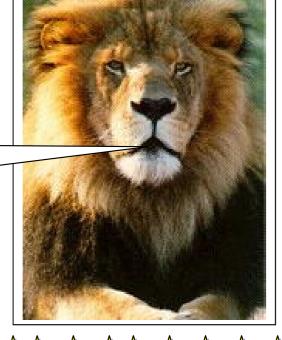
• Repeat for other fun combinations until twenty multiplications have been completed.

Notes:

- -Teacher will need to prepare combinations prior to the test.
- -Time allowed per response will depend on the group's ability.
- -A child standing at the front of the room could give the test to the others.

This fun activity may be repeated another time using different combinations.

I love eating people who don't know their times tables.



Fun in the Jungle



Adjectives

- 3. hot
- 4. cool
- 5. wussy
- 6. dreamy
- 7. amazing
- 8. fearsome
- 9. invisible
- 10. voluptuous
- 11. maladjusted
- 12. preposterous

Animals

- 3. ape
- 4. lion
- 5. zebra
- 6. monkey
- 7. giraffe
- 8. elephant
- 9. orang-utan
- 10. rhinoceros
- 11. baby baboons
- 12. hippopotamus

1.	2.	3.	4.	5
6	7.	8.	9.	10.
11.	12.	13.	14.	15.
16.	17.	18.	19.	20.

Fun with Factor Pairs



It's not fair..... your students only have to juggle numbers.

In this exercise Times Tables are tested in a different way. Students are presented with numbers for which they have to find the factors pairs.

Rules:

- The number 1 is not allowed.
- Numbers greater than 12 are not allowed.
- Reversals are not allowed. For example, for the number 48 only one of 6 x 8 or 8 x 6 is permitted. Similarly, for 36, students may use 9 x 4 or 4 x 9, but not both.

NB: 12 has been done for you.

There are 34 factor pairs to find (the factor pairs for 12 are not included).

After explaining the rules, it's Ready, Set, Go. Stop when at least half the class have finished.

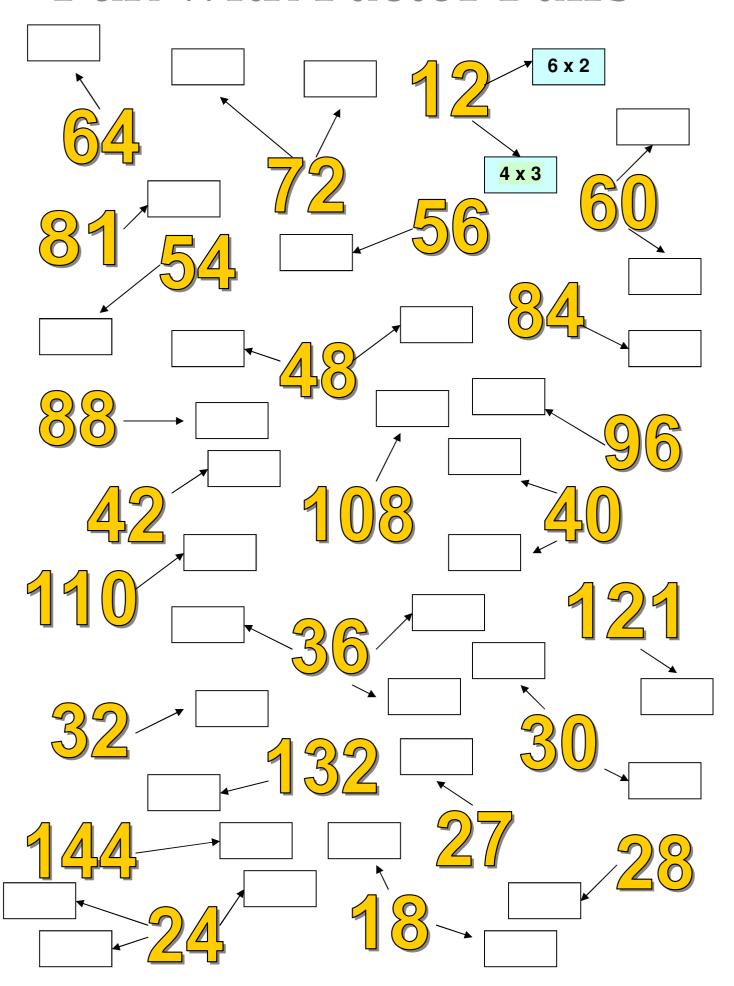
Scores

34 correct: Super Star 28-31 correct: Well Done

33 correct: Star 24-27 correct: OK but could be better 32 correct: Almost a Star

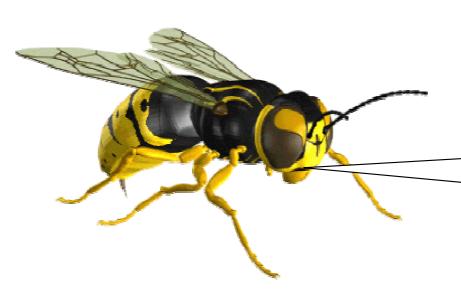
Below 24 correct: Need lots of practise

Fun with Factor Pairs





Tables Brew



They'll get a real buzz out of this one!

This is a fun times tables activity using all tables from 2 x 2 to 12 x 12 (except for 10s).

The first question has been done for you.

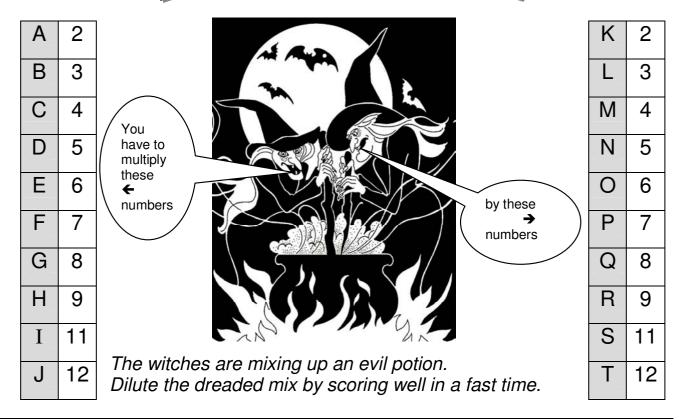
Example:

 $FR = 7 \times 9 = 63.$

Suggested Time Allowed

Test Description	Year Level							
All Tables. Products.	3 4 5 6 7 8/9							
100 questions.	40 min 36 min 32 min 28 min 24 min 20							

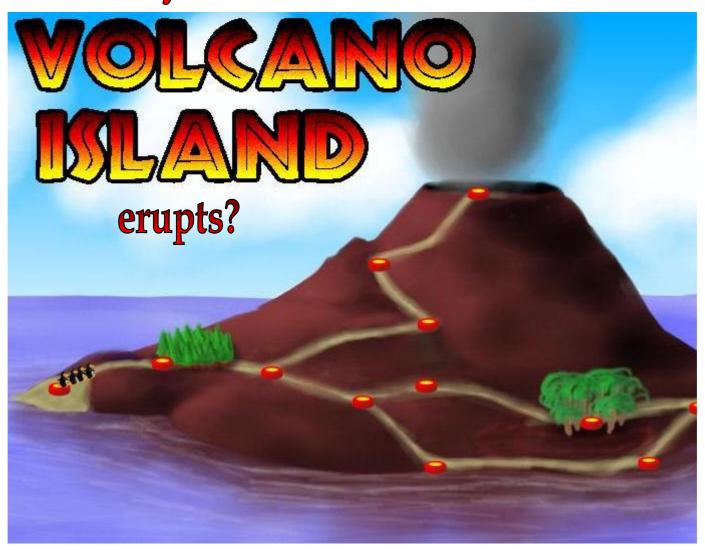
Tables Brew



FM 28	HK	DK	GQ	FT	AT	IO	GK	ВО	FP
CP	ВМ	HQ	AM	EK	BP	НО	FS	СТ	GN
IS	DO	IK	EP	GS	FN	EL	ΙΤ	EQ	AS
ES	CO	HN	FL	AP	CK	IM	НМ	DT	JM
GO	AK	DS	BL	GM	JP	BN	CN	JO	ВТ
IL	BQ	JL	EM	DL	HR	GP	AN	DR	IN
CQ	EN	СМ	IR	JR	JT	AO	HT	JN	DM
ET	JK	ER	HS	DN	GR	JS	BR	AR	FQ
FO	AQ	BS	CL	IP	AL	EO	JQ	CR	DP
CS	IQ	HL	DQ	HP	BK	FK	GT	GL	FR



How many minutes until

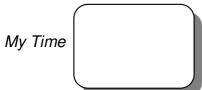


Complete the times tables.

Then subtract the smallest number in column B from the largest number in column A. The result will tell you how many minutes until Volcano Island erupts!

	Α		В	
8 x 5 =		7 x 5 =		My
3 x 5 =		12 x 5 =		
11 x 5 =		6 x 5 =		
5 x 5 =		4 x 5 =		N
9 x 5 =		2 x 5 =		

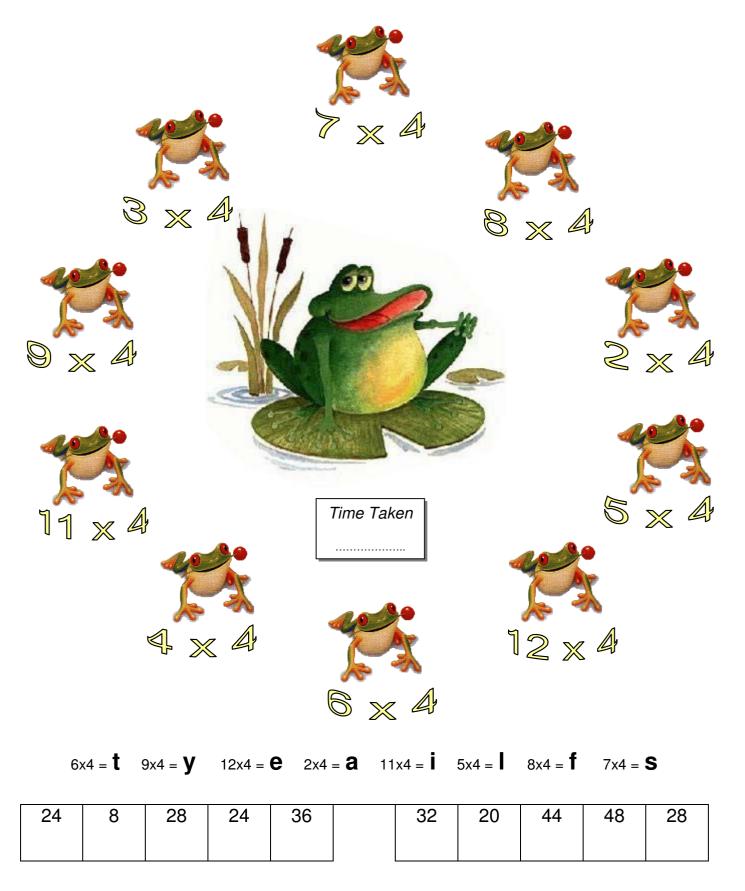




Subtract the second smallest number in column A from the second largest number in column B to find out how many survivors there will be.

stoggie Lunco

Write the answers above each frog. Then use the code below to find out what a frog likes for lunch.



Mix 'n Match

3, 4, 5

Draw lines to match the products and quotients with their solutions.

