YEAR 4

THE MULTIPLICATION CHECK



The Multiplication Check

The Multiplication Check is a statutory requirement for schools to administer the multiplication tables check (MTC).

The check administration window for the official **June 2023** check is 2 weeks from Monday 5 June to Friday 16 June.

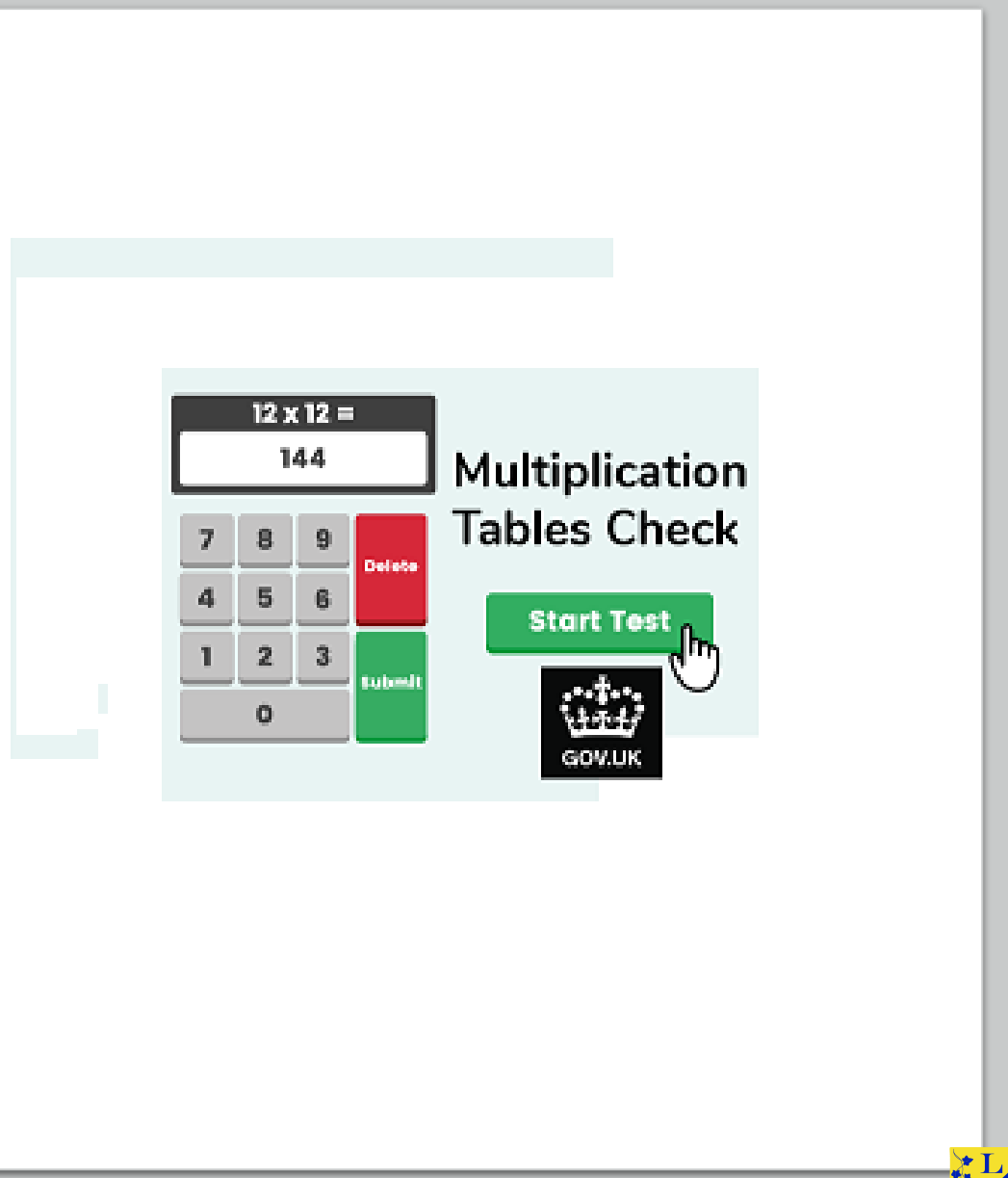
Schools can use the following week, Monday 19 June to Friday 23 June, to administer the check to any pupils who were absent during the first 2 weeks or in case of any delays to the administration of the check due to technical difficulties.

