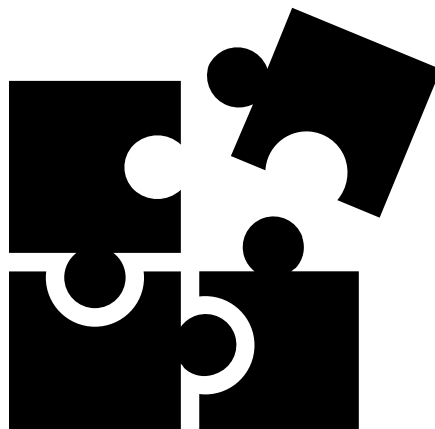


Times Tables Pack:

Here is a pack of 6 games you can use to practice times tables.

Contents:

- Game 1: Beanbag Game
 - Game 2: Splat!
 - Game 3: Boardgame
- Game 4: Multiplication Rotation
 - Game 5: Fizz Buzz
 - Game 6: Duel



Beanbag Game:

- Can be played as a pair or a group.
- Used with single times tables or multiple

Equipment:

- Times Tables Grid
- Bean Bag (or something small and soft to throw)
- Stopwatch

Rules:

- Everyone stands in a circle. One person is the game master.
- The game master has to throw the bean bag to another player and call out a times table from the times table grid for that player to solve (for example 6×4). The game master starts the stopwatch to time the player.
- That player has to answer the question in 8 seconds.
- If they answer correctly, they stay standing. If they get it incorrect, they have to kneel on one knee. If they get it wrong again, they have to kneel on two knees. If they get it wrong a final time, they are out. If the player does not answer the question in time, it counts as wrong and they have to go down.
- If the player is on one/two knees and they get a question right, they go back to standing.
- The player still standing wins.
- After a couple of rounds, lower the time to 5 seconds.

Splat!

- Can be played as a pair.
- Used with single times tables or multiple.

Equipment:

- Multiplication grid (can use number grid for a challenge)
- Stopwatch

Rules:

- A times table is called out by the game master and the player has to find that times table on the grid in time.
- When the player has found the times table, they have to call out SPLAT and put their finger on the number.
- If they get it right in less than three splats, they get a point. They must splat their answer in 6 seconds to get the point.
- The first person to get 10 points is the winner.

Challenge:

- Can the players find the number on the number grid?

Boardgame:

- Can be played as a pair or a group.
- Used with multiple times tables.

Equipment:

- Times tables board game
- Dice
- Counters
- Stopwatch
- Times table grid

Rules:

- Each player takes turns rolling the dice to move their counter to the finish position.
- When the player lands on a space, they have to answer a question in 6 seconds on that times table (for example, if they landed on a 6, they could answer any question in the 6 times tables).
- If they answer the question correctly, they stay on the spot they landed on. If they got the question incorrect or did not answer it in time, they move back one space.
- The person who gets to the finish space wins.



Multiplication Rotation:

- Can be played as a pair or a group.
- Used with single times tables.

Equipment:

- Something light to pass around, like a ball or beanbag.

Rules:

- The players stand in a circle.
- The first player start at 0.
- The players have to pass the ball around while saying their times tables in order, first going forwards and then going backwards. For example, if focusing on the 7 times tables, player one might start with $0 \times 7 = 0$, the next player would say $1 \times 7 = 7$ and so on until they get up to $12 \times 7 = 84$.
- When they have got up to $12 \times$, they then count in reverse going down to $0 \times$. If a player gets it wrong, you have to start from the beginning.

Fizz Buzz

- Can be played as a pair or a group.
- Used with single times tables.

Equipment:

- Stopwatch (for challenge)

Rules:

- Each player stands in a circle and they take it in turns to count up from 1.
- When a player gets to a number in the 3 times table, they say fizz instead of that number.
- When a player gets to a number in the 4 times table, they say buzz instead of that number.
- When a player gets to a number in both times tables, they have to say fizz buzz instead of that number. Here is an example of what each player might say:
- 1, 2, fizz, buzz, 5, fizz, 7, buzz, fizz, 10, 11, fizz buzz, 13, 14, fizz, buzz, etc.
- The times tables they say fizz and buzz for can change to any times table the players are stuck on.
- If the player says fizz, buzz or fizz buzz at the wrong time or doesn't say fizz, buzz or fizz buzz at the right time, the player is out.
- The player still standing wins.

Challenge:

- Can the players get all the way to 12 x in 2 minutes?
- Extra words or actions could be added in to include more times tables.

Duel:

- Can be played with 3+ players.
- Use single times tables.