How fast can you go?

	1100	asi cari you go:		
<u>Column A</u> <i>Products</i>			Column B Products	
9 x 2	35		12 x 3	40
4 x 5	20		8 x 5	27
7 x 3	36		9 x 3	36
9 x 4	27		7 x 4	16
8 x 2	16		6 x 2	12
7 x 5	24	My Score	4 x 5	20
9 x 3	18	out of 32	11 x 3	28
6 x 4 Quotients	21		4 x 4 Quotients	33
24 ÷ 2	3		18 ÷ 2	11
55 ÷ 5	7		15 ÷ 5	2
27 ÷ 3	8		24 ÷ 3	4
12 ÷ 4	6	Total time	16 ÷ 4	5
14 ÷ 2	12	taken	10 ÷ 2	12
25 ÷ 5	5		60 ÷ 5	3





9

8

 $33 \div 3$

8 ÷ 4

11

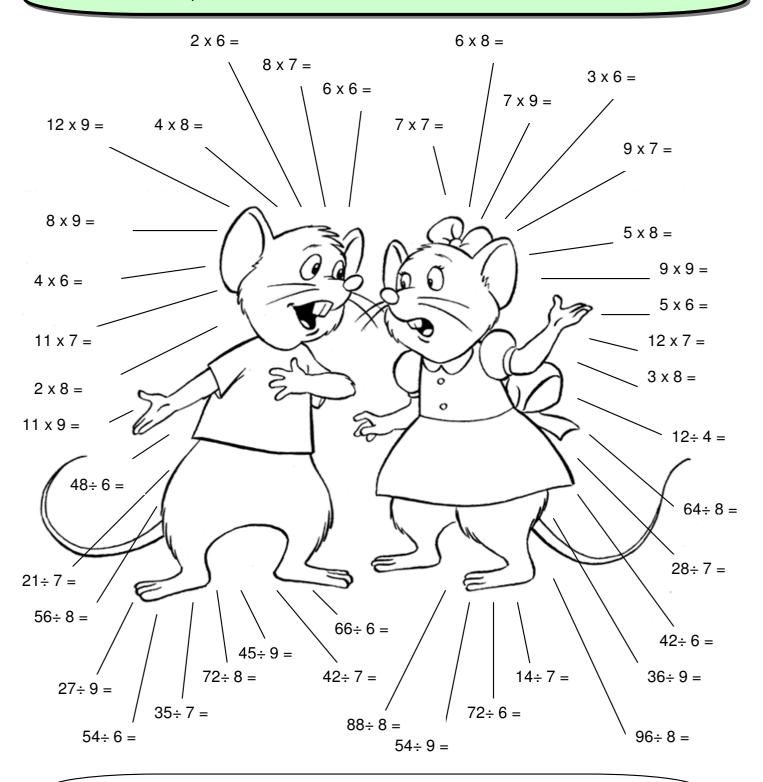
9

 $24 \div 3$

 $24 \div 4$

Cheesy Tables 6s, 7s, 8s, 9s

Marty Mouse and Matilda Mouse each think they have eaten the most grams of cheese over the past year. If $2 \times 6 = 12$ grams, $54 \div 9 = 6$ grams, etc, use a calculator to work out the sums of Marty and Matilda's products and quotients to see who is correct. Then answer the questions at the bottom.



......grams less.

This is a really cool way to learn the division facts!



- Copy the page for every child in the class.
- Class is divided into
 2-6 teams.
- Teacher calls out a division table,

eg
$$63 \div 9 = ?$$

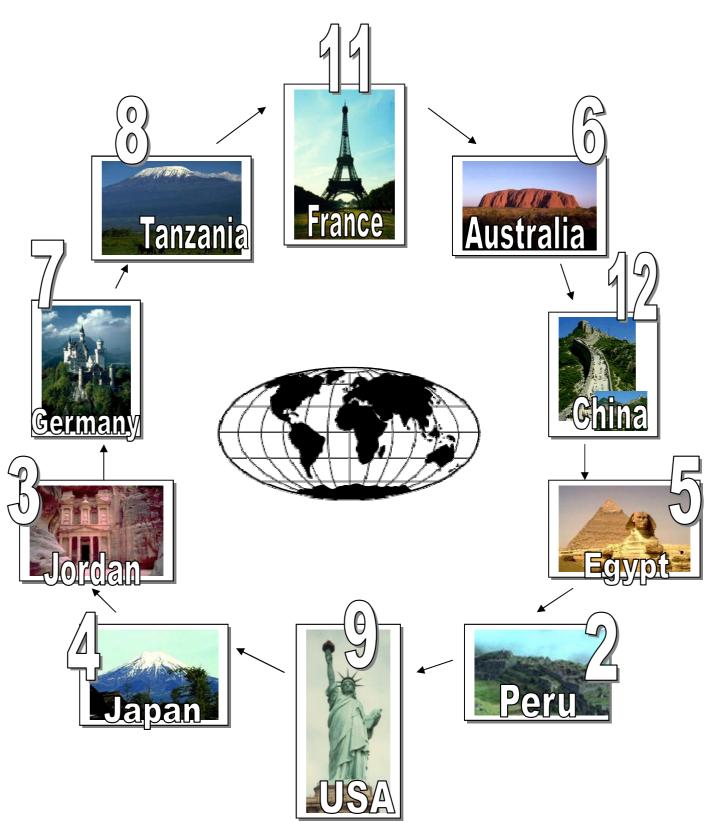
- The first student to call out the correct response (in this case, 'Germany') gets a point for their team.
- · Repeat with other divisions.

Students keep sheet for future use.

NB: 1s and 10s not included.

It's different. It's fun!

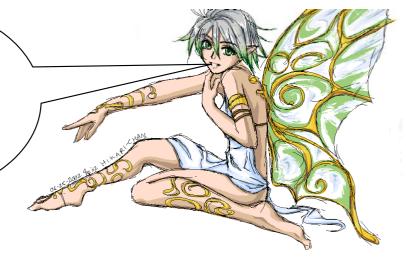
Tound the World Tables





stery Table

The best way to learn times tables?......... 10 minutes concentrated study per day.
Practise, revise, practise, revise, practise, revise......



This test may be used over and over again, each time to test a different times table (which can remain a mystery until just prior to testing).

At the teacher's direction the table to be tested is written in the speech bubble of the fairy at the bottom of the sheet.

Then, when the teacher says "Go" students quickly multiply that number by each of the fairies' numbers, writing their answers in the circles alongside.

Variation

Multiply each number on the left by each of the numbers on the right, eg 7×9 , 7×4 , 7×2 etc and then 5×9 , 5×4 , 5×2 etc.

This consists of 25 questions. These will need to be answered on a sheet of paper or in the student's maths pad/workbook.

Table Multiply by....

Pairing Up



This game is best played by the whole class together and can pit individuals against individuals, pairs against pairs or large groups against large groups.

Copy and laminate sheets. Alternatively, copy sheets and distribute (maybe two children can share a sheet).

- Teacher calls out a grid location eg C4.
- Students search for its match and the first to call out the correct match (in this case **C7**) gets a point.
- Teacher writes the matching pair on the blackboard/whiteboard and gets students to recite it eg $9 \times 5 = 45$.
- If sheets haven't been laminated, matching pairs may be coloured in (same colour as each other).
- Repeat.

NB: The teacher may call out a times problem *or* its answer.

In either case the students are able to find a match.

Pairing Up 5 x Tables

1	3 x 5	10	60 ÷ 5	6	15 ÷ 5
2	40	11	10 ÷ 5	20 ÷ 5	4
3	3	7	8	20	30 ÷ 5
4	35 ÷ 5	60	9 x 5	12 x 5	5 x 5
5	4 x 5	25	7 x 5	5	15
6	11 x 5	55 ÷ 5	2	25 ÷ 5	8 x 5
7	35	9	45	30	55
8	40 ÷ 5	12	6 x 5	2 x 5	45 ÷ 5
	A	B	C	D	E

Quick Matcs

Times

Two games in one!



To be sure.

This is a fun, simple game to play.

- Provide each child with the grid sheet.
- Divide the class into two or more teams.
- Teacher calls out a multiplication problem's grid location (eg G-7). Students try to find the corresponding product's grid location (C-12).
- The first person to call out the correct answer receives a point.

NB In some cases there is more than one correct answer.

Variation

extremely effective

Teacher calls out a product's grid location (C-12). Students try to find the corresponding multiplication problem's grid location (G-7).

Why is this so effective?

Because, in searching for the correct 'match' the student has to repeatedly 'test and reject' multiplication problems until the correct one is found. And as this 'test and reject' process needs to be done at speed it really gets the mathematical part of the brain working!

NB: In some cases there is more than one correct answer.

In both versions of this game it is important to discourage guessing as this can detract from the game.

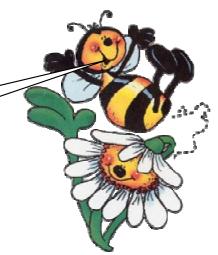
Consider penalising incorrect responses by subtracting a point each time.

Quick Match

1	11 x 2	7 x 6	12 x 3	72	18	16	12 x 12	24
2	7 x 11	18	4 x 7	4 x 3	77	6 x 9	36	4 x 8
3								
	7 x 9	12 x 6	45	3 x 11	5 x 6	84	84	96
4	35	12 x 8	2 x 12	32	24	20	9 x 3	8 x 11
5	7 x 8	14	3 x 3	22	56	36	72	5 x 7
6	30	5 x 4	55	8 x 3	2 x 6	66	2 x 7	28
7	7 x 7	7 x 12	4 x 12	6	11 x 8	3 x 9	11 x 12	36
8	72	24	3 x 8	16	11 x 4	48	12	4 x 6
9	11 x 9	7 x 3	40	60	56	2 x 8	99	8 x 7
10	144	9 x 6	12 x 11	5 x 11	8 x 12	18	9 x 4	33
11	9 x 7	32	12 x 2	12 x 9	21	54	8 x 6	8 x 8
12	27	6 x 3	132	88	9 x 2	11 x 3	9	88
13	12 x 4	9 x 12	2 x 3	44	6 x 12	21	8 x 4	24
14	3 x 6	11 x 6	44	5 x 8	22	5 x 9	4 x 9	96
15	64	5 x 3	72	121	3 x 12	54	48	42
16	6 x 11	108	42	132	7 x 4	48	14	11 x 11
17	81	7 x 2	24	63	5 x 12	12 x 7	8 x 2	27
18	33	48	6 x 7	3 x 7	66	12	36	9 x 9
19	4 x 4	2 x 9	28	15	8 x 9	4 x 11	6 x 8	24
20	9 x 11	12	6 x 4	18	49	108	9 x 8	2 x 11
21	16	36	6 x 2	11 x 7	6 x 6	77	99	63
	A	В	C	D	E	F	G	Н

Quick Matco

Times Tables? Fun? Who would have thought?



This is a fun, simple game to play.

- Provide each child with the grid sheet.
- · Divide the class into two or more teams.
- Teacher calls out a division problem's grid location (eg B-3). Students try to find the corresponding quotient's grid location (E-11).
 - The first person to call out the correct answer receives a point.

NB In all cases there is more than one correct answer.

Variation

extremely effective

Teacher calls out a quotient's grid location (eg E-11). Students try to find the corresponding division problem's grid location (B-3).

Why is this so effective?