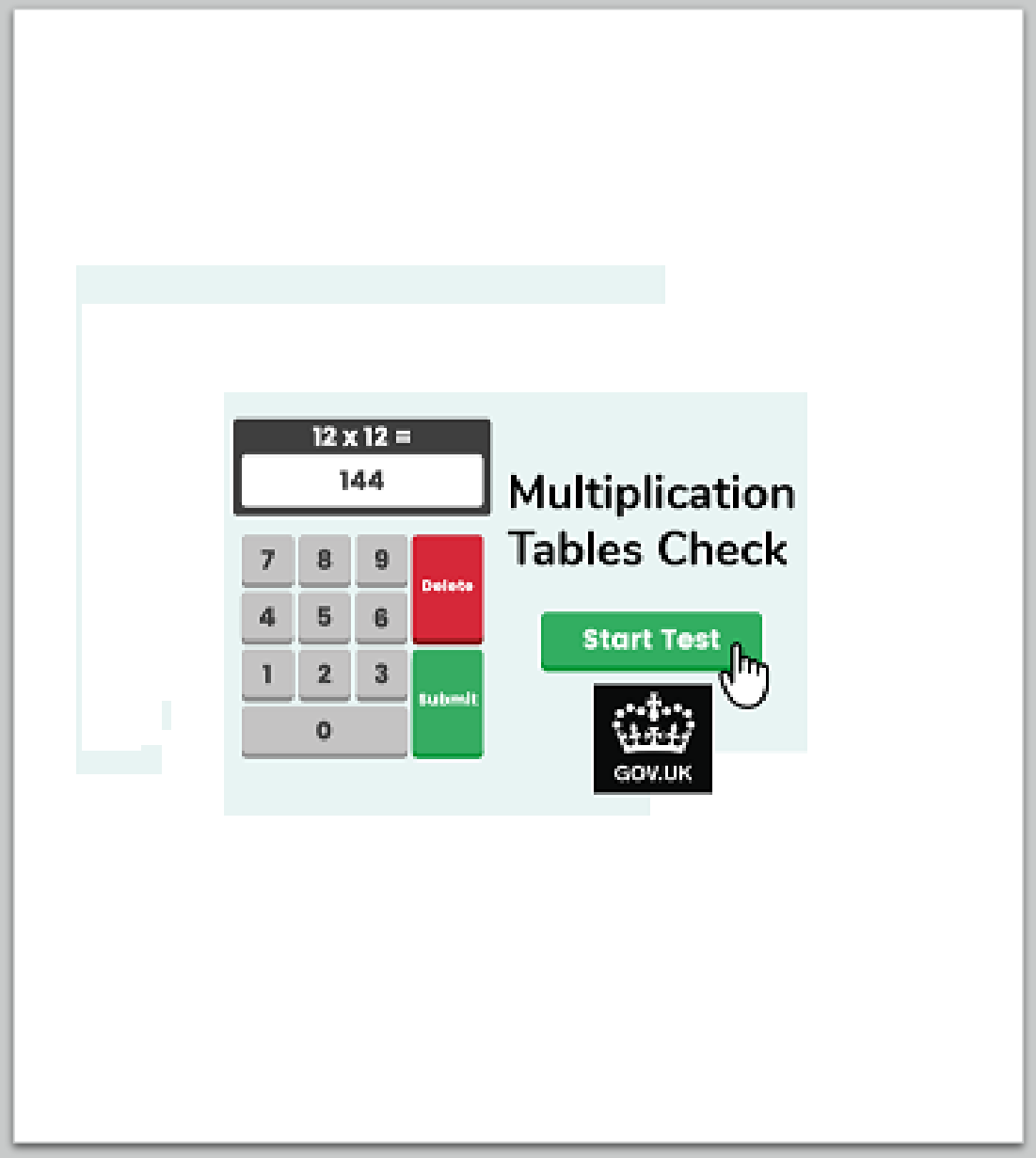
The MTC service will open on Monday 17 April 2023, when schools will be able to allow pupils to use the 'try it out' check.

The Multiplication Check

Your child will be participating in the multiplication tables check in **June.** The purpose of the check is to determine whether your child can **fluently recall their times tables up to 12.** Times tables are essential for future success in mathematics.

It will also help your child's school to identify if your child may need additional support.





What is the Multiplication Check?

