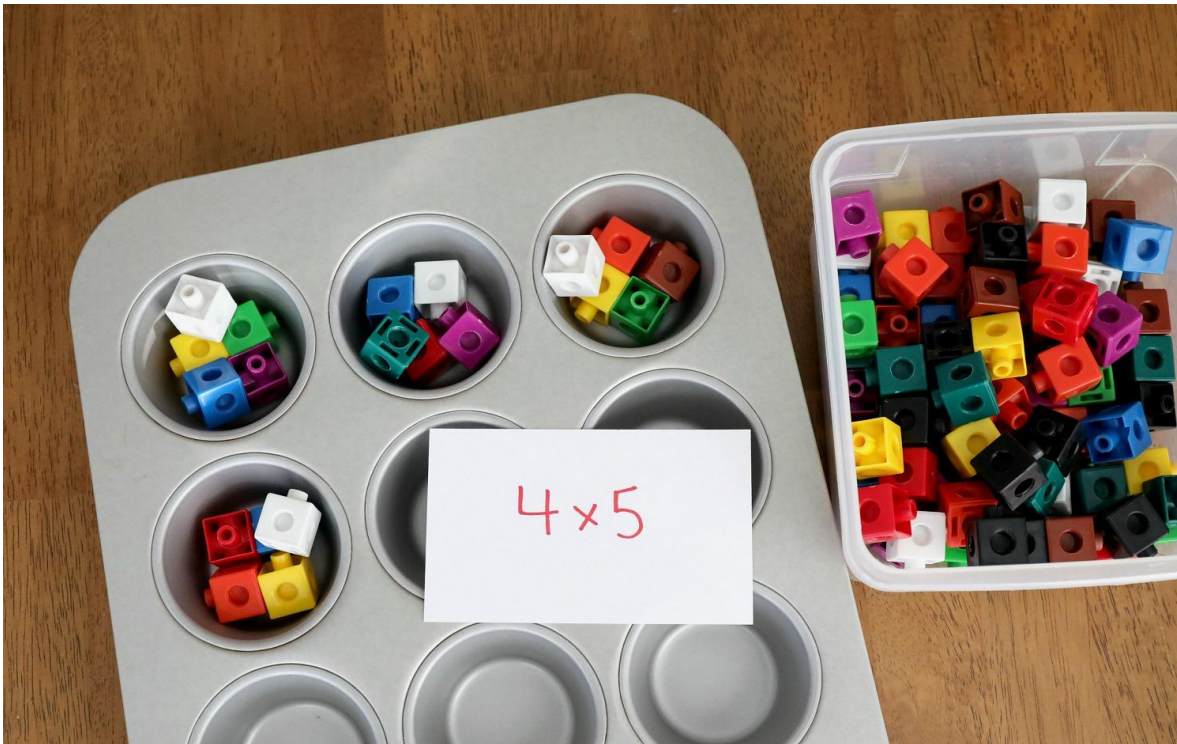


Taylor's 'Traybake' Times tables!!

Instructions: Choose a times table card and create it using the baking tray and the objects.

I see.....



What can you see happening?

What patterns do you spot?

Can you flip the numbers and recreate? What happens?

Repeat it with a different Times tables.

'Array Array' Times tables!!

Instructions: Choose a times table card and create an array using the counters.



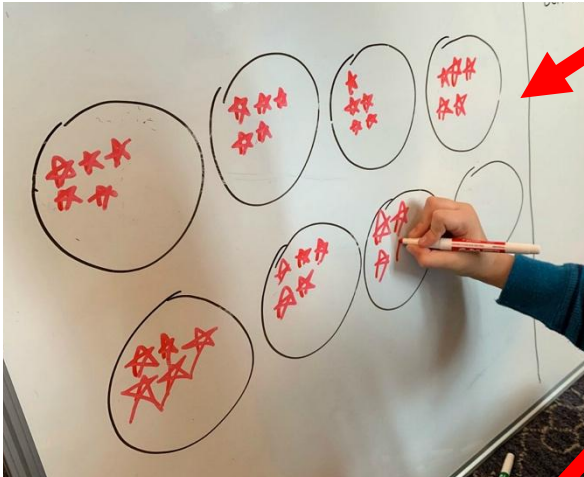
I see.....