Because, in searching for the correct 'match' the student has to repeatedly 'test and reject' division problems until the correct one is found. And as this 'test and reject' process needs to be done at speed it really gets those mathematical neurones working!

NB In all cases there is more than one correct answer.

In both versions of this game it is important to discourage guessing as this can detract from the game.

Consider penalising incorrect responses by subtracting a point each time.

Quick Match

1	22 ÷ 2	42 ÷ 6	36 ÷ 3	12	2	4	144 ÷ 12	5
2	77 ÷ 11	11	28 ÷ 7	12 ÷ 3	9	54 ÷ 9	9	32 ÷ 8
3	63 ÷ 9	72 ÷ 6	12	33 ÷ 11	30 ÷ 6	8	11	5
4	9	3	5	4	6	11	27 ÷ 3	88 ÷ 11
5	56 ÷ 8	2	9 ÷ 3	5	3	11	8	35 ÷ 7
6	3	20 ÷ 4	12	24 ÷ 2	12 ÷ 6	5	14 ÷ 7	11
7	49 ÷ 7	84 ÷ 12	48 ÷ 12	8	88 ÷ 8	27 ÷ 9	132 ÷ 12	8
8	7	4	24 ÷ 8	5	44 ÷ 4	9	8	24 ÷ 6
9	99 ÷ 9	63 ÷ 3	8	7	4	16 ÷ 8	9	56 ÷ 7
10	7	54 ÷ 6	132 ÷ 11	55 ÷ 11	96 ÷ 12	6	36 ÷ 4	12
11	63 ÷ 7	60 ÷ 5	56 ÷ 7	108 ÷ 9	12	12	48 ÷ 6	64 ÷ 8
12	6	18 ÷ 3	5	7	18 ÷ 2	33 ÷ 3	2	5
13	48 ÷ 4	108 ÷ 12	6 ÷ 3	7	72 ÷ 12	2	32 ÷ 4	12
14	18 ÷ 6	66 ÷ 6	7	40 ÷ 8	4	45 ÷ 9	36 ÷ 9	4
15	8	15 ÷ 3	7	11	36 ÷ 12	3	3	11
16	66 ÷ 11	3	4	72 ÷ 6	28 ÷ 4	12	7	121 ÷ 11
17	7	14 ÷ 2	9	9	60 ÷ 12	84 ÷ 7	16 ÷ 2	3
18	6	9	42 ÷ 7	21 ÷ 7	12	11	11	81 ÷ 9
19	16 ÷ 4	18 ÷ 9	6	6	72 ÷ 9	44 ÷ 11	48 ÷ 8	2
20	99 ÷ 11	6	24 ÷ 4	8	2	8	72 ÷ 8	22 ÷ 11
21	4	6	12 ÷ 2	77 ÷ 7	36 ÷ 6	6	9	4
	A	В	C	D	E	F	G	Н

Locate-a-Table



This fun game covers all times tables from 2×2 to 12×12 (but not the 10s).

It is very simple yet highly effective.

- Teacher calls a grid location, eg 'F-9'.
- The first student to call the correct answer (in this case 54) gets a point.

The game is most effective if played as a whole class, with each child having a copy of the grid sheet.

Class can be divided into two or more teams.

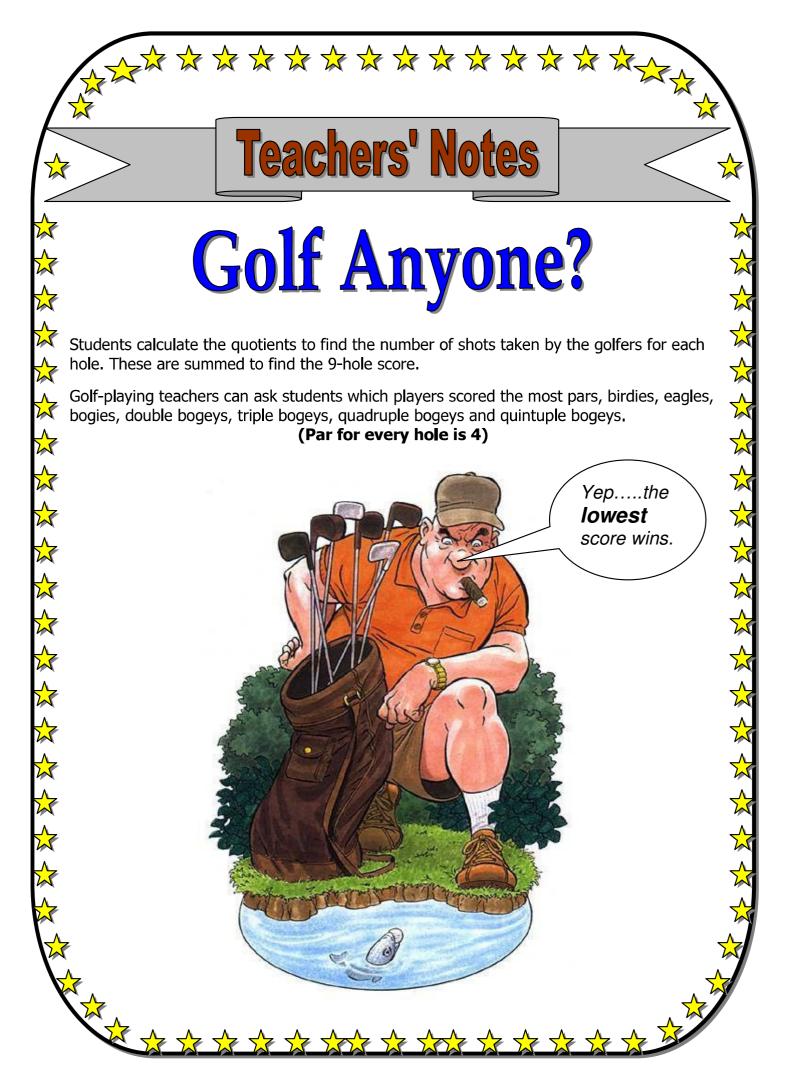
Variation

- Teacher calls a quotient, eg '32'.
- The first student to call the corresponding grid location (in this case A-3) gets a point.

NB In some cases there is more than one correct answer.

Locate-a-Table

	A	В	C	D	E	F	G	Н
13	8 x 9	6 x 3	9 x 11	2 x 5				
12	11 x 3	8 x 12	6 x 6	5 x 5	7 x 11	9 x 4	5 x 9	11 x 2
11	6 x 11	7 x 2	11 x 4	9 x 3	5 x 8	6 x 2	5 x 7	7 x 6
10	7 x 7	7 x 12	4 x 6	5 x 3	7 x 9	4 x 5	11 x 9	5 x 4
9	5 x 6	4 x 4	6 x 7	11 x 11	2 x 2	6 x 9	7 x 3	12 x 4
8	3 x 5	9 x 2	6 x 8	8 x 3	9 x 12	2 x 4	8 x 7	8 x 2
7	12 x 11	9 x 5	11 x 12	12 x 12	8 x 11	2 x 8	4 x 3	2 x 6
6	11 x 8	4 x 7	3 x 11	7 x 4	12 x 9	6 x 5	4 x 2	3 x 9
5	2 x 7	4 x 2	4 x 12	7 x 8	12 x 3	4 x 8	5 x 11	8 x 6
4	11 x 7	4 x 9	8 x 5	12 x 2	3 x 6	6 x 12	3 x 4	4 x 11
3	8 x 4	12 x 8	3 x 3	5 x 12	9 x 7	3 x 2	3 x 12	12 x 5
2	11 x 6	5 x 2	2 x 12	3 x 7	8 x 8	7 x 5	2 x 11	9 x 6
1	3 x 8	11 x 5	12 x 7	2 x 9	6 x 4	9 x 8	2 x 3	12 x 6



Golf Anyone?

Jimmy

Janice

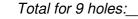


Hole	,	Sc	or	е
1	56	÷	7	=

$$3 24 \div 8 =$$

$$4 \quad 20 \div 5 =$$

9
$$21 \div 7 =$$





Hole Score
$$_1$$
 $16 \div 4 =$

$$28 \div 7 =$$

$$40 \div 8 =$$

Total for 9 holes:

Jane

Hole Score $16 \div 4 =$

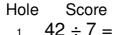
$$4 14 \div 7 =$$

$$6 \quad 32 \div 8 =$$

$$7 27 \div 9 =$$

Total for 9 holes:

Jerry



$$28 \div 7 =$$

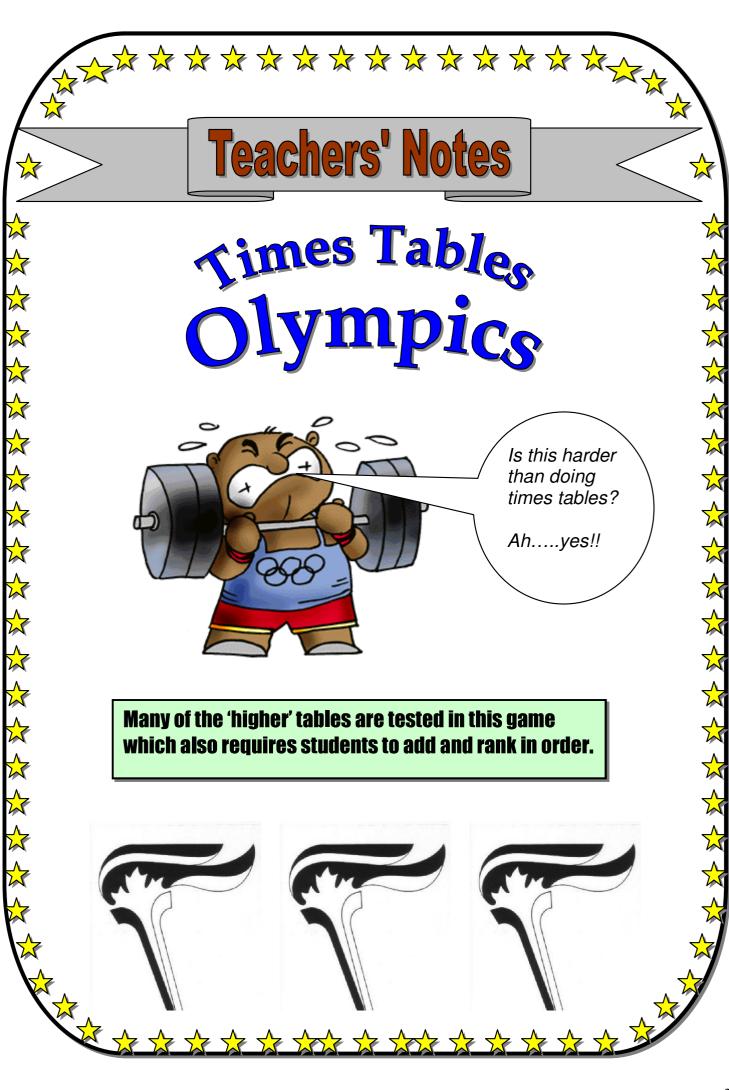
$$36 \div 9 =$$

$$6 \quad 72 \div 12 =$$

$$_{7}$$
 16 ÷ 8 =

Total for 9 holes:

- 1. Who won the Golf Tournament (in golf the lowest score wins)?
- 2. What was the winning score?
- 3. Who came last?
- 4. What was the highest score?





simes Tables Olympics



The final of the women's 400m track and field race has just been run. The times taken by each competitor are the sum of the quotients below (times are rounded to the nearest second).