The Multiplication Check is an on-screen check consisting of **25 times table questions.**

Your child will be able to answer 3 practice questions before taking the actual check. They will then have **6 seconds** to answer each question.

On average, the check should take no longer than **5 minutes** to complete.

Your child's teacher will share your child's score with you, as they would with all National Curriculum assessments. There is no pass mark for the check.

Access Arrangements

There are several access arrangements available for the check, which can be used 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.

The check has been designed so that it is 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). However, there may be some circumstances in which it will not be appropriate for a pupil to take the check, even when using suitable access arrangements.

If you have any concerns about your child accessing the check, you should discuss this with your child's headteacher.



Why learn Times Tables?

Times tables are a fundamental part of Maths which feed into many different skills and concepts within the Maths curriculum.

If the children are able to instantly recall their times tables, it enables them to use efficient methods in calculation and understand the processes more easily.

It also ensures they are more accurate and develop pace in fluency across the Maths curriculum.

Times Tables at Ladygrove

In Years 3 and 4, the children use ‘Cracking Times Tables.’

The children take home a sheet of times tables to learn every Friday.

Every Friday we give the children 3 minutes to complete the sheet of times tables.

If they get all of the questions correct in 3 minutes they move up a level. The questions become increasingly more difficult as they move up through the levels.

Mr Trusler

Level 1 Name		
1.	2 x 3 =	
2.	5 x 2 =	
3.	2 x 7 =	
4.	9 x 2 =	
5.	2 x 1 =	
6.	10 x 2 =	
7.	2 x 4 =	
8.	2 x 2 =	
9.	6 x 2 =	
10.	2 x 8 =	