Equipment:


- Stopwatch to record time.

Rules:

- One player is the game master. The other two players are the duelists.
- The duelists stand back to back while the game master calls out a times table from the focus times table (for example 4 x 5 if you were focusing on the 5s).
- When the duelists have an answer, they take three steps forward and turn around and point to the other player and call out their answer.
- If the player gets it right, they get a point. If they call out a wrong answer, the other player gets a point. The first to 10 points wins.

Start	2	3	4	5	6
Finish	Times Table Boardgame				7
7	12	11	9	8	
12	2				
11	3	4	6		
9				7	
8	11	9	8		
7	12				
6	2	3	4	6	
4					7
3	2	12	11	9	8


MULTIPLICATION GRID

Read
across. 

Read
down. 

X	1	2	3	4	5	6	7	8	9	10	11	12
1	1	2	3	4	5	6	7	8	9	10	11	12
2	2	4	6	8	10	12	14	16	18	20	22	24
3	3	6	9	12	15	18	21	24	27	30	33	36
4	4	8	12	16	20	24	28	32	36	40	44	48
5	5	10	15	20	25	30	35	40	45	50	55	60
6	6	12	18	24	30	36	42	48	54	60	66	72
7	7	14	21	28	35	42	49	56	63	70	77	84
8	8	16	24	32	40	48	56	64	72	80	88	96
9	9	18	27	36	45	54	63	72	81	90	99	108
10	10	20	30	40	50	60	70	80	90	100	110	120
11	11	22	33	44	55	66	77	88	99	110	121	132
12	12	24	36	48	60	72	84	96	108	120	132	144


MULTIPLICATION GRID

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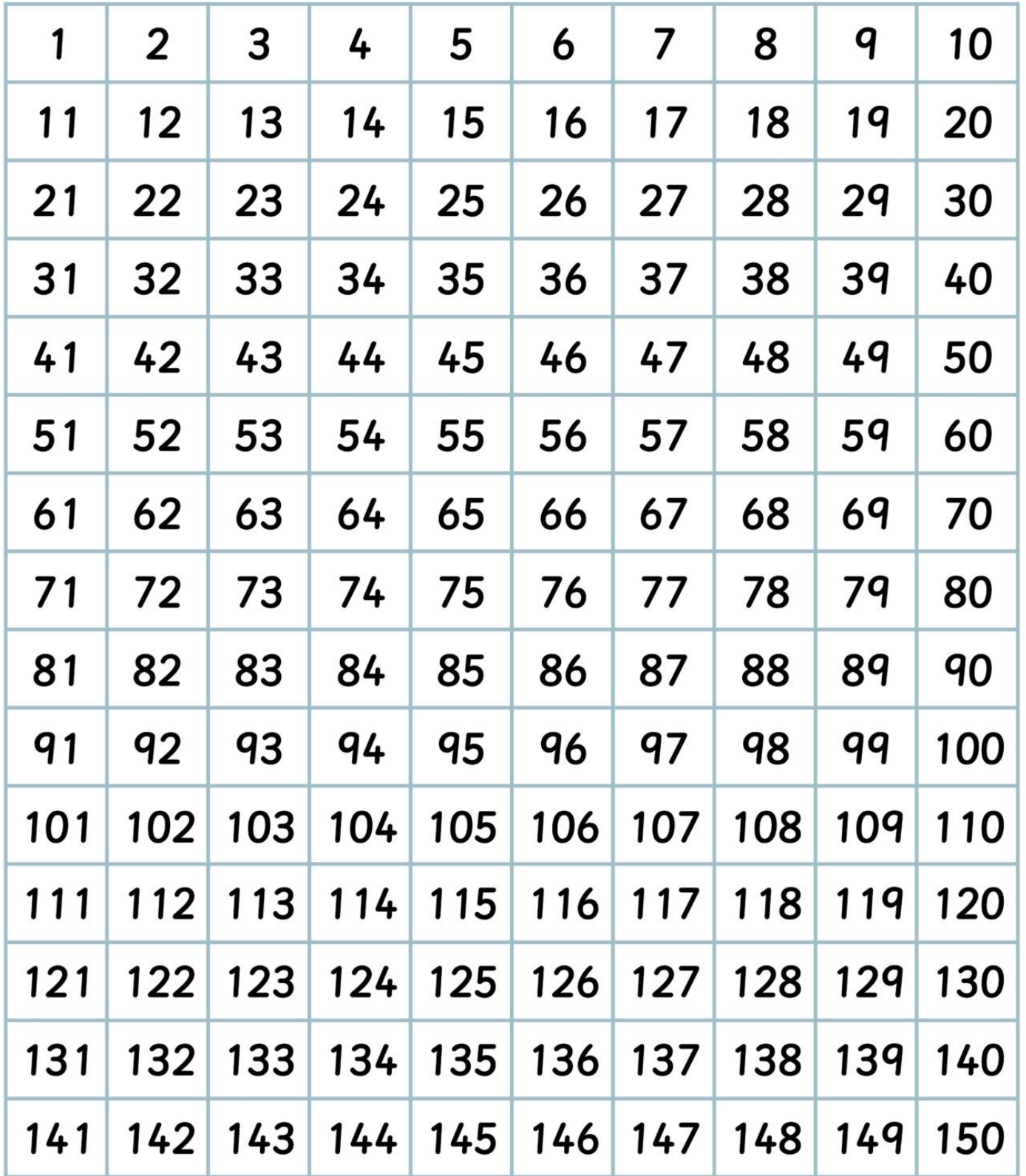
X	1	2	3	4	5	6	7	8	9	10	11	12
1	1	2	3	4	5	6	7	8	9	10	11	12
2	2	4	6	8	10	12	14	16	18	20	22	24
3	3	6	9	12	15	18	21	24	27	30	33	36
4	4	8	12	16	20	24	28	32	36	40	44	48
5	5	10	15	20	25	30	35	40	45	50	55	60
6	6	12	18	24	30	36	42	48	54	60	66	72
7	7	14	21	28	35	42	49	56	63	70	77	84
8	8	16	24	32	40	48	56	64	72	80	88	96
9	9	18	27	36	45	54	63	72	81	90	99	108
10	10	20	30	40	50	60	70	80	90	100	110	120
11	11	22	33	44	55	66	77	88	99	110	121	132
12	12	24	36	48	60	72	84	96	108	120	132	144