Australia



 $27 \div 3 =$

 $63 \div 9 =$

 $77 \div 7 =$

 $132 \div 12 =$

 $144 \div 12 =$

Time taken:

Canada



 $45 \div 5 =$

54 ÷ 6 =

 $84 \div 7 =$

 $33 \div 3 =$

44 ÷ 4 =

Time taken:

New Zealand



 $45 \div 5 =$

 $72 \div 9 =$

 $84 \div 7 =$

 $27 \div 3 =$

 $44 \div 4 =$

Time taken:

China



132 ÷ 11 =

 $27 \div 3 =$

 $72 \div 6 =$

 $48 \div 4 =$

 $32 \div 4 =$

Time taken:



- Which nation gets the gold medal? Remember.....the winner is the runner with the fastest (lowest) time.
- Which nation gets the silver, and in what time?
- The bronze? (time?)
- Which two nations tied for 4th and what was their time?
- Which nation finishes last? What time did their athlete take?

Ireland



96 ÷ 12 =

 $110 \div 10 =$

 $54 \div 9 =$

 $60 \div 5 =$

121 ÷ 11 =

Time taken:

Germany



72 ÷ 8 =

 $108 \div 9 =$

 $99 \div 9 =$

 $44 \div 4 =$

 $55 \div 5 =$

Time taken:

USA



 $66 \div 6 =$

81 ÷ 9 =

 $36 \div 4 =$

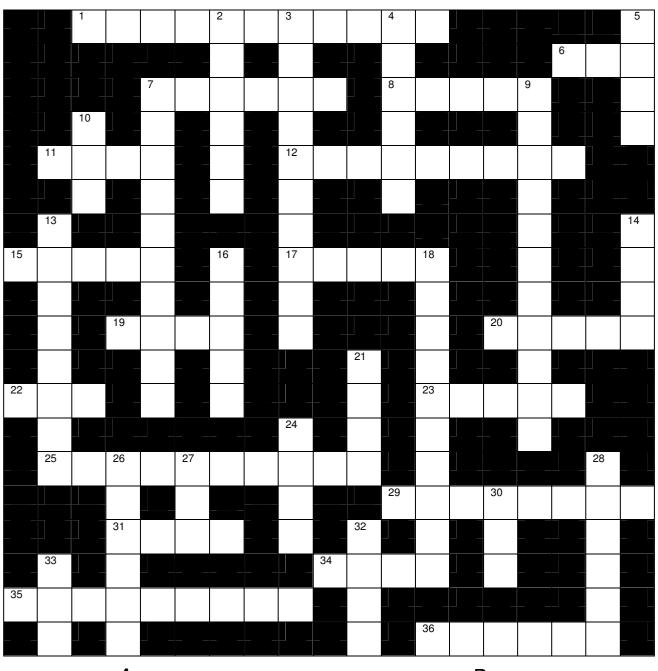
108 ÷ 9 =

88 ÷ 8 =

Time taken:

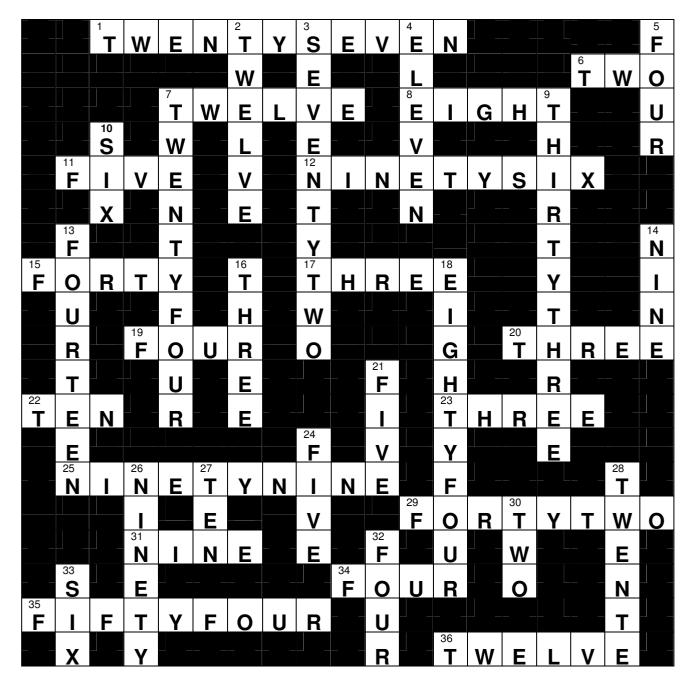
Times Tables Crossword

- Write answers in words -



<u>Across</u>	<u>Down</u>			
1 9 x 3 22 80 ÷ 8 6 24 ÷ 12 23 21 ÷ 7 7 60 ÷ 5 25 11 x 9 8 32 ÷ 4 29 6 x 7 11 45 ÷ 9 31 108 ÷ 12 12 12 x 8 34 24 ÷ 6 15 8 x 5 35 6 x 9 17 33 ÷ 11 36 60 ÷ 5 19 36 ÷ 9 20 24 ÷ 8	2 132 ÷ 11 18 12 x 7 3 9 x 8 21 35 ÷ 7 4 121 ÷ 11 24 40 ÷ 8 5 28 ÷ 7 26 10 x 9 7 8 x 3 27 110 ÷ 11 9 3 x 11 28 4 x 5 10 42 ÷ 7 30 22 ÷ 11 13 7 x 2 32 48 ÷ 12 14 63 ÷ 7 33 54 ÷ 9 16 36 ÷ 12			

Solution to Crossword



Race Around the Clocks

How fast can you multiply each number on a clock by each number on another clock?

Ready, set....





1x1	1x2	1x3	1x4	1x5	1x6	1x7	1x8	1x9	1x10	1x11	1x12
2x1	2x2	2x3	2x4	2x5	2x6	2x7	2x8	2x9	2x10	2x11	2x12
3x1	3x2	3x3	3x4	3x5	3x6	3x7	3x8	3x9	3x10	3x11	3x12
4x1	4x2	4x3	4x4	4x5	4x6	4x7	4x8	4x9	4x10	4x11	4x12
5x1	5x2	5x3	5x4	5x5	5x6	5x7	5x8	5x9	5x10	5x11	5x12
6x1	6x2	6x3	6x4	6x5	6x6	6x7	6x8	6x9	6x10	6x11	6x12
7x1	7x2	7x3	7x4	7x5	7x6	7x7	7x8	7x9	7x10	7x11	7x12
8x1	8x2	8x3	8x4	8x5	8x6	8x7	8x8	8x9	8x10	8x11	8x12
9x1	9x2	9x3	9x4	9x5	9x6	9x7	9x8	9x9	9x10	9x11	9x12
10x1	10x2	10x3	10x4	10x5	10x6	10x7	10x8	10x9	10x10	10x11	10x12
11x1	11x2	11x3	11x4	11x5	11x6	11x7	11x8	11x9	11x10	11x11	11x12
12x1	12x2	12x3	12x4	12x5	12x6	12x7	12x8	12x9	12x10	12x11	12x12

My Score

How do I Rate?

90%+ in more than 8 min 90%+ in 7 min – 8 min 90%+ in 6 min – 6 min 59 sec 90%+ in 5 min – 5 min 59 sec 90%+ in 4 min – 4 min 59 sec 95%+ in less than 3 min 59 sec 100% in 2 min 15 sec – 2 min 59 sec: 100% in under 2 min 15 sec: need to practise a lot need practice getting there not too bad pretty good commendable an excellent result outstanding My **Time**

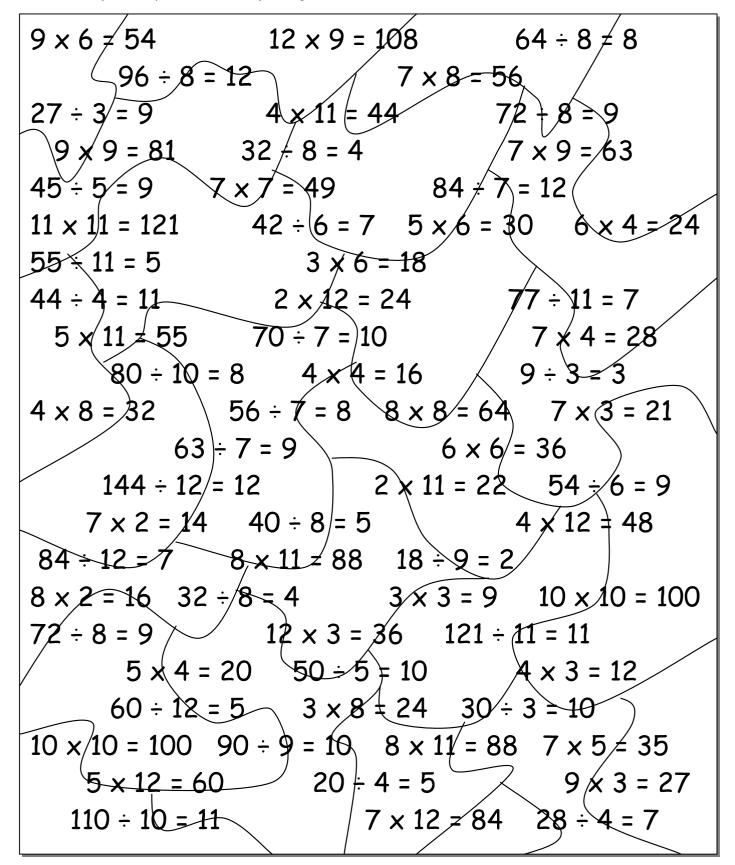
Jigsaw Super Challenge

A Home Project:

Parents can assist in making the puzzle, which can be returned to school for use in class. Who can make the best puzzle? Who (individual or group) can complete it in the fastest time?

Instructions:

- Colour the puzzle but only use one colour (this makes the puzzle more difficult!)
- Paste onto backing board, smoothing wrinkles from the centre out.
- Carefully cut out pieces...avoid frayed edges.



Teachers' Notes

Unicorn Jigsaw 1

2s and 5s



There's another Unicorn jigsaw in this book. It has the 'harder' tables as well as the 2s and 5s.

- · Photocopy the jigsaw.
- Colour the picture (suggest leaving times tables white or colouring them yellow).
- Paste onto backing board, smoothing wrinkles from the centre out.
- Carefully cut out pieces...avoid frayed edges.

Assembling the jigsaw may be given as a **Home Project.**

Parents can assist in making the puzzle, which can be returned to school for use in class.

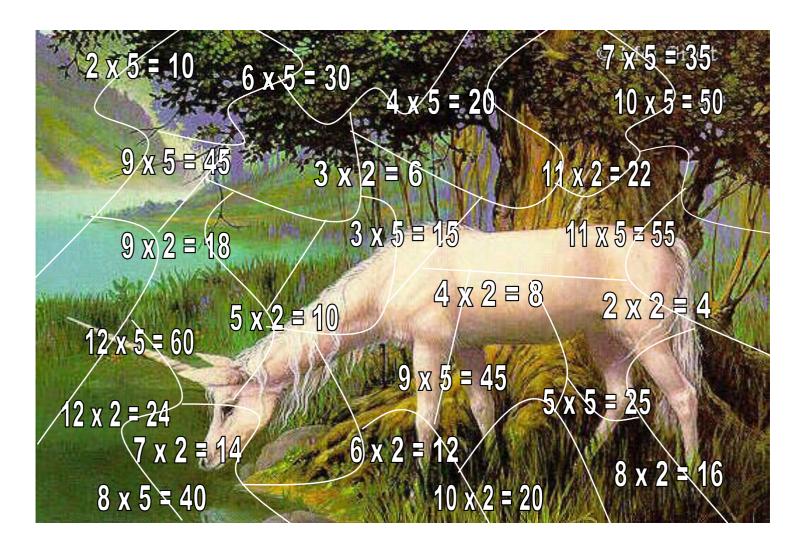
Who can make the best puzzle?

