Parent Workshop: Times Tables

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Why Times Tables?

- Times tables are fundamental to many maths topics. Fractions is the most obvious area where learning times tables well is essential. However, every multiplication, division, long multiplication method, short and long division require speed and instant recall of times tables.
- Freeing up working memory allows pupils to develop their reasoning skills – lessen the cognitive load!

Headline facts and figures

Average attainment score
21.0
Up from 20.6 in 2024

Percentage of eligible pupils scored 25 marks
37%
This is the most common mark (full marks)

National average score

These statistics cover the national attainment of pupils who took the multiplication tables check in summer 2025.

- **Average attainment score of those who took the check increased 0.3 points (based on unrounded figures) for all pupils since 2024, from 20.6 to 21.0.**
- **37% of eligible pupils scored 25 (full marks) in the multiplication tables check**, an increase of 3 percentage points compared to 2024 from 34%. This was the most common score achieved.
- Disadvantaged pupils performed less well in the multiplication tables check than non-disadvantaged pupils. The average attainment score of pupils who took the check increased for disadvantaged pupils from 18.9 to 19.3, and for non-disadvantaged pupils from 21.3 to 21.7.
- **London is the highest performing region**, with an average score of 21.7; the South East and East of England are the lowest performing regions with 20.7. Outside of London, the highest regional average score was 21.2 in the North East and West Midlands.

Times Tables

- It is not just a "Year 4" problem!

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
National Curriculum Expectations	Count reliably with numbers from 1-20 (and one-more and one-less) and solve practical problems including doubling, halving and sharing	Recall and use doubles to 10 and corresponding halves	Recall and use multiplication and division facts for 2s, 5s and 10s, including recognising odd and even numbers	Recall and use multiplication and division facts for the 3s, 4s and 8s	Recall multiplication and division facts up to 12 x 12	Identify multiples and factors including finding all factor pairs of a number, and common factors of 2 numbers	Multiply multi-digit numbers up to 4-digits by a 2-digit number using the formal written method

Times Tables
How?

TTRS – increased fluency and recall, which lessens the cognitive load when approaching other maths concepts

TTRS model – baseline, practice, check, practice

(repeat until fluent)

TIMES TABLES ROCK STARS

SINGLE PLAYER



MULTIPLAYER



MULTIPLAYER

Game types explained



FESTIVAL

Race the world



ARENA

Race your class



ROCKSLAM

Challenge someone

Arena – in classroom, all playing against each other.
Rockslam – children can challenge anyone who has an account in school (including teachers)!

SINGLE PLAYER

Game types explained



JAMMING

Take it easy



GIG

Perform once a month



GARAGE

Complete your heatmap



STUDIO

Get a rock status



SOUNDCHECK

Practise for MTC



GARAGE

Complete your heatmap

Increase fluency faster – algorithm



	10	2	5	3	4	8	6	7	9	11	12
10	10 × 10	10 × 2	10 × 5	10 × 3	10 × 4	10 × 8	10 × 6	10 × 7	10 × 9	10 × 11	10 × 12
2	2 × 10	2 × 2	2 × 5	2 × 3	2 × 4	2 × 8	2 × 6	2 × 7	2 × 9	2 × 11	2 × 12
5	5 × 10	5 × 2	5 × 5	5 × 3	5 × 4	5 × 8	5 × 6	5 × 7	5 × 9	5 × 11	5 × 12
3	3 × 10	3 × 2	3 × 5	3 × 3	3 × 4	3 × 8	3 × 6	3 × 7	3 × 9	3 × 11	3 × 12
4	4 × 10	4 × 2	4 × 5	4 × 3	4 × 4	4 × 8	4 × 6	4 × 7	4 × 9	4 × 11	4 × 12
8	8 × 10	8 × 2	8 × 5	8 × 3	8 × 4	8 × 8	8 × 6	8 × 7	8 × 9	8 × 11	8 × 12
6	6 × 10	6 × 2	6 × 5	6 × 3	6 × 4	6 × 8	6 × 6	6 × 7	6 × 9	6 × 11	6 × 12
7	7 × 10	7 × 2	7 × 5	7 × 3	7 × 4	7 × 8	7 × 6	7 × 7	7 × 9	7 × 11	7 × 12
9	9 × 10	9 × 2	9 × 5	9 × 3	9 × 4	9 × 8	9 × 6	9 × 7	9 × 9	9 × 11	9 × 12
11	11 × 10	11 × 2	11 × 5	11 × 3	11 × 4	11 × 8	11 × 6	11 × 7	11 × 9	11 × 11	11 × 12
12	12 × 10	12 × 2	12 × 5	12 × 3	12 × 4	12 × 8	12 × 6	12 × 7	12 × 9	12 × 11	12 × 12