What can you see happening?
What patterns do you spot?
Can you flip the number?
What can you see?

Repeat it with a different
Times tables.

'Circles and Stars' Times tables!!

Instructions:



Step one - Roll the dice once to tell you how many circles to draw. Roll the dice again to tell you how many stars to draw in each circle.

Step Two - Write your multiplication sentences!

I see....

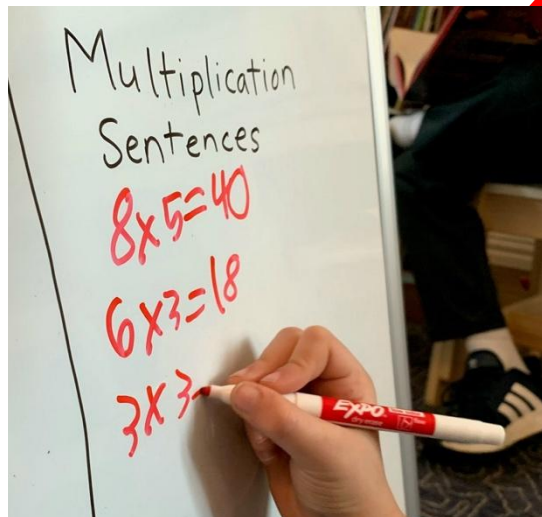
What can you see happening?

What patterns do you spot?

What happens if you flip the numbers around?

Can you flip the number? What can you see?

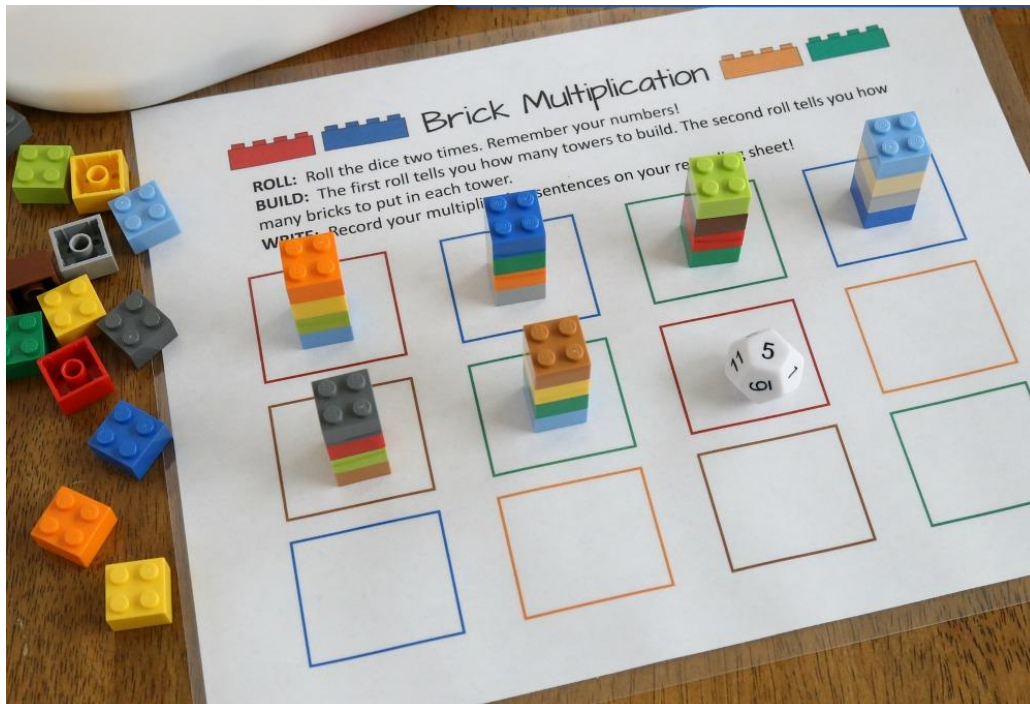
Repeat it again.



'Let's Lego' Times tables!!

Instructions: Roll the dice! The first roll tells you how many towers to build. The second roll tells you how many bricks to put in each tower.