MULTIPLICATION GRID

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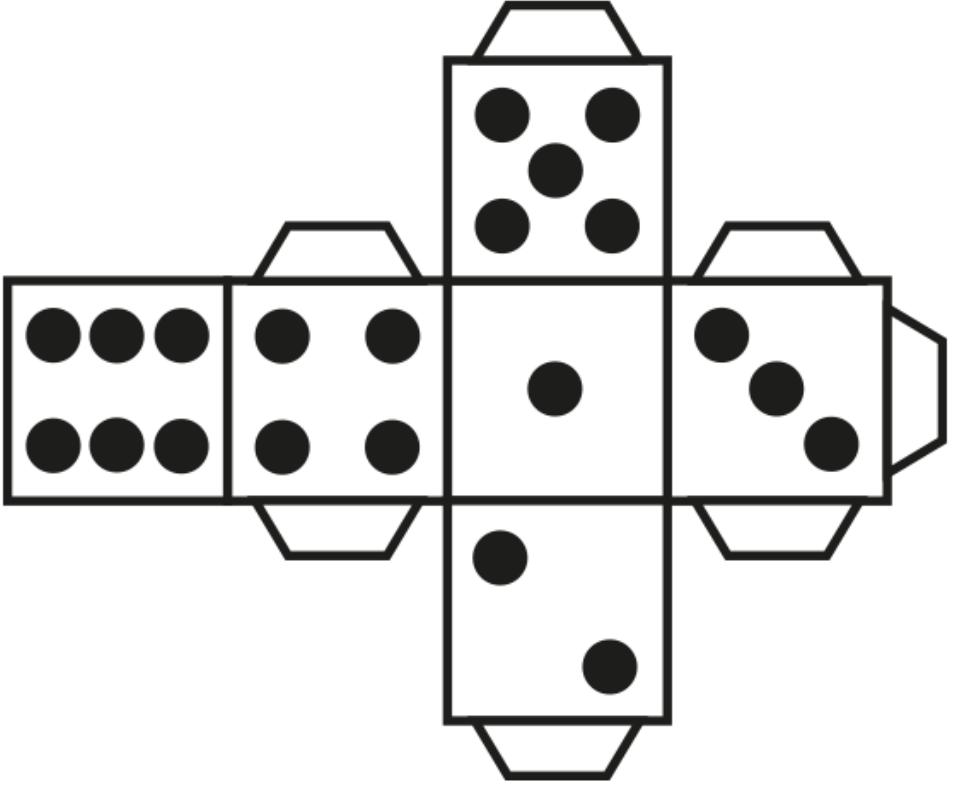
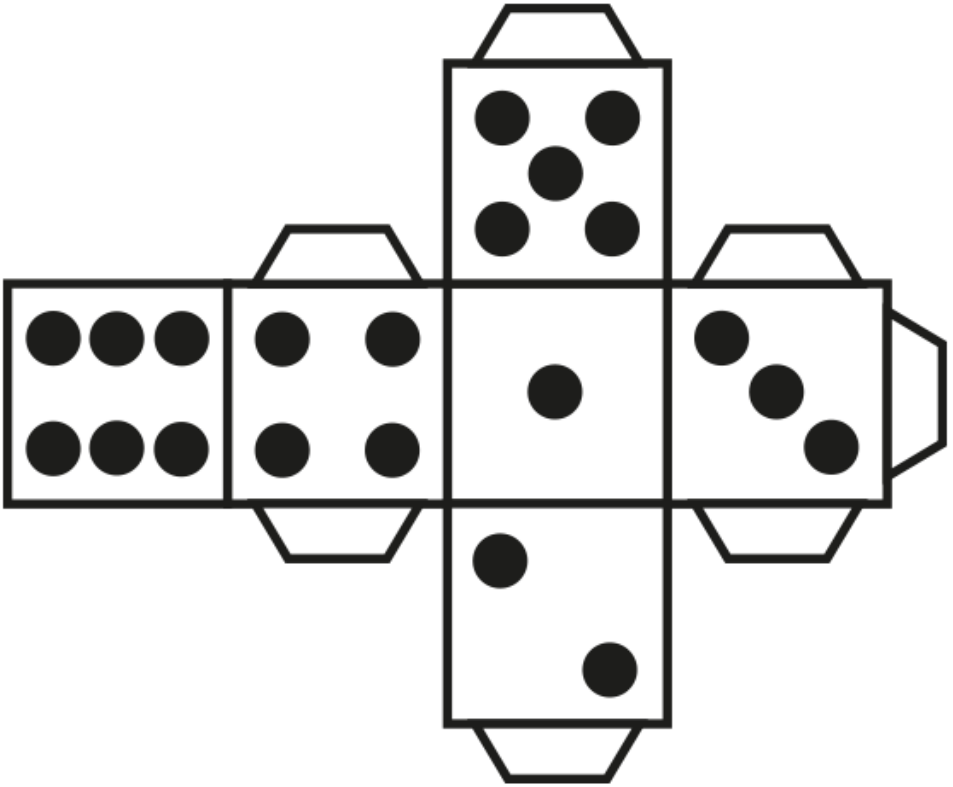
X	1	2	3	4	5	6	7	8	9	10	11	12
1	1	2	3	4	5	6	7	8	9	10	11	12
2	2	4	6	8	10	12	14	16	18	20	22	24
3	3	6	9	12	15	18	21	24	27	30	33	36
4	4	8	12	16	20	24	28	32	36	40	44	48
5	5	10	15	20	25	30	35	40	45	50	55	60
6	6	12	18	24	30	36	42	48	54	60	66	72
7	7	14	21	28	35	42	49	56	63	70	77	84
8	8	16	24	32	40	48	56	64	72	80	88	96
9	9	18	27	36	45	54	63	72	81	90	99	108
10	10	20	30	40	50	60	70	80	90	100	110	120
11	11	22	33	44	55	66	77	88	99	110	121	132
12	12	24	36	48	60	72	84	96	108	120	132	144



1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120
121	122	123	124	125	126	127	128	129	130
131	132	133	134	135	136	137	138	139	140
141	142	143	144	145	146	147	148	149	150

