

Active Times Tables Games

Here are some ideas for active (non-screen based) ways to practice Times Tables, which can be adapted for the age and abilities of the children.

Treasure Hunt type game:

Set up markers around the playground with the answers to multiplication questions on them. Give groups different pieces of paper with a times tables question. They have to find the marker which has the answer to their question to get the next clue (placed at the marker with the answer). Chn timed to see how long it takes them. To increase the amount of exercise, place the markers further apart.

To differentiate, colour-code the pieces of paper with the questions on.

Orienteering-type game:

This game is a code-breaking activity. Children are given a sheet of paper with a code to break.

Set up some beanbags on one side of the room with different coloured symbols on them (e.g. red triangle, blue cross). On the back of these symbols there is a multiplication question. On the other side of the room, there are beanbags with the answers on one side of the paper and a letter on the other side. Chn to use knowledge of times tables to break the code.

Robin Hood:

Chn work in groups and are assigned a particular times table (e.g. 2 groups are looking for 3 times tables and 2 groups looking for 4 times tables). Number cards 0-50 in the middle. Chn in 3 times tables group must run to the centre circle and collect a digit card that is a multiple of 3 then run back to their group and place it in their hoop before the next person can run. Once the 'central store' of multiples is empty, they can 'steal' relevant digit cards from other groups (and will help to think about common multiples). The aim of the game is to collect as many of the digit cards in their times tables as possible. The group with the most cards wins the game.

NB - Set boundaries and rules for moving about so children do not bump into each other! (e.g. can only move in clockwise direction)

Sorting Cards:

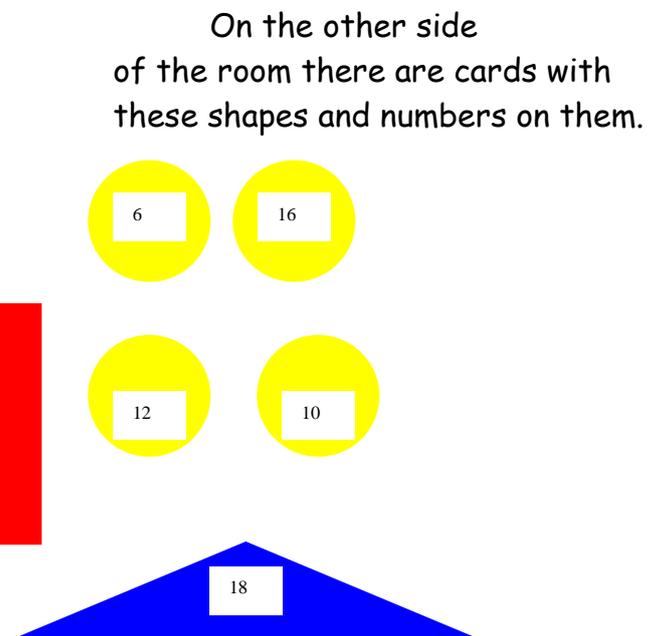
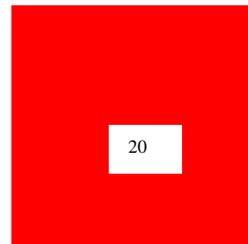
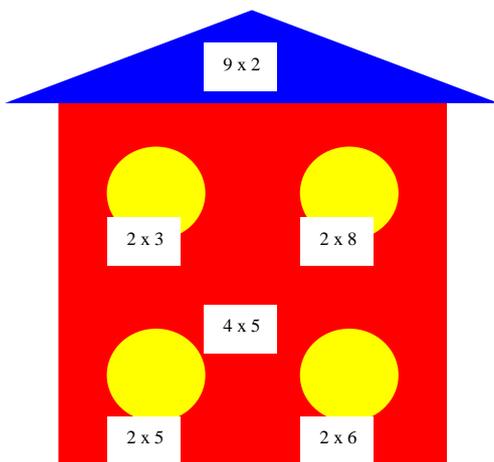
Give a central bank of large digit cards (printed onto A4, for example) in the centre of the room. Set up 'stations' around the room (e.g. multiples of 2, multiples of 5, multiples of 2 and 5). Chn are timed as they work together as a class to sort the cards into the relevant places. At the end of the session, discuss the numbers which are multiples of 2 and 5 (e.g. they are multiples of 10).

Paint by numbers:

Split the children into groups of 3 or 4 and give each group a piece of paper with a picture made up of different coloured shapes (e.g. a house made of a red square, yellow circles and blue triangles). Within each shape is a multiplication question. The answers are written on the reverse of the coloured shapes on the other side of the room. Children must answer the question, run to find the correct shape (with the answer on the back) and then deliver it to the rest of the group before the next person can get the next shape. The winner is the first group to complete their picture. Differentiation could be by having more pieces of the puzzle to answer within the same time-frame.

For example:

On their card, chn have this picture.



You could also make this harder by having spare shapes with an incorrect answer on it (e.g. a yellow circle with 20 written on it)

Skipping games: chant the multiples of the times tables as you skip

Pass the Bean Bag - stand in a circle and ask a question, they have to pass the beanbag to another person to answer and pass again

See this website for more ideas:

<https://www.multiplication.com/teach/classroom-games>

Game ideas:

Deck 'Em!

1. Use a deck of playing cards for a game of Multiplication War.
2. Flip over the cards as though you are playing Snap.
3. The first one to say the fact based on the cards turned over (a four and a five = Say "20") gets the cards.
4. The person to get all of the cards wins!
5. Children learn their facts much more quickly when playing this game on a regular basis.

Multiplication bingo

1. Children draw a 6x6 grid on a piece of paper and write numbers from a times table that they are learning.
2. Adult to call out times table questions.
3. Children to work out the answer and cross it off their grid if it is there.
4. The aim is to have all numbers crossed out to achieve bingo.

Who Wants to be a Millionaire?

1. Ask children multiplication questions
2. Give them multiple choice answers
3. Allow them to use phone a friend/ 50/50 and ask the audience so that children feel they are playing a game.

Keep Rolling

1. Give children two dice
2. Give children a 2 minute timer
3. Children to roll the dice and multiply the numbers the die land on
4. How many questions can the children answer in 2 minutes?