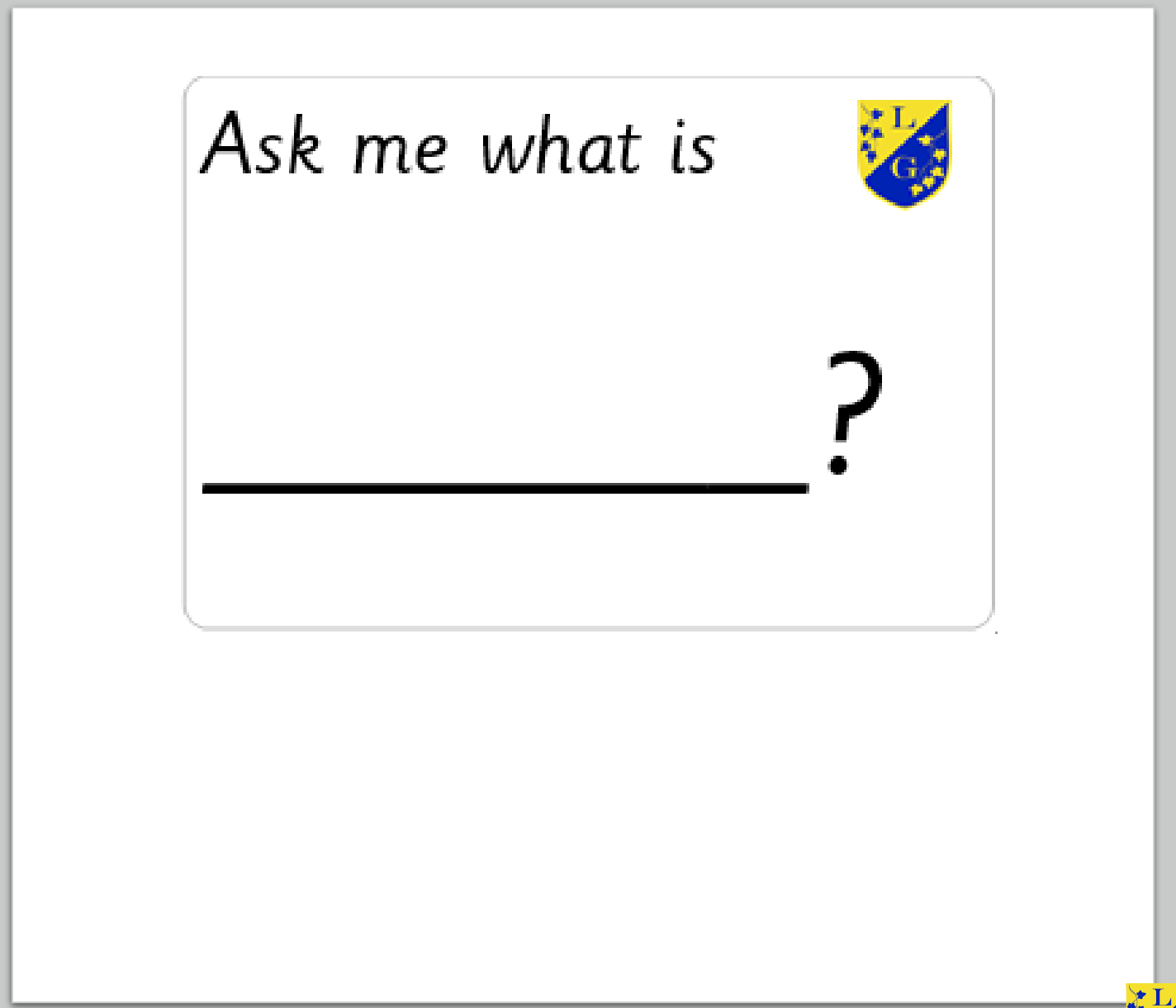
Level 10		Name:					
1	9 x 9 =	26	3 x 8 =	51	7 x 8 =	76	7 x 7 =
2	7 x 1 =	27	8 x 1 =	52	9 x 3 =	77	8 x 1 =
3	2 x 6 =	28	10 x 9 =	53	8 x 4 =	78	10 x 9 =
4	9 x 6 =	29	3 x 8 =	54	2 x 6 =	79	3 x 8 =
5	9 x 5 =	30	9 x 5 =	55	9 x 5 =	80	8 x 9 =
6	9 x 4 =	31	6 x 10 =	56	9 x 4 =	81	6 x 7 =
7	4 x 10 =	32	7 x 1 =	57	4 x 10 =	82	9 x 3 =
8	2 x 8 =	33	10 x 2 =	58	2 x 8 =	83	10 x 2 =
9	3 x 10 =	34	3 x 7 =	59	3 x 10 =	84	6 x 10 =
10	4 x 6 =	35	5 x 3 =	60	4 x 6 =	85	5 x 3 =
11	9 x 3 =	36	1 x 5 =	61	9 x 3 =	86	1 x 5 =
12	4 x 5 =	37	6 x 3 =	62	4 x 5 =	87	6 x 3 =
13	7 x 4 =	38	5 x 10 =	63	8 x 4 =	88	3 x 1 =
14	7 x 8 =	39	9 x 6 =	64	9 x 9 =	89	2 x 5 =
15	10 x 10 =	40	1 x 5 =	65	10 x 10 =	90	1 x 5 =
16	8 x 8 =	41	2 x 5 =	66	7 x 7 =	91	5 x 10 =
17	5 x 10 =	42	3 x 5 =	67	5 x 10 =	92	9 x 6 =
18	6 x 5 =	43	9 x 7 =	68	6 x 5 =	93	1 x 9 =
19	3 x 2 =	44	4 x 4 =	69	3 x 2 =	94	4 x 4 =
20	6 x 6 =	45	3 x 4 =	70	6 x 6 =	95	9 x 7 =
21	9 x 5 =	46	8 x 8 =	71	8 x 9 =	96	1 x 7 =
22	7 x 4 =	47	4 x 6 =	72	9 x 6 =	97	4 x 6 =
23	3 x 7 =	48	1 x 7 =	73	3 x 1 =	98	3 x 5 =
24	10 x 7 =	49	3 x 3 =	74	3 x 8 =	99	3 x 3 =
25	1 x 9 =	50	6 x 7 =	75	10 x 7 =	100	3 x 4 =

Times Tables at Ladygrove

On a Friday all children have a label on their jumpers with a times table question that they need to practise. This is often a question that they got wrong on their cracking times table test.

All adults in school take part in asking the children their times table question.

