

Elston Hall Learning Trust

Times Table Overview

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Times table / counting focuses	Nursery Daily counting activities including: 1s, 2s and 10s. Begin to look at patterns through practical counting Reception 2, 5, 10 counting Pupils to be shown times table questions (An example 10 x 2) and taught what this means through visual resources.	Autumn 1 Further develop counting skills. Autumn 2 Teach x10 tables Spring Term Continue recapping x10 Teach x2 tables Summer Term Continue recapping x10 and x2 Teach x5 tables	Autumn Term Quick recall of x2, 10 and 5 times tables Spring Term Quick recall of x2, 10 and 5 times tables Teach x3 tables Summer Term Quick recall of x2, 10, 5 and 3 times tables Teach x4 tables (relate to x2 tables/doubling)	Autumn 1 Quick recall of x2, 10, 5, 3 and 4 times tables. Autumn 2 Quick recall of x2, 10, 5, 3 and 4 times tables. Teach x6 tables (relate to x3/doubling) Spring 1 Quick recall of x2, 10, 5, 3 and 4 times tables. Re-visit teaching/practise of x6 tables Spring 2 Quick recall of x2, 10, 5, 3 and 4 times tables. Teach x8 tables (relate to x4/doubling)	Autumn 1 Quick recall of x6, 7, 8 and 9 times tables. Teach x11 tables Autumn 2 Quick recall of all previously taught times tables, particularly x6, 7, 8 and 9 times tables. Teach x12 tables Spring Term Recalling x6, 7, 8, 9, 11 and 12 times tables Summer Term Recalling all times tables facts	Intervention groups for focus pupils for times tables from year 4. Recall all tables, completing inverse division questions. Progressing onto application questions.	Recall all tables, completing inverse division questions. Progressing onto application questions.

				Summer 1 Quick recall of x2, 10, 5, 3, 4, 6 and 8 times tables. Teach x7 tables Summer 2 Focus on quick recall of x6 and 8 times tables. Re-visit teaching/practise of x7 tables Teach x9 tables			
	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Teaching strategies	See 'Progression in EYFS Maths' document for ideas: Progression in EYFS Maths - Development Matters.docx	2 x table – a number is even when it can be divided by two without a remainder. 2 divided by 2 is 1. 10 divided by 2 is 5. All even numbers can be divided by 2. To find out if a number is in the 2 x table, look at the digit at the end.	3x table – the numbers have the sum of their digits coming to 3, then 6, then 9. The pattern repeats – 12:1+2=3 4 x table – all numbers in this table are even, they end with 0, 2, 4, 6 or 8. (double the 2s)	6 x table All the numbers in the 6 x table are even - they end with 0, 2, 4, 6 or 8. They are all a multiple of 3; they can be divided by 3. The digit sum is always 3, 6 or 9 You can work out a 6 x calculation by multiplying the number by 3	11 x table x1 – x9 = double digits 11 x 3 = 33 10x + 1x 12 x table Partition 10 x + 2 x 10 x 7 = 70 2 x 7 = 14 70 + 14 = 84		Ping pong! Songs Counting stick Bingo

If a number ends in 0, 2, 4, 6, or 8 it is even and is a multiple of 2.

1,357,318 is a multiple of 2 because the digit at the end is 8.

Multiplying a number by 2 is the same as doubling it.

Double 6 is the same as 6×2 , which equals 12.

Dividing a number by 2 is the same as halving it.

Half of 10 is the same as $10 \div 2$ which equals 5.

5 x table has numbers ending in 5 or 0

(tripling it) and then doubling your answer 5×6 is the same as $5 \times 3 = 15$, then $15 \times 2 = 30$. (You can also do this the other way round: $5 \times 6 = 5 \times 3 \times 2 = 15 \times 2 = 30$.)

7 x table trick

<https://www.youtube.com/watch?v=6GqWD6i3whc>

8 x table – double answers from the 4 x table.

$$2 \times 4 = 8$$

$$2 \times 8 = 16$$

9x table – the units decrease by 1 and the 10s increase by 1 each time up to 10×9 .