I see.....



What can you see happening?
What patterns do you spot?
What happens if you flip the
numbers around?

Can you flip the number?
What can you see?

Repeat it again.



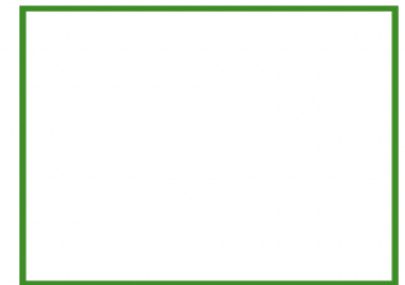
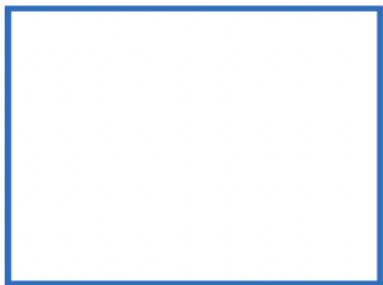
Brick Multiplication



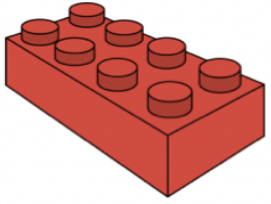
ROLL: Roll the dice two times. Remember your numbers!

BUILD: The first roll tells you how many towers to build. The second roll tells you how many bricks to put in each tower.

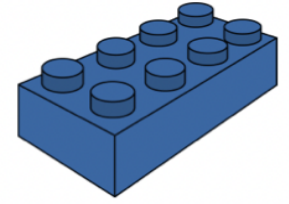
WRITE: Record your multiplication sentences on your recording sheet!