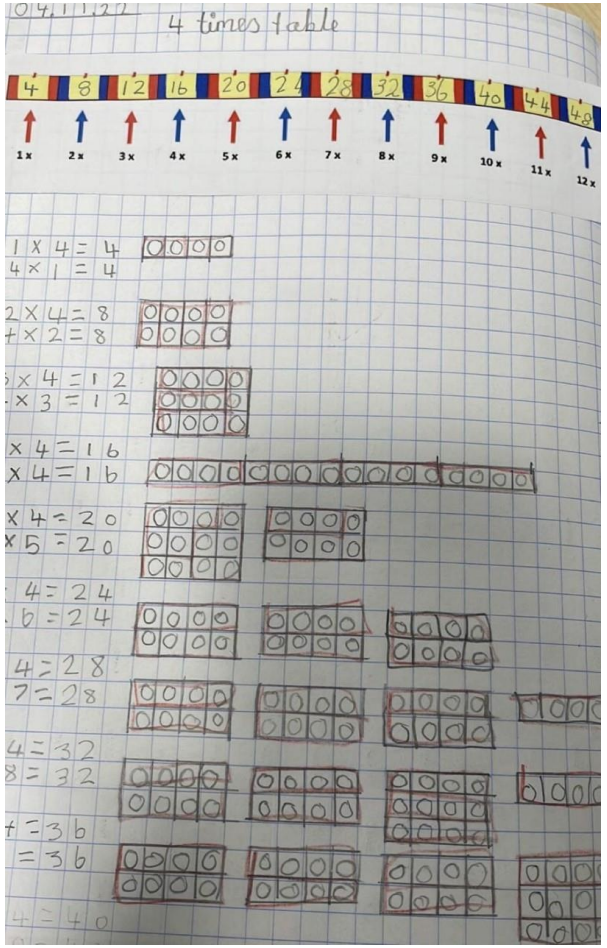
Miss Ellis



Times Tables at Ladygrove

Throughout the week the children also have times table lessons where we teach a particular times table and explore the times table in different ways. Miss Ellis

X	1	2	3	4	5	6	7	8	9	10	11	12
1	1x1	1x2	1x3	1x4	1x5	1x6	1x7	1x8	1x9	1x10	1x11	1x12
2	2x1	2x2	2x3	2x4	2x5	2x6	2x7	2x8	2x9	2x10	2x11	2x12
3	3x1	3x2	3x3	3x4	3x5	3x6	3x7	3x8	3x9	3x10	3x11	3x12
4	4x1	4x2	4x3	4x4	4x5	4x6	4x7	4x8	4x9	4x10	4x11	4x12
5	5x1	5x2	5x3	5x4	5x5	5x6	5x7	5x8	5x9	5x10	5x11	5x12
6	6x1	6x2	6x3	6x4	6x5	6x6	6x7	6x8	6x9	6x10	6x11	6x12
7	7x1	7x2	7x3	7x4	7x5	7x6	7x7	7x8	7x9	7x10	7x11	7x12
8	8x1	8x2	8x3	8x4	8x5	8x6	8x7	8x8	8x9	8x10	8x11	8x12
9	9x1	9x2	9x3	9x4	9x5	9x6	9x7	9x8	9x9	9x10	9x11	9x12
10	10x1	10x2	10x3	10x4	10x5	10x6	10x7	10x8	10x9	10x10	10x11	10x12
11	11x1	11x2	11x3	11x4	11x5	11x6	11x7	11x8	11x9	11x10	11x11	11x12
12	12x1	12x2	12x3	12x4	12x5	12x6	12x7	12x8	12x9	12x10	12x11	12x12



Ways to support times table knowledge:

→ Counting and looking for patterns.

→ Understand that multiplication is repeated addition.

→ Remember that multiplication is commutative.

→ Remember that multiplication is the inverse of division.

→ Recall and utilise number families.

→ We use different representations to represent multiplication, such as concrete manipulatives such as multilink cubes or counters.

→ Create pictorial representations such as arrays.

Repeated Addition

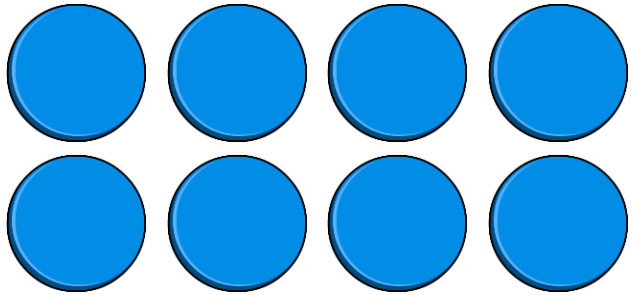
Knowing that 2 x 4 is the same as

2 + 2 + 2 + 2

Mr Trusler



2 + 2 + 2 + 2 = ?