The colours on this page relate to the speed shown in this table:

No data | 0 - 1s | 1 - 2s | 2 - 3s | 3 - 4s | 4 - 5s | 5 - 6s | 6 - 7s | 7 - 8s | 8 - 9s | 9 - 10s | > 10s



Children who lack confidence or are younger (no timer) and they pick the x table.




SUSHI MONSTER
PLAY


4x4=
5x3=
5x10=
2x6=
3x7=
2x2=
3x8=
4x7=
5x6=


UNO
UNO
6
5
X

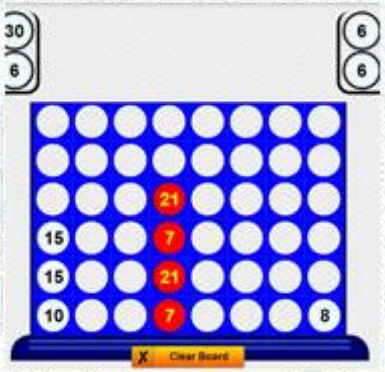



ULTIPLICATION I SPY GAME
free printable
I SPY: 1 TIMES TABLE
'Y: 1 TIMES TABLE
1X8
1X10
1X0
1X2
1X5
1X7
1X3
1X9
1X6

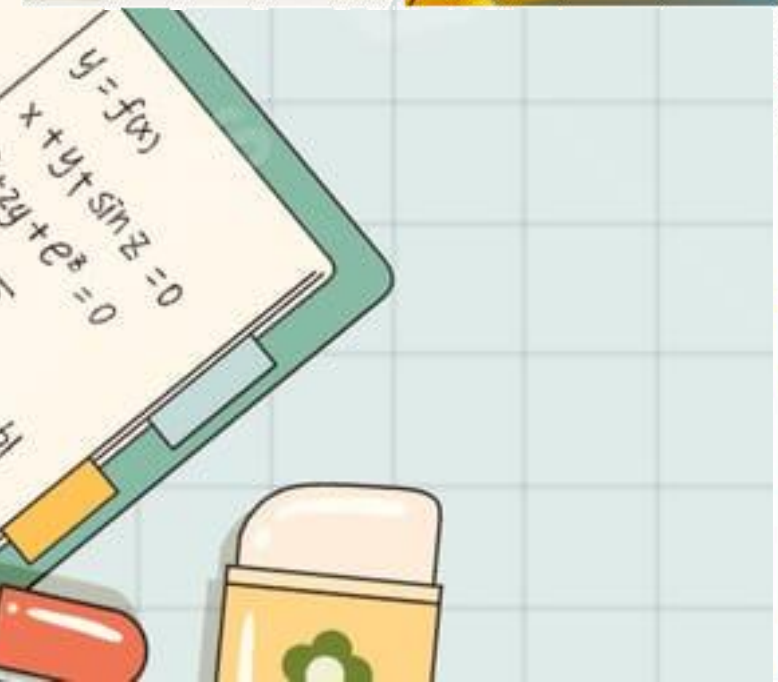



Each player turns over a domino and multiplies the two ends together.
15
8


Count the fingers on either side
3
6
9x4=36
There's your answer!


30
6
6
6
21
15
7
15
21
10
7
8
Clear Board


12 x 12
Ew! That's GROSS!


y=f(x)
x+y+sinz=0
zy+e^z=0