Name: _____



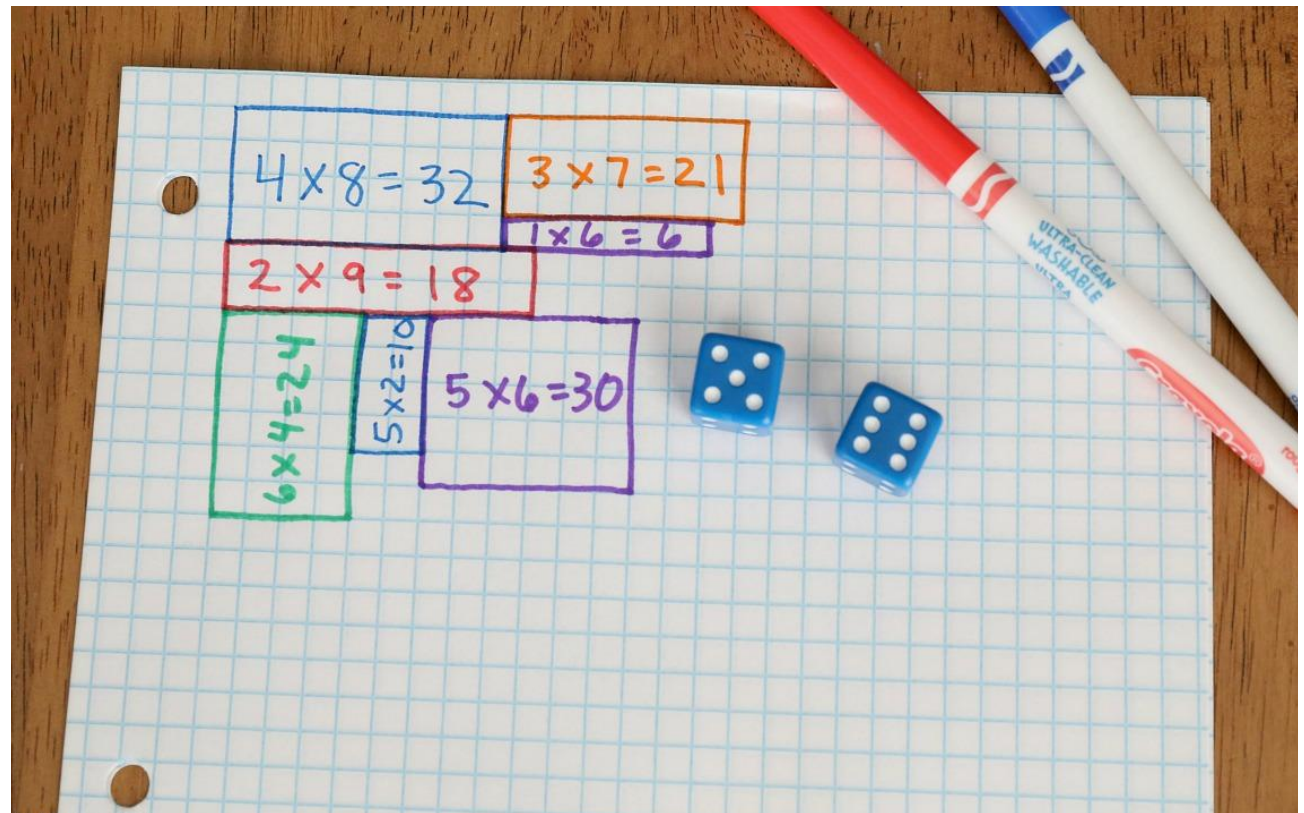
Brick Multiplication Recording Sheet



'Graph Paper' Times tables!!

Instructions:

Roll the two dice and form your array from the two numbers. Work out the multiplication sentences and write it inside the box.



CHALLENGE:

Can you fill your graph paper?

Roll 1

Roll 2

Multiplication Sentence

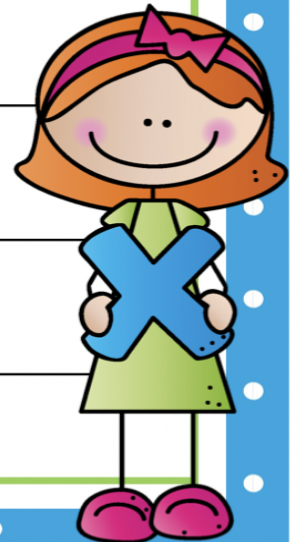


4



5

$$4 \times 5 = 20$$



'Card Wars' Times tables!!

Instructions:


In pairs: Flip two cards each, multiply the numbers together and whoever has the highest product (answer) keeps both the cards.

The winner: At the end of the game, the player with the most cards wins!

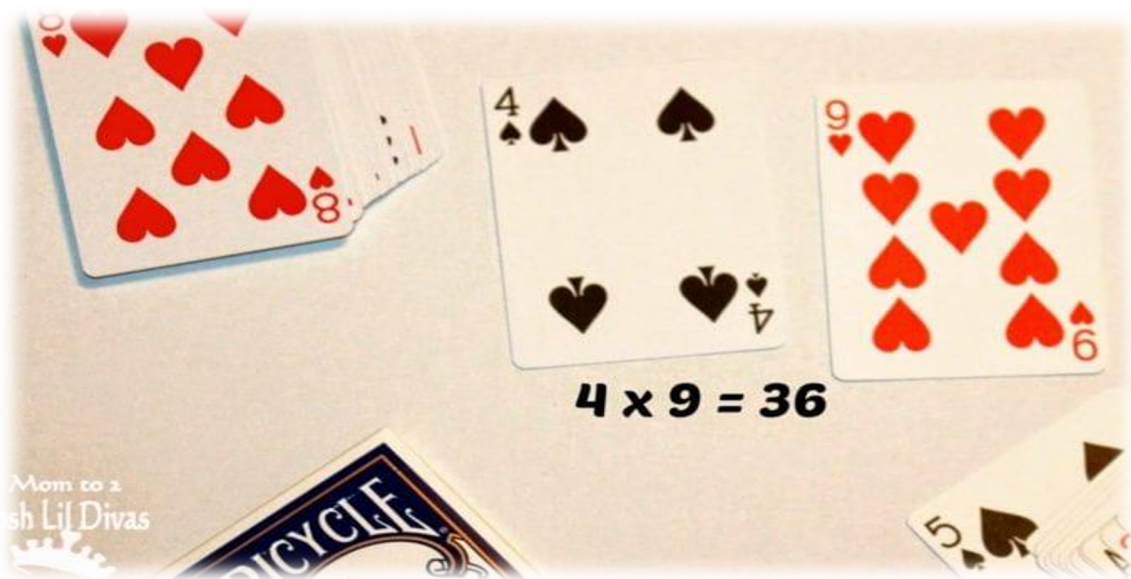


'Card Wars' Times tables!!