There's a good way to remember this table. All the digits in the 9 x table add up to 9.

$$18 = 1 + 8 = 9 \quad 27 = 2 + 7 = 9 \quad 36 = 3$$

		alternatively, while the first digit increases every 2 numbers.		+ 6 = 9 What's 9 x 7? You can use the 9 method here. Hold out all 10 fingers and lower or bend the 7th finger. There are 6 fingers to the left (6 tens) of the bent finger and 3 fingers to its right (3 ones). The answer is 63.			
	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Testing opportunities	No formal testing, daily observations of pupils.	Autumn 2 – use 'Hit the Button' to test pupils on the x10 tables. Spring Term - use 'Hit the Button' to test pupils on the x10 and x2 tables. Introduce weekly times tables test in Spring 2 (adapted version of Superheroes). Summer Term – use 'Hit the Button' to test	Autumn Term - Recalling 2, 5 and 10 times table at speed. 'Superheroes' weekly test. TTRockstars session (set to 2, 5, 10s only) Spring Term - Recalling 2, 5 and 10 times table at speed. Developing fluency of recalling x3 tables. 'Superheroes' weekly test.	Autumn 1 - Recalling 2, 3, 4, 5 and 10 times table at speed. 'Superheroes' weekly test. TTRockstars session (set to 2, 5, 10, 3 and 4s only) Autumn 2 - Recalling 2, 3, 4, 5 and 10 times table at speed (main focus on recalling x3 tables) Developing fluency of recalling x6 tables.	Autumn 1 – Recalling 2, 3, 4, 5, 6, 7, 8, 9, and 10 times tables (main focus on recalling x6, 7, 8 and 9 tables). Developing fluency of recalling x11 tables. 'Superheroes' weekly test. TTRockstars x2 per week (set to 2, 3, 4, 5, 6, 7, 8, 9, 10 and 11s only)	TTRockstars session Superheroes' weekly test (extension tests - mixed times tables and division)	TTRockstars session Superheroes' weekly test (extension tests - mixed times tables and division) Interactive resources (Maths Pack & Primary Games vol. 1-5)

		pupils on the x10, x2 and x5 tables.	TTRockstars session (set to 2, 5, 10 and 3s only) Summer Term - Recalling 2, 5, 10 and 3 times table at speed. 'Superheroes' weekly test. Developing fluency of recalling x4 tables. TTRockstars session (set to 2, 5, 10, 3 and 4s only)	'Superheroes' weekly test. TTRockstars session (set to 2, 5, 10, 3, 4 and 6s only) Spring 1 - Recalling 2, 3, 4, 5, 6 and 10 times table at speed (main focus on recalling x4 and x6 tables) Developing fluency of recalling x8 tables. 'Superheroes' weekly test. TTRockstars session (set to 2, 5, 10, 3, 4, 6 and 8s only) Summer 1 – Recalling 2, 3, 4, 5, 6, 8 and 10 times table at speed. Developing fluency of recalling x7 tables. 'Superheroes' weekly test. TTRockstars session (set to 2, 5,	Teach strategies for learning x11 tables once per week. Autumn 2 - Recalling 2, 3, 4, 5, 6, 7, 8, 9, 10 and 11 times tables. Developing fluency of recalling x12 tables. 'Superheroes' weekly test. TTRockstars x2 per week (set to all times tables) Teach strategies for learning x12 tables once per week. Spring Term onwards – Recalling all times tables. 'Superheroes' weekly test. TTRockstars x4 per week (set to all times tables) During weekly teaching session	
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Times table rhymes	Wakey, wakey rise and shine, 7 x 7 is 49 -I ate I ate until I was sick on the floor, 8 x 8 is 64 -5, 6, 7, 8, 56 is 7 x 8 1, 2, 3, 4, 12 is 3 x 4 six and six had a bag of tricks, inside the bag was 36 (6 x 6 is 36) -six and eight are running late! How many minutes? 48 (6 x 8 is 48) -six and seven live in a shoe, it was size 42 (6 x 7 is 42) -six and five watched the birdie; the number of times she chirped was 30 (6 x 5 is 30)
Helpful tricks	-Any number multiplied by 0 (zero) is zero -Any number multiplied by 1 (one) is itself -Any number multiplied by 2 (two) is even -Any number multiplied by 5 (five) always ends in zero or five -Any number multiplied by 9 (nine) has digits that add to nine -Any number multiplied by 10 (ten) always ends in zero -Numbers 1 - 9 multiplied by 11 (eleven) has double digits the same
Useful websites	www.timestables.me.uk www.timestables.co.uk www.ttrockstars.com https://www.topmarks.co.uk/maths-games/7-11-years/times-tables https://www.mathsisfun.com/timestable.html https://www.oxfordowl.co.uk/for-home/advice-for-parents/help-with-times-tables/ https://mathsframe.co.uk/en/resources/resource/318/Tommys-Trek-Times-Tables