Who (individual or group) can complete it in the fastest time?

Unicorn Jigsaw 1

2s and 5s

See opposite page for instructions.



Teachers' Notes

Times Tables Golf

If the teacher has a rudimentary understanding of the scoring system in golf it would be useful.

Familiarisation of the complex scoring system for this game (see below) is necessary prior to the test.

Students are timed and the first ten to finish need their times called out (they write their time on their paper).

The par for this course is 72.

How many of your class can get around the course in par or less? (Minimum score possible = 64; maximum possible = 144)

Each correct answer = 1 shot Each incorrect or no-answer = 2 shots

Deduct one shot for any **5-par hole** where all answers are correct (=birdie).

Deduct one shot if there are no errors in holes 1-9.

Deduct one shot if there are no errors in holes 10-18.

Deduct three shots if you're the fastest finisher with no errors.

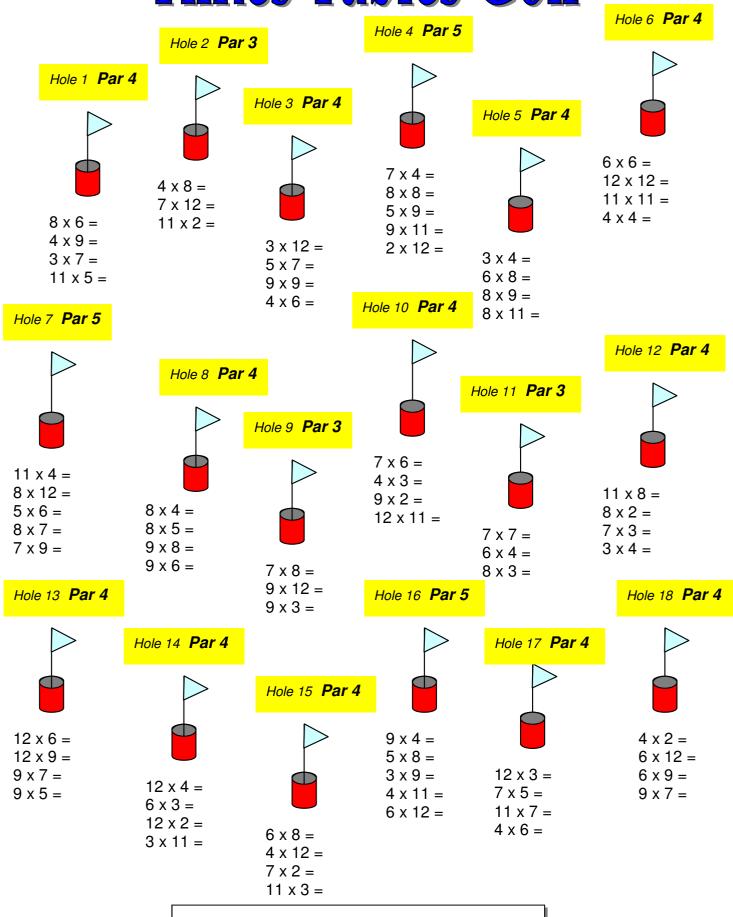
Deduct two shots if you're the second fastest finisher with no errors.

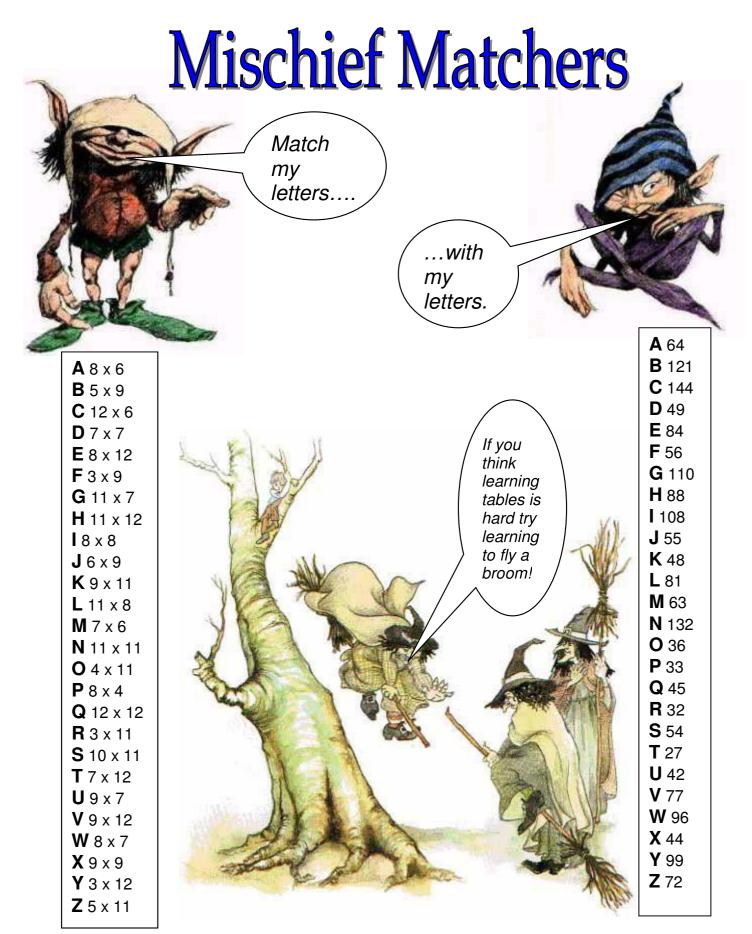
Deduct one shot if you're the third fastest finisher with no errors.

Remember....in golf the <u>lowest</u> score wins!



Times Tables Golf





Write your answers here, left to right: the first two have been done for you.

צ	,	 o mot tiro i	
AK	BQ		

x 12 Tables Trick

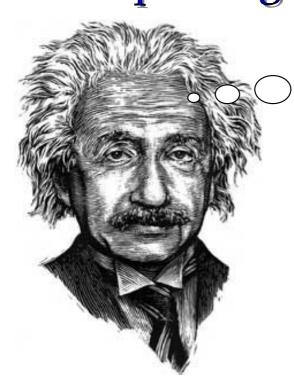
```
0 \times 12 = 00 '0-digit' and 'double 0-digit'
1 x 12 = 12 '1-digit' and 'double 1-digit'
2 \times 12 = 24 '2-digit' and 'double 2-digit'
3 \times 12 = 36 '3-digit' and 'double 3-digit'
4 \times 12 = 48 '4-digit' and 'double 4-digit'
5 \times 12 = 60 '5+1-digit' and 'double 0-digit'
6 \times 12 = 72 '5+2-digit' and 'double 1-digit'
7 \times 12 = 84 '5+3-digit' and 'double 2-digit'
8 \times 12 = 96 '5+4-digit' and 'double 3-digit'
9 \times 12 = 108 '5+5-digits' and 'double 4-digit'
                  '10+2-digits' and 'double 0-digit'
10 \times 12 = 120
11 \times 12 = 132
                  '10+3-digits' and 'double 1-digit'
                  '10+4-digits' and 'double 2-digit'
12 \times 12 = 144
```



Teachers' Notes

Citanic Tables Tournamen

for Super Brighties



Hmm, what if I hadn't have known my times tables!?

Depending on the mathematical ability and knowledge of your group this should appeal to and challenge the real 'brighties' in your class.

As preparation it would be good to read each question before presenting the sheet to the children. You will probably want to revise one or two concepts with the class before setting them to work.

Then ask children to read the questions to themselves and allow a question time where explanations can be given.

Allow working-out paper.

NB: The number 1 is neither prime nor composite.

Suggested Time Allowed

Test Description	Year Level					
Advanced concepts.	3	4	5	6	7	8/9
Multi-operational. 30 questions.	N/A	N/A	10 mins	9 mins	8 mins	7 mins

Citanic Tables Tournament for Super Brighties

		1		
Multiply the 1 st prime number by the 2 nd multiple of six.	Multiply the 2 nd composite number by the 4 th prime number.	3 Divide the 7 th multiple of 6 by 7.	Divide the 6 th multiple of 12 by the square of 3.	Divide the 3 rd multiple of 8 by the square root of 16.
Divide the 12 th multiple of 2 by the 4 th multiple of 3.	Multiply the fifth prime number by the sixth multiple of two.	8 Divide the 6 th multiple of 9 by the square root of 36.	9 Multiply the square root of 81 by the square root of 144.	Square the only prime number between 7 and 13.
11 What is the product of the only prime numbers between 6 and 12?	12 Divide the product of 4 and 9 by 12.	13 Square the quotient of 54 and 6.	14 Divide the quotient of 48 and 4 by the quotient of 12 and 1.	Multiply the square of 3 by the square root of 144.
16 Divide the square of the quotient of 84 and 12 by the square of 7.	17 What is the square root of the product of 3 squared and 2 squared?	18 Divide the 9 th multiple of 8 by the quotient of 108 and 9.	19 Square the square root of 36 ÷ 4.	Multiply the quotient of 96 and 12 by the quotient of 84 and 7.
Divide the 7 th multiple of the square root of 64 by half of 4 squared.	Divide the 11 th multiple of 12 by the 12 th multiple of 11.	Multiply the square root of 36 by the square root of 64 and then divide that answer by 4.	24 Halve the product of the square root of 81 and the square of 1.	What is the square of double the quotient of 24 and 4?
26 What is the square root of the 8 th multiple of 2 divided by the 1 st multiple of 4?	27 Square the 3 rd multiple of the first composite number.	What is the square root of the 11 th multiple of 11?	What is the square root of the 9 th multiple of 9 divided by itself?	Divide the quotient of 63 and 7 by half the 3 rd multiple of 6.

Time

Score



Times International

A <u>teacher-directed</u> test.

- Copy the sheet opposite and distribute....one per student.
- Teacher calls out 'Tangerine Portugal".
- Students quickly count letters in *tangerine*, multiply that number by the letters in *Portugal*, and record their answer in the box. Allow a reasonable time for counting and computing.
- Repeat the steps above with the next Times Table problem..... Blue New Zealand'.
- · Repeat until test is completed.

NB: Teachers may give this test again later in the term.

Alternatively they can devise a test based on their own colour-country combinations.

