

Year 4

Multiplication Tables Check

Parent Meeting



Aims of the meeting

- ▶ Understand the Multiplication Tables Check
 - ▶ Why it is carried out
 - ▶ What it is
 - ▶ When it is carried out
 - ▶ What happens on the day
 - ▶ Further guidance
 - ▶ Have a go!
- ▶ Know how we are preparing at school
- ▶ Understand ways you can help/prepare at home



Why is it carried out?

- ▶ Determines whether pupils can recall their times tables up to 12x12 which is essential for future success in mathematics.
- ▶ Focused on the fluent recall of multiplication facts. This is included in the national curriculum (2014) statutory programme of study for mathematics at KS1 and KS2.
- ▶ Helps schools to identify which children may need additional support.



What is the Multiplication Tables Check?

- ▶ An online, on-screen digital times tables test.
- ▶ Statutory for all Year 4 pupils.
- ▶ 25 times tables questions.
- ▶ 6 seconds to answer each question.
- ▶ Takes 5 minutes to complete, on average.



The Questions

- ▶ 6 seconds to read, answer, input and press enter!
- ▶ Each question will only appear once.

Multiplication Table	Minimum number of items in each form	Maximum number of items in each form
1	Not applicable	Not applicable
2	0	2
3	1	3
4	1	3
5	1	3
6	2	4
7	2	4
8	2	4
9	2	4
10	0	2
11	1	3
12	2	4

Table 1 shows the upper and lower limits for the number of items from each multiplication table that can be included in each check form.

There is an emphasis on the 6, 7, 8, 9 and 12 multiplication tables because these have been determined to be the most difficult multiplication tables.

When will it happen?

- ▶ **W/C ?**
- ▶ (Normally week after May Half Term)
- ▶ Schools are given a 2-week window to complete the tests.



What Happens on the Day?

- ▶ Pupils will be taken out in small groups of 4.
- ▶ Quiet room with adult(s) to support.
- ▶ Tests completed on iPads.
- ▶ No extra equipment available (pencils, paper, calculators etc.)
- ▶ Individual log-ins.
- ▶ 3 practise questions to start.
- ▶ 25 questions, 6 seconds each, 3 second pause between each question.
- ▶ Score automatically generated and stored.



Inclusion

- ▶ The check was designed to be inclusive and accessible to as many children as possible, including those with special educational needs or disability (SEND) or English as an additional language (EAL) .
- ▶ Access arrangements are available for the check to support pupils with specific needs. Your child's teacher will ensure that the access arrangements are appropriate for your child before they take the check in June.



Further Guidance

- ▶ Results are **not** given on the day.
- ▶ Schools can access results towards the end of June.
- ▶ Schools will share the results with parents and pupils after this date.
- ▶ No official pass/fail.
- ▶ School Guidance: 20/25 to be On Track.



Further Guidance

1.1.1 Use of data

Once the assessment is statutory, the data will be used in the following different ways:

- school-level results and individual pupil results will be made available to schools. This will allow them to provide additional support to pupils who require it
- as is the case with the phonics screening check, school-level results will be available to selected users including Ofsted via the Analyse School Performance (ASP) data system²
- national results will be reported by the Department for Education (DfE) to track standards over time
- national and local authority results will be reported by the DfE to allow schools to benchmark the performance of their pupils

School level results will not be published in performance tables.

How are we preparing in school?

- ▶ Weekly times tables testing.
- ▶ Drawing on Maths learning - understanding of how to multiply.
- ▶ Weekly times tables practise – quick recall, skip counting, singing etc.
- ▶ Interventions where needed.
- ▶ ‘Try it out’ available to practise the test with pupils in school.
- ▶ Lots of positive encouragement.

How can you help/prepare at home?

- ▶ Practise daily!
 - ▶ Skip counting
 - ▶ Singing
 - ▶ Chanting
 - ▶ Quick recall
 - ▶ Games
 - ▶ Online games
 - ▶ Whenever there is opportunity!
- ▶ Use MathsFrame multiplication check (on iPads/tablets).
- ▶ Break it down – practise the ones not known, then integrate back into mixed tables.
- ▶ Positive, can-do attitude!
- ▶ Learn with your child.

How can you help/prepare at home?

Free online games

The screenshot shows the Topmarks website interface. At the top, there are navigation links for 'Topmarks Search', 'Whiteboard Resources', 'Learning Games', 'Topmarks Apps', and 'Topmarks Blog'. Below this is a navigation bar with age groups: '3-5 Years', '5-7 Years', '7-11 Years', and '11-14 Years'. A red banner reads 'Play these fun Maths Games for 7-11 year olds'. The main content area is titled 'Choose a Category:' and lists several math topics: 'Ordering and Sequencing', 'Mental Maths', 'Place Value', 'Addition and Subtraction', 'Times Tables', 'Multiplication and Division', 'Fractions and Decimals', 'Money', 'Shape, Position and Movement', 'Measures', 'Data Handling', and 'Problem Solving'. The 'Times Tables Games' section is highlighted, with a description: 'Maths games can be a fun way to learn the times tables. These times tables games have been selected to provide practise for children who are beginning to understand the concepts of multiplying numbers. They provide the repetition necessary for children to consolidate their knowledge of times tables and they include games involving factors and multiples.' Below this is a 'Hit the Button' game preview showing a number bond for 33 and a grid of multiplication facts. On the left sidebar, there are icons for 'Maths' and 'English', and a section for 'IXL Maths Practice' with buttons for 'Year 1', 'Year 2', 'Year 3', and 'Year 4'.