Instructions:

In pairs: Choose the times table you want to practice and place a card on the rectangle. 

Next, choose one card each, multiply the number on your card with the number on the card in the rectangle and whoever has the highest product (total) keeps both the cards.



Place card with
the times table
you want to
practise here

The winner:

At the end of the game, the
player with the most cards
wins!

Multiplication

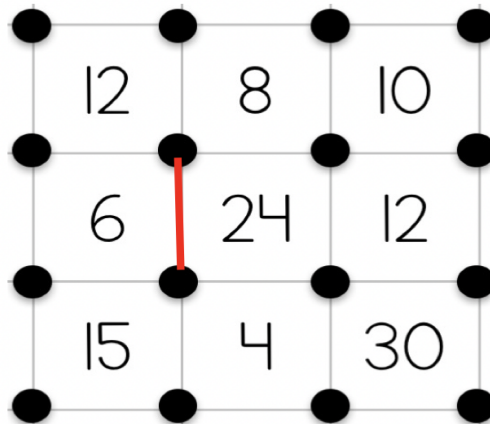
S Q U A R E S

4	10	24	3	12	4	25	2	15	20
20	30	36	8	15	5	18	30	12	9
18	5	1	24	20	25	6	1	24	8
12	16	25	6	36	3	36	5	4	24
2	9	24	18	12	8	10	4	15	12
5	15	4	30	6	24	12	2	18	3
8	20	36	5	15	4	30	1	3	12
24	6	20	2	18	25	15	6	20	10
3	30	10	30	15	9	6	5	18	4
12	5	16	24	8	3	30	12	10	16

Multiplication SQUARES

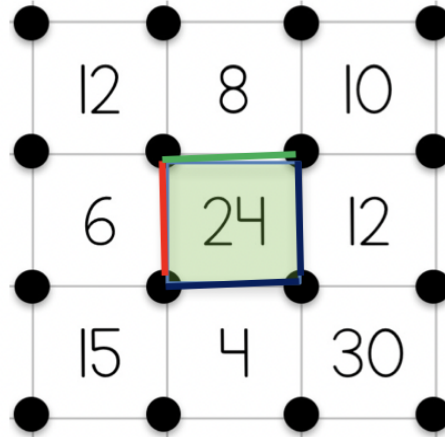
Playing the Game:

1. Each player rolls one dice. The player with the highest roll goes first.
2. The player rolls both of the dice on the table and multiplies the two numbers together. For example, if the player rolls 6 and 4, he/she multiplies 6 and 4 to get 24.
3. The player looks for the product of the two dice on the squares board, and draws ONE line by connecting any two dots that are surrounding that number, as shown below. The player's marker is used to draw the line between the dots.



For a roll of 6 and 4, the player may find one of the 24s on the squares board. The player may connect any two dots on any side surrounding the 24.

4. After the player draws his/her line, that player's turn is over and the next player's turn begins.
5. Players are always striving to draw a line that will complete a square. When one player draws a line that completes a square, that player colors in the square with his/her marker and gets to take another turn with the dice.



The player with the green marker drew the top line that completed the square around the 24 and colored the square green to show that he captured that square.

Note: The player with the green marker could have rolled a product of 8 (above the 24). Because the player's line on the 8 would have completed the 24 square, he still would get to capture the 24 square.

6. If a player rolls a product that has no more available lines left on the board, the player's turn is over and play continues with the next player.
7. The game ends when all dots on the board have been connected (or when the teacher calls time). The player with the most captured squares is the winner.

'Let's get Real' Times tables!!

Instructions:

Step one: Choose a 'real life' array card from the selection.

Step two: Write down how many rows and how many columns you can see.

Step three: Create the number sentences and calculate the Times table. What strategies will you use?

CHALLENGE: Can you write down the divisional facts associated with the number sentence?



Vertical - column

Horizontal - Rows