The Test (first two letters of colour followed by first two letters of country)

1	2	3	4	5	6	7	8	9	10
ta PO	bl NZ	bu NE	gr LA	gr PO	cr TU	re CA	mi NZ	aqLA	gr CA
11	12	13	14	15	16	17	18	19	20
bu NI	gr TU	re US	cr NI	bl AU	mi CA	aq CA	bl TU	ye TU	bu CH
21	22	23	24	25	26	27	28	29	30
bl US	aq US	gr CH	re TU	bu CA	mi UK	ye AU	aq AU	ye PO	cr PO
31	32	33	34	35	36	37	38	39	40
gr UK	cr UK	re LA	ta NE	ye NI	mi TU	ta UK	re NI	bl UK	bu AU
41	42	43	44	45	⁴⁶	47	48	49	50
bl NE	cr CH	gr NI	re CH	mi NE	ye CH	bu LA	mi LA	cr NZ	ta CA

Answers

¹ 72	40	3 88	⁴ 20	5 40	6 84	7 18	8 110	9 40	10 30
11	12	13	14	15	16	17	18	19	20
56	60	9	49	36	66	60	48	72	40
²¹	22	23	24	25	26	27	28	29	30
12	30	25	36	48	22	54	90	48	56
31	32	33	34	35	³⁶ 132	37	38	39	40
10	14	12	99	42		18	21	8	72
41	42	43	44	45	⁴⁶	47	48	49	50
44	35	35	15	121	30	32	44	70	54

This is a multi-skill activity for busy brains. It tests listening skills, requires the children to concentrate as they count at speed, and, finally, compute a times table problem.

Times International

Australia	Chile	Turkmenistan	UK
* * *	*	(; ·;)	
Nigeria	USA	Canada	Netherlands
New Zealand	Laos	Portugal	
*			

crimson green burgundy red

y tangerine aquamarine misty-silver

blue yellow

My Answers

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50

Teachers' Notes

Propellor Power v Horse Power v Broom Power

We can juggle anything.



Yep....except for numbers that is. We leave that to school kids.

Divide the class into three equal-ability teams with the names Propellers. Horses and Brooms.

As soon as a student has answered all 30 questions he/she calls out the name of their team (either 'Propeller's, 'Horses' or 'Brooms').

When 10 students have called out the name of a team the teacher calls "Stop", even though others in the class haven't yet finished.

Students swap tests for marking....

Propellers give their tests to Horses who give theirs to Brooms who give theirs to Propellers (during swapping have teams stand up, one team at a time, to identify themselves).

Teacher calls out answers for marking.

Tests are exchanged back.

The team with most students who score 20 or more correct wins.

The game can be played another time with students in different teams.

Propellers v Horses v Brooms







$$_{1)}$$
 6 x 8 ÷ 12 =

$$_{2)}$$
 108 ÷ 9 x 12 =

$$_{3)}$$
 12 x 5 ÷ 6 =

4)
$$121 \div 11 \times 8 =$$

$$_{5)}$$
 2 x 9 ÷ 6 =

$$6)$$
 88 \div 11 x 4 =

$$_{7)}$$
 5 x 12 ÷ 10 =

$$_{8)}$$
 28 ÷ 4 x 6 =

9)
$$8 \times 3 \div 12 =$$

$$_{10)}$$
 4 x 9 ÷ 3 =

$$_{12)} 9 \times 8 \div 6 =$$

$$_{13)}$$
 144 ÷ 12 x 3 =

$$_{14)}$$
 4 x 12 ÷ 8 =

$$_{15)}$$
 56 ÷ 7 x 11 =

$$_{16)}$$
 7 x 6 ÷ 6 =

18)
$$9 \times 4 \div 6 =$$

$$_{20)}$$
 2 x 4 ÷ 8 =

$$_{24)}$$
 77 ÷ 11 x 9 =

$$_{29)}$$
 4 x 4 ÷ 2 =

$$_{30)}$$
 4 x 9 ÷ 6 =

Score



$$_{3)}$$
 9 x 4 ÷ 12 =

4)
$$144 \div 12 \times 3 =$$

$$_{5)}$$
 4 x 12 ÷ 8 =

$$_{6)}$$
 56 ÷ 7 x 11 =

$$_{7)}$$
 7 x 6 ÷ 6 =

$$_{8)}$$
 21 ÷ 7 x 12 =

$$9)$$
 9 x 4 ÷ 6 =

$$_{10)}$$
 12 x 8 ÷ 12 =

$$_{11)} 2 \times 4 \div 8 =$$

$$_{12)}$$
 12 x 5 ÷ 12 =

$$_{13)}$$
 121 ÷ 11 x 8 =

$$_{14)} 2 \times 9 \div 6 =$$

15)
$$88 \div 11 \times 4 =$$

$$_{16)}$$
 5 x 12 ÷ 10 =

$$_{17)}$$
 28 ÷ 4 x 6 =

18)
$$8 \times 3 \div 12 =$$

$$_{19)} 4 \times 9 \div 3 =$$

$$_{20)}$$
 3 x 12 ÷ 6 =

$$_{21)}$$
 9 x 8 ÷ 6 =

$$_{23)}$$
 3 x 12 ÷ 4 =

$$_{24)}$$
 77 ÷ 11 x 9 =

$$_{25)} 6 \times 12 \div 8 =$$

$$_{26)}$$
 18 ÷ 2 x 9 =

$$_{27)}$$
 10 x 3 ÷ 5 =

$$_{28)}$$
 2 x 12 ÷ 6 =

$$_{29)}$$
 4 x 4 ÷ 2 =

$$_{30)}$$
 4 x 9 ÷ 6 =

Score

$$_{1)} 6 \times 10 \div 5 =$$

$$_{2)}$$
 72 ÷ 8 x 6 =

$$_{3)}$$
 3 x 10 \div 6 =

4)
$$132 \div 11 \times 10 =$$

$$_{5)}$$
 3 x 12 ÷ 4 =

$$_{6)}$$
 77 ÷ 11 x 9 =

9)
$$10 \div 2 \times 5 =$$

$$_{12}$$
 4 x 9 ÷ 6 =

$$_{14)}$$
 12 x 5 ÷ 6 =

$$_{16)} 2 \times 9 \div 6 =$$

18)
$$5 \times 12 \div 10 =$$

$$_{20)}$$
 8 x 3 ÷ 12 =

$$_{21)}$$
 4 x 9 ÷ 3 =

$$_{22)}96 \div 12 \times 9 =$$

$$_{23)}$$
 9 x 4 ÷ 12 =

$$_{24)}$$
 144 ÷ 12 x 3 =

$$_{26)}$$
 56 ÷ 7 x 11 =

$$_{27)}$$
 7 x 6 ÷ 6 =

$$_{28)}$$
 21 ÷ 7 x 12 =

$$_{29)} 9 \times 4 \div 6 =$$

$$_{30)}$$
 12 x 8 ÷ 12 =

Score

Who Discovered the Jungle Pond?

x2 x3 x4

Can you guess which of these animals discovered the pond? To find out, complete the Tables and then use the code below.

K	I	D	M	N
7 x 3 =	2 x 2 =	$4 \times 4 =$	9 x 2 =	12 x 3 =
D	0	С	Α	Н
8 x 2 =	11 x 3 =	5 x 3 =	$7 \times 2 =$	11 x 2 =
N	F	J	L	M
9 x 4 =	$5 \times 4 =$	11 x 4 =	$3 \times 2 =$	$6 \times 3 =$



Р	Р	В	G	Z
3 x 4 =	6 x 2 =	12 x 2 =	3 x 3 =	5 x 2 =
В	Р	В	Т	Q
8 x 3 =	4 x 3 =	$6 \times 4 =$	9 x 3 =	$2 \times 4 =$
R	S	Q	L	. Е
8 x 4 =	12 x 4 =	$4 \times 2 =$	2 x 3 =	$7 \times 4 =$
27-22-28	10-28-24-32-14	33-36	27-22-28 32	2-4-9-22-27

Magic Mermaids













- 1) Which mermaid has five numbers that divide evenly into 12?
- 2) Which mermaid has two numbers that divide evenly into 35?
- 3) Which mermaid has two numbers whose product is 132?
- 4) Which mermaid has two numbers whose product is 63?
- 5) Which two mermaids have two numbers whose product is 54?
- 6) Which three mermaids have two numbers whose product is 96?
- 7) Which mermaid has two numbers whose product is 110?
- 8) Which two mermaids have two numbers whose product is 42?
- 9) Which mermaid has two numbers whose product is 45?
- 10) Which mermaid has all numbers that divide evenly into 24?

Teachers' Notes

Unicorn Jigsaw 2

Mixed Tables

In my day they tanned yer hide if you didn't know yer tables.
Now they give ya jigsaws to help ya learn 'em.
Ah well, that's progress ah s'pose.



- Photocopy the jigsaw.
- Colour the picture (suggest leaving times tables white or colouring them yellow).
- Paste them onto backing board, smoothing out wrinkles from the centre out.
- Carefully cut out pieces....avoid frayed edges.

Assembling of the jigsaw may be given as a Home Project. Parents can assist in making the puzzle, which can be returned to school for use in class.

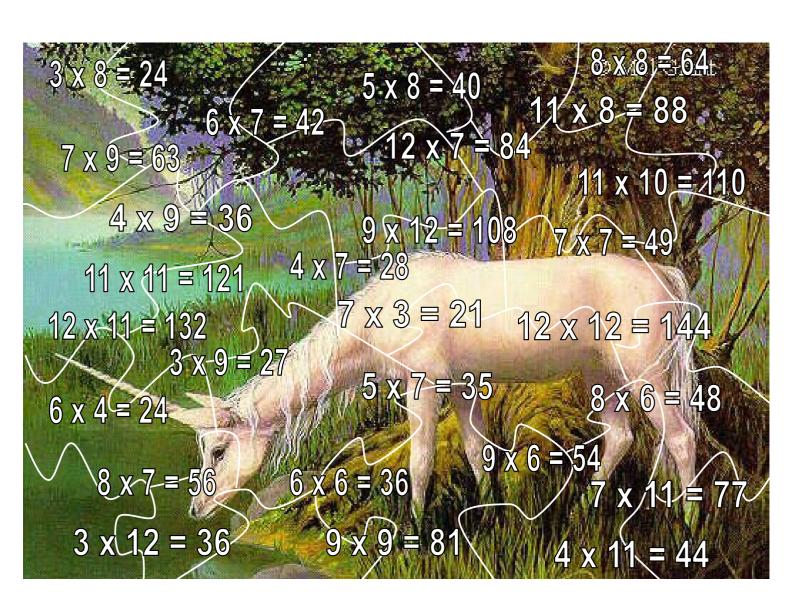
Who can make the best puzzle?

Who (individual or group) can complete it in the fastest time?

Unicorn Jigsaw 2

Mixed Tables

See opposite page for instructions.



Two Clever Tricks

1st Trick 9 times tables......just add the digits!

	Add the digits	Last digit of sum	Basic facts	Answer
2 x 9	2 + 9 = 11	1	9 = 1+ 8	18
3 x 9	3 + 9 = 12	2	9 = 2+ 7	27
4 x 9	4 + 9 = 13	3	9 = 3+ 6	36
5 x 9	5 + 9 = 14	4	9 = 4+ 5	45
6 x 9	6 + 9 = 15	5	9 = 5+ 4	54
7 x 9	7 + 9 = 16	6	9 = 6+ 3	63
8 x 9	8 + 9 = 17	7	9 = 7+ 2	72
9 x 9	9 + 9 = 18	8	9 = 8+ 1	81
10 x 9	10 + 9 = 19	9	9 = 9+ 0	90

2nd Trick Did you know that you can use 2s, 5s and 10s to work out any times table problem up to 12 x 12?