The screenshot shows the Mathsframe website. The header features the 'MATHSFRAME.CO.UK' logo and navigation links for 'Home', 'About', 'Resources', 'Worksheets', and 'Contact'. On the right, there are links for 'REGISTER / LOGIN' and a search bar. Below the header, a blue banner reads 'spellingframe - practise and test spellings from KS1 and KS2 spelling curriculum'.

Tommy's Trek - Times Tables

A fun platform game for children to practise their times tables. This game will work on any device.

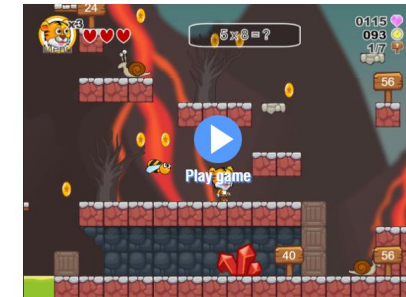
Use the arrow keys to move Tommy. The ctrl key makes him jump and the up arrow selects a number.

Having problems controlling Tommy on an iPad? Go to your browser's settings and make sure 'Request Desktop Mode' has not been selected.

[For more multiplication games click here.](#)

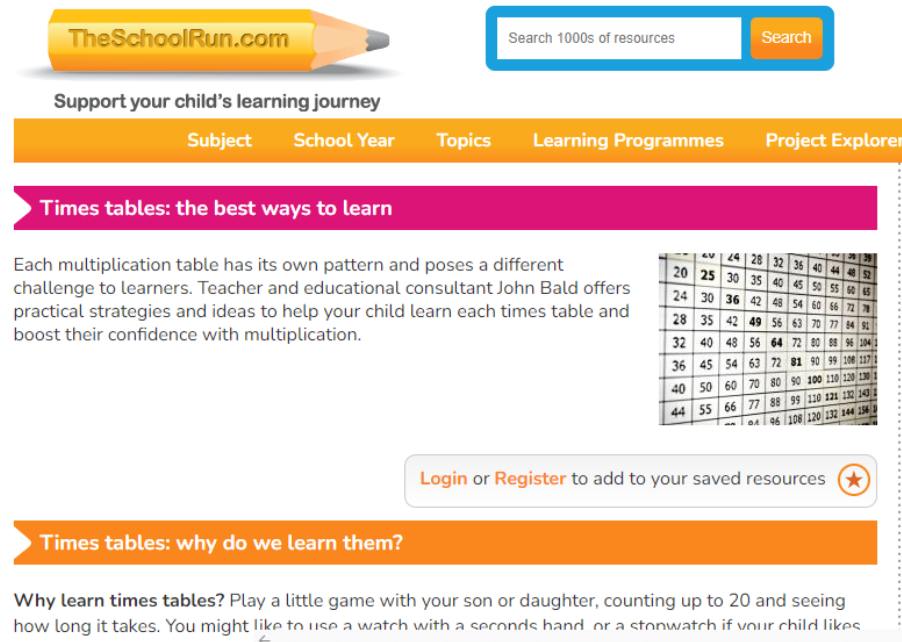
[For more Tommy's Trek games click here.](#)

1. Recall and use doubles of all numbers to 10 (Y1)	6. 3 times table (Y3)	11. 6 times table (Y4)	16. Double 3 digit numbers (Y4)
2. 2 times table (Y2)	7. 4 times table (Y3)	12. 7 times table (Y4)	17. Double decimals (1dp) (Y4)



How can you help/prepare at home?

Websites full of ideas and links



TheSchoolRun.com

Support your child's learning journey

Subject School Year Topics Learning Programmes Project Explorer

Times tables: the best ways to learn

Each multiplication table has its own pattern and poses a different challenge to learners. Teacher and educational consultant John Bald offers practical strategies and ideas to help your child learn each times table and boost their confidence with multiplication.

20	25	30	35	40	45	50	55	60	65
24	30	36	42	48	54	60	66	72	78
28	35	42	49	56	63	70	77	84	91
32	40	48	56	64	72	80	88	96	104
36	45	54	63	72	81	90	99	108	117
40	50	60	70	80	90	100	110	120	130
44	55	66	77	88	99	110	121	132	143

Login or Register to add to your saved resources

Times tables: why do we learn them?

Why learn times tables? Play a little game with your son or daughter, counting up to 20 and seeing how long it takes. You might like to use a watch with a seconds hand, or a stopwatch if your child likes...

DK Master Maths at Home Books available to purchase (for all areas of Maths, similar to our school Maths scheme)



Thank you! Any questions?



Have a go!

- ▶ Now it's your turn!
- ▶ Google 'MathsFrame multiplication check'



Multiplication Tables Check

This activity exactly mirrors the 'Multiplication Tables Check' that will be given to children at the end of Year 4. They are tested on their multiplication tables up to 12 x 12. There are twenty-five questions and children have six seconds to answer each question and three seconds between questions. The questions are generated randomly using the same rules as the 'Multiplication Tables Check' (see below).

Results can be downloaded and printed at the end of the test.

A similar activity which tests recall of number bonds can be found [here](#).

[For more multiplication games click here.](#)

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