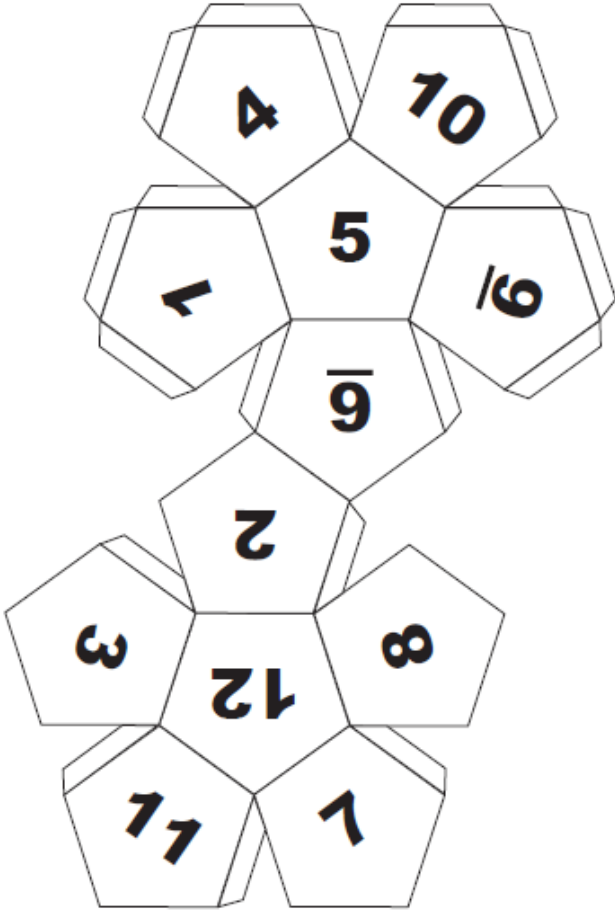


Counters for boardgame:

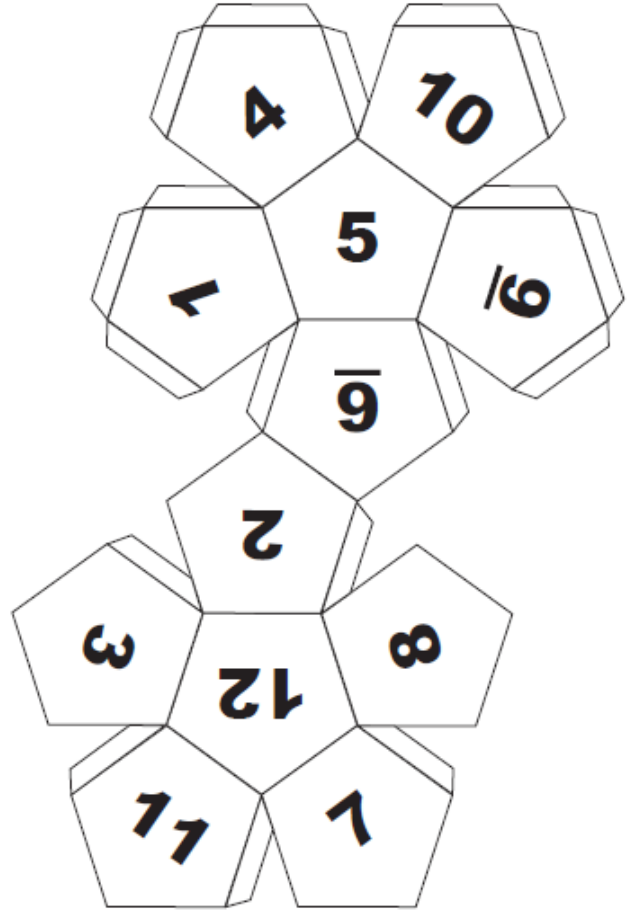




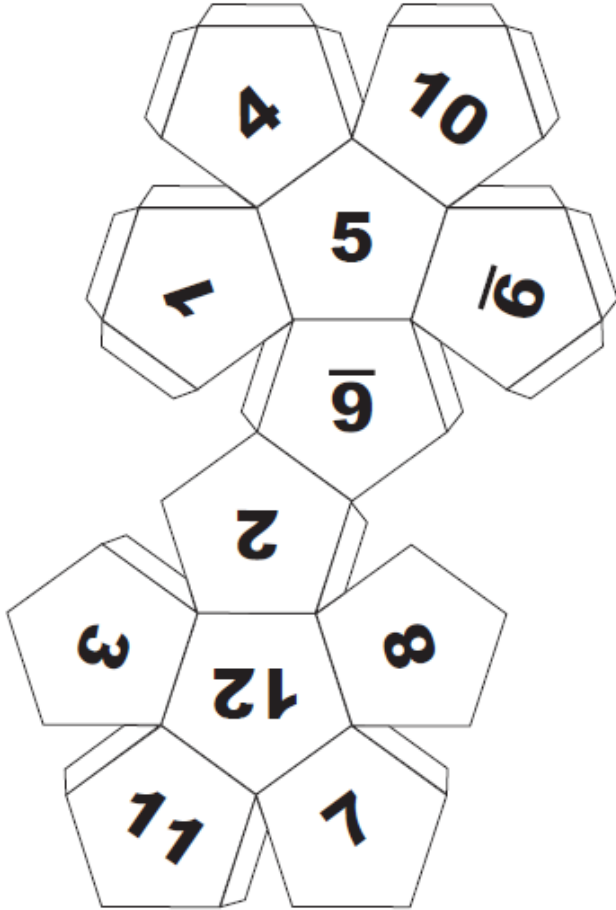
12-Sided Dice



12-Sided Dice



12-Sided Dice



12-Sided Dice