Example: 8 x 7

$$8 = 10-2$$
 and $7 = 5+2$
So $8 \times 7 = (10-2) \times (5+2)$







Now, times the first number in bracket A by the first number in bracket B

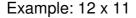
Next, times the first number in bracket A by the second number in bracket B 10 x 2 = **20**

Next, times the second number in bracket A by the first number in bracket B $-2 \times 5 = -10$

Next, times the second number in bracket A by the second number in bracket B $-2 \times 2 = -4$

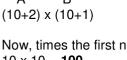
Collect all four products and add them together

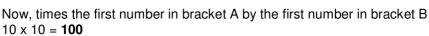
$$50 + 20 - 10 - 4 = 56$$



$$12 = 10+2$$
 and $11 = 10+1$
So $12 \times 11 = (10+2) \times (10+1)$







Next, times the first number in bracket A by the second number in bracket B $10 \times 1 = 10$

Next, times the second number in bracket A by the first number in bracket B $2 \times 10 = 20$

Next, times the second number in bracket A by the second number in bracket B

Collect all four products and add them together

$$100 + 10 + 20 + 2 = 132$$

Try these using the brackets method: Hint: Use 10s and 5s and never add or subtract more than 2.

1) 8 x 9

2) 3 x 11

3) 6 x 12

4) 9 x 4



A game to practise Times Tables.

- Covers all tables from 2 x 2 to 12 x 12



Small Group

5 players per game.

Materials needed: 4 dice

Two teams, each with two players.

- Player 1 of Team 1 throws two dice and Player 1 of Team 2 does the same. See example above.
- Player 2 of Team 1 and player 2 of Team 2 try to say the answer (i.e. the numbers' product) before the other.
- Roles are then reversed for the next throw.
- Player 5 is the arbiter and scorer.

Whole Class

Class is divided into two teams.

Materials needed: 4 dice

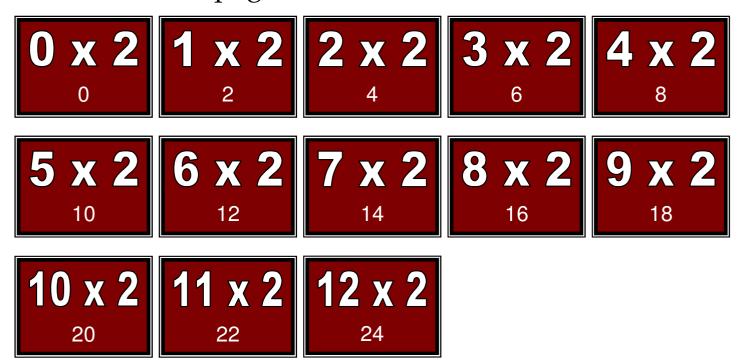
Four children (two dice throwers, a caller and a scorer) go to front of classroom.....

- A member of each team throws the dice on the floor, as above.
- · A 'caller' calls out the question, eg "Twelve times seven."
- Any of the seated children may call out the answer.
- A scorer keeps the teams' scores on the blackboard.

Dice throwers can be changed after each throw.

x 2 Practice Tiles

Paste this page onto board and cut out the tiles.



Carry them with you and practise whenever you can.

x 3 Practice Tiles

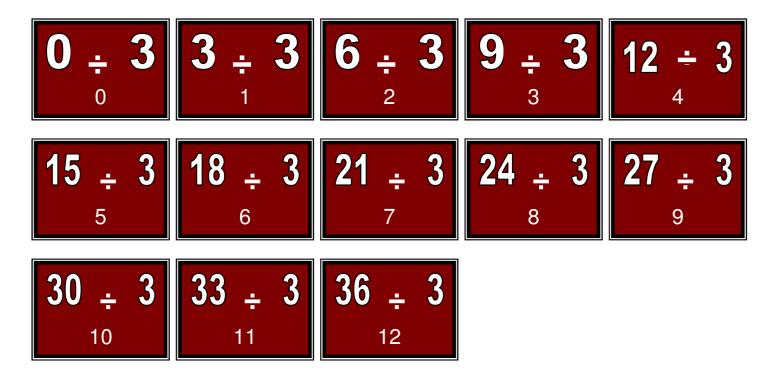
Paste this page onto board and cut out the tiles.

 0 x 3 0 0
 1 x 3 0 0
 2 x 3 0 0
 3 x 3 0 0
 4 x 3 0 0

 5 x 3 15 18
 6 x 3 0 0
 7 x 3 0 0
 8 x 3 0 0
 9 x 3 0 0

 10 x 3 0 0
 11 x 3 0 0
 12 x 3 0
 36 0

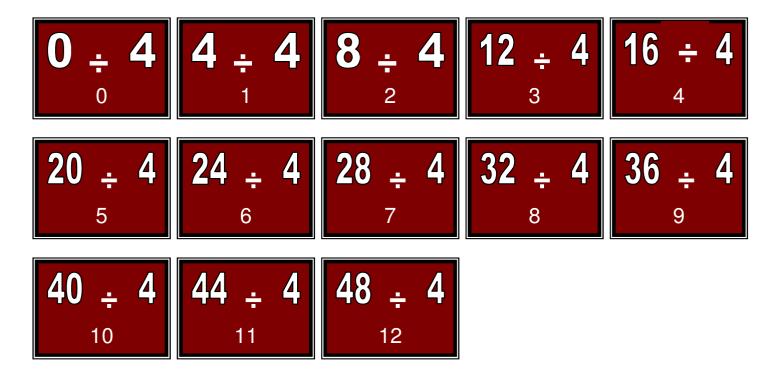
Carry them with you and practise whenever you can.



x 4 Practice Tiles

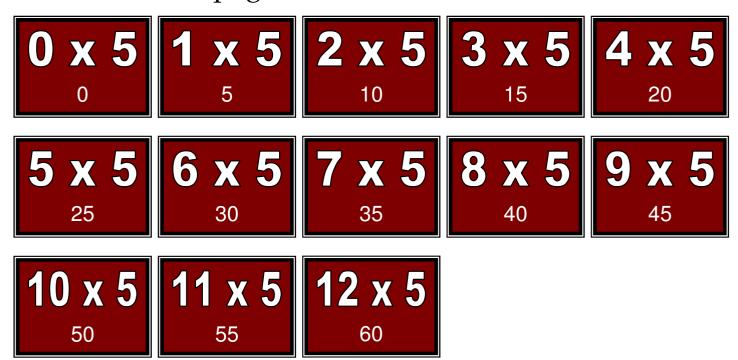
Paste this page onto board and cut out the tiles.

Carry them with you and practise whenever you can.



x 5 Practice Tiles

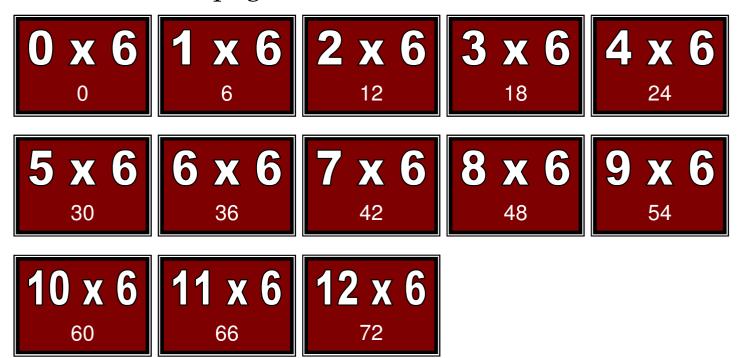
Paste this page onto board and cut out the tiles.



Carry them with you and practise whenever you can.

x 6 Practice Tiles

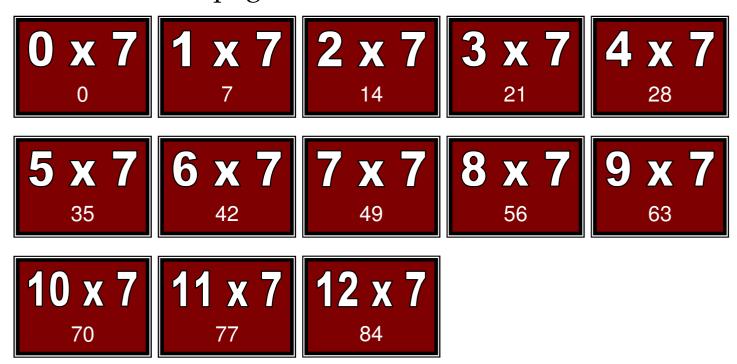
Paste this page onto board and cut out the tiles.



Carry them with you and practise whenever you can.

x 7 Practice Tiles

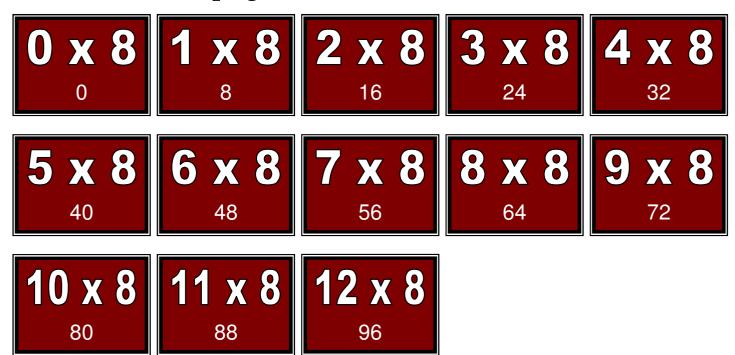
Paste this page onto board and cut out the tiles.



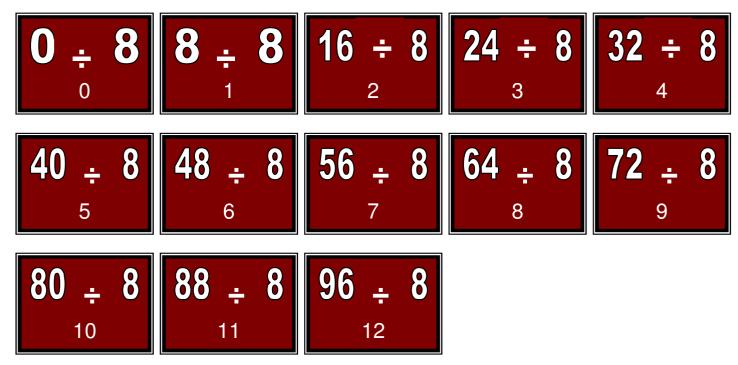
Carry them with you and practise whenever you can.

x 8 Practice Tiles

Paste this page onto board and cut out the tiles.

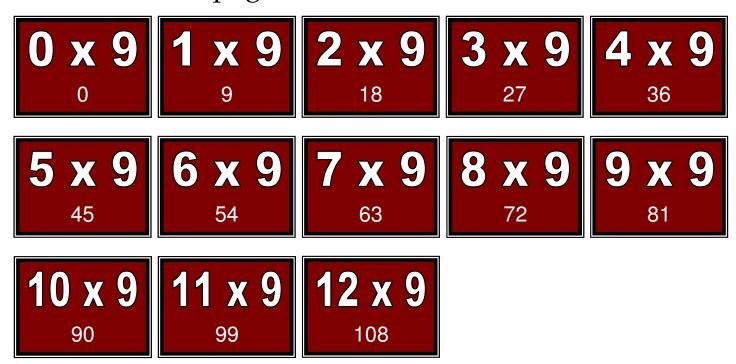


Carry them with you and practise whenever you can.



x 9 Practice Tiles

Paste this page onto board and cut out the tiles.



Carry them with you and practise whenever you can.

x 10 Practice Tiles

Paste this page onto board and cut out the tiles.

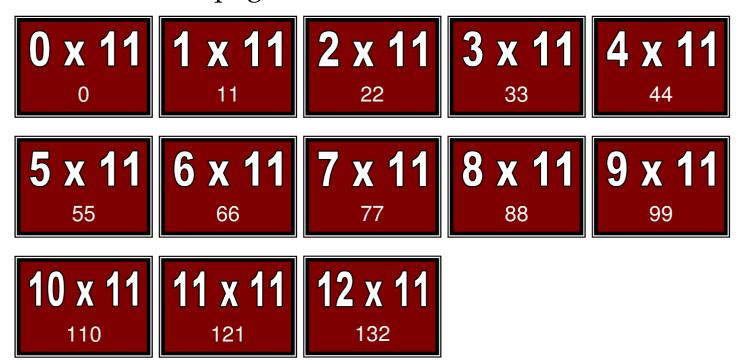
 $\begin{bmatrix} 0 & x & 10 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} 1 & x & 10 \\ 10 & 10 \end{bmatrix} \begin{bmatrix} 2 & x & 10 \\ 20 & 30 \end{bmatrix} \begin{bmatrix} 3 & x & 10 \\ 40 & 40 \end{bmatrix}$ $\begin{bmatrix} 5 & x & 10 \\ 50 & 60 \end{bmatrix} \begin{bmatrix} 6 & x & 10 \\ 60 & 70 \end{bmatrix} \begin{bmatrix} 7 & x & 10 \\ 70 & 80 \end{bmatrix} \begin{bmatrix} 9 & x & 10 \\ 90 & 90 \end{bmatrix}$ $\begin{bmatrix} 10 & x & 10 \\ 100 & 110 \end{bmatrix} \begin{bmatrix} 12 & x & 10 \\ 120 & 120 \end{bmatrix}$

Carry them with you and practise whenever you can.

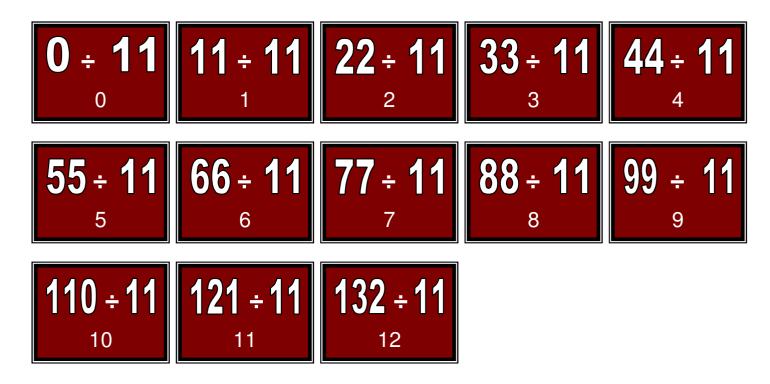
Have a family member or friend hold up a tile, covering the answer with their thumb. Can you give the correct answer?

x 11 Practice Tiles

Paste this page onto board and cut out the tiles.



Carry them with you and practise whenever you can.



x 12 Practice Tiles

Paste this page onto board and cut out the tiles.

Carry them with you and practise whenever you can.

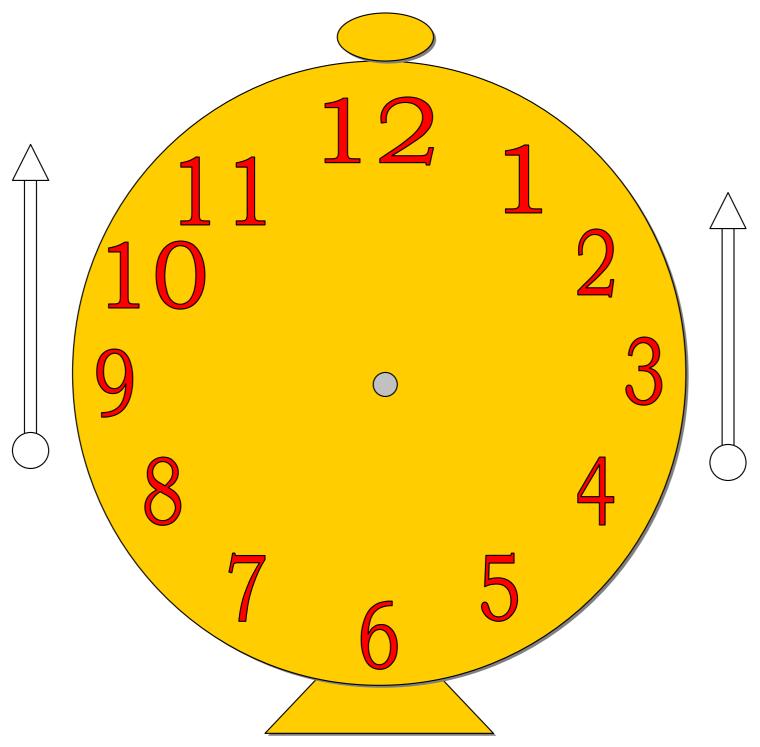
Have a family member or friend hold up a tile, covering the answer with their thumb. Can you give the correct answer?

 $\begin{bmatrix} 0 \div 12 \\ 0 \end{bmatrix} \begin{bmatrix} 12 \div 12 \\ 1 \end{bmatrix} \begin{bmatrix} 24 \div 12 \\ 2 \end{bmatrix} \begin{bmatrix} 36 \div 12 \\ 3 \end{bmatrix} \begin{bmatrix} 48 \div 12 \\ 4 \end{bmatrix}$ $\begin{bmatrix} 60 \div 12 \\ 5 \end{bmatrix} \begin{bmatrix} 72 \div 12 \\ 6 \end{bmatrix} \begin{bmatrix} 84 \div 12 \\ 7 \end{bmatrix} \begin{bmatrix} 96 \div 12 \\ 8 \end{bmatrix} \begin{bmatrix} 108 \div 12 \\ 9 \end{bmatrix}$ $\begin{bmatrix} 120 \div 12 \\ 10 \end{bmatrix} \begin{bmatrix} 132 \div 12 \\ 11 \end{bmatrix} \begin{bmatrix} 144 \div 12 \\ 12 \end{bmatrix}$

Rock around the Clock

A game for 3 players

- Covers all tables from 2 x 2 to 12 x 12



Instructions:

Cut out clock and hands. Affix to board (optional).

Player 1 and Player 2 try to answer the times table set by the 'Moderator' who places the two hands of the clock in different positions. (players look away as moderator sets hands in position before saying, "Ready") For example $3.45 = 9 \times 4$ 12 o'clock = 12×12 6.10 = 6×2 .

A correct answer scores one point.

Note: Hands on the clock must be pointing directly at numbers.

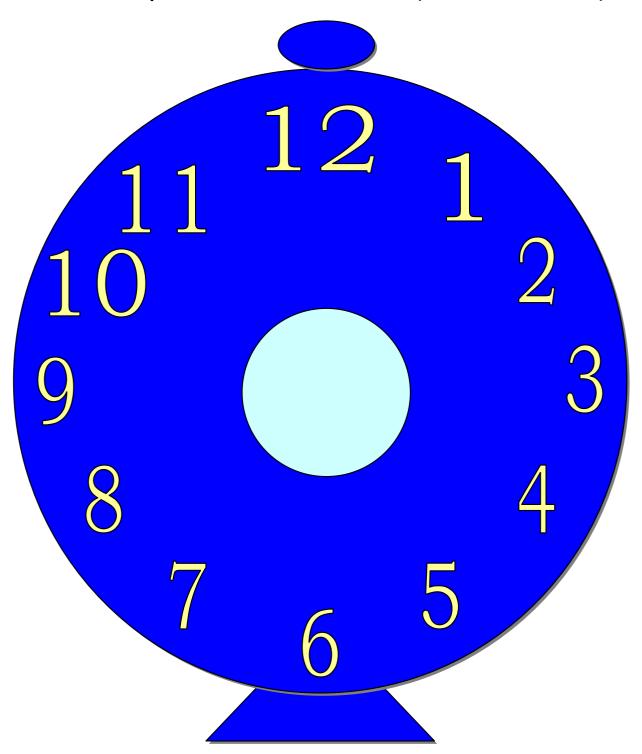
This can double as a Time activity....player says what time is shown before answering the table (extra point).



Class Tournament, 3 players at a time

Covers all tables from 2 x 2 to 12 x 12

Paste copies of this sheet onto board. (do not cut out clock)



Materials needed: 2 dice

'Moderator' places the two dice in the small, light circle.

The two contestants multiply the sum of the numbers on the top face of the dice by each number on the clock (beginning with 1, ending at 12), writing their answers on paper. When one of the contestants calls out "Finished" time is up and answers are checked.

The highest score wins and that person goes into the next round (against other round 1 winners).

Repeat until a Ticka Tocka Tables Class Champ is found for that particular times table (eg 11s).

(Moderator is included in another round).



Let it be known that

has achieved a high degree of excellence in Times Tables and may be regarded as a true

Times Tables Champion



Signature:

Date:



Class Champion







Presented to

for topping the class in a Times Tables test



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\sim $-$	7	•	 	



P 58 Tables Brew

FM	HK	DK	GQ	FT	AT	IO	GK	ВО	FP
28	18	10	64	84	24	66	16	18	49
CP	BM	HQ	AM	EK	BP	НО	FS	CT	GN
28 IS	12	72	8	12	21	54	77	48	40
IS	DO	ΙK	EP	GS	FN	EL	ΙΤ	EQ	AS
121	30	22	42	88	35	18	132	48	22 JM
ES	CO	HN	FL	AP	CK	IM	НМ	DT	
66	24	45	21	14	8	44	36	60	48
GO	AK	DS	BL	GM	JP	BN	CN	JO	BT
48	4	55	9	32	84	15	20	72	36
IL	BQ	JL	EM	DL	HR	GP	AN	DR	IN
33	24	36	24	15	81	56	10	45	55
CQ	EN	CM	IR	JR	JT	AO	HT	JN	DM
32 ET	30	16	99	108	144	12	108	60	20
	JK	ER	HS	DN	GR	JS	BR	AR	FQ
72	24	54	99	25	72	132	27	18	56
FO	AQ	BS	CL	ΙP	AL	EO	JQ	CR	DP
42	16	33	12	77	6	36	96	36	35
CS	IQ	HL	DQ	HP	BK	FK	GT	GL	FR
44	88	27	40	63	6	14	96	24	63

P 60 Volcano Island

Time to eruption = 45 minutes No. survivors = 10

P 61 Froggie Lunch

Tasty flies

P 82 Golf Anyone?

1) Jane 2) 33 3) Jimmy 4) 46

P 84 Times Tables Olympics

Gold→Ireland Silver→New Zealand in 49sec Bronze→Australia in 50sec 4th→Canada, USA in 52sec Last→Germany in 54sec

P97 Mischief Matchers

AK	BQ	CZ	DD	EW
FT	GV	HN	IA	JS
KY	LH	MU	NB	OX
PR	QC	RP	SG	TE
UM	VI	WF	XL	YO
ZJ				

P100 Titanic Tables Tournament

P105 Who Discovered the Jungle Pond?

The zebra on the right.

P106 Magic Mermaids

1) E 2) F 3) C 4) C 5) C and D 6) A, B and E 7) F 8) C and F 9) D 10) E