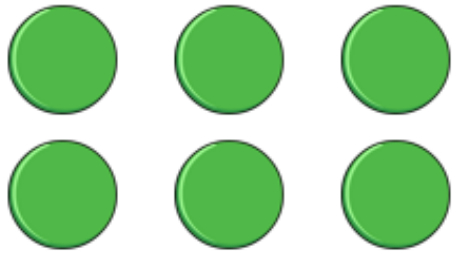
2 x 4 = ?

Multiplication is Commutative

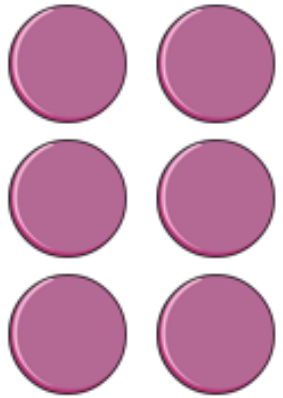
3 x 2 is the same as 2 x 3

Children need to understand that multiplication can be completed in any order to produce the same answer. Sometimes this link needs to be made explicit.

Mr Trusler



3 lots of 2 = 6



2 lots of 3 = 6

Using Known Facts

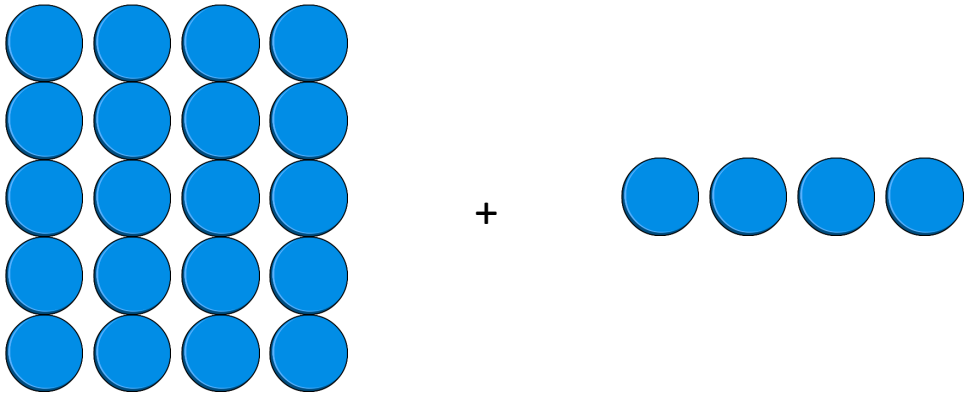
4 x 6 = ?

I know 4 x 5 = 20

Therefore, 20 + 4 = 24

By using known facts from ‘easier’ times tables, children should be able to find answers with increasing speed.

Miss Ellis



Times Tables at Ladygrove

As the children progress into Years 5 and 6, the hope is that they are fluent across all of their multiplication tables up to 12 x 12.

The children continue to practise their tables throughout upper Key Stage 2 through daily practice.

Mr Trusler

How You Can Help at Home



There are many ways in which you can support your child in learning their times tables at home, such as through oral questioning for instant recall and encouraging them to use **Times Table Rockstars**. All children have their log in details for Times Table Rockstars in the front of their reading record.

Please encourage your child to learn their **cracking times tables.**

There are many websites available which offer games to help children to practise their times tables, such as:

- Hit the Button
- Maths Frame
- Purple Mash

Encourage your child to use ‘known facts’ to help them.

Miss Ellis

Any questions?

Websites and apps

- https://www.timestables.co.uk/
- https://www.topmarks.co.uk/maths-games/hit-the-button
- https://www.arcademics.com/
- https://www.mathsisfun.com/timestable.html

Best for rote learning

Times Tables Personal Assistant, £1.99, Apple and Android



This app introduces children to the art of learning times tables by rote. In Learning mode, each table is spoken aloud in order, and in a clear English accent, helping familiarise your child with the patterns involved. There are three different voiceovers, including a rhythmic one that's suited to rote learning.

After practising their chosen table, your child can then choose from a range of different challenges to test their knowledge. These include Drag and Drop, Multiple Choice, Matching Pairs and Grid. The activities help your child practise their tables both ways round (e.g. 3x7 and 7x3), as well as inverse operations.

Multiplayer mode lets your child pit themselves against a sibling, friend or parent, and each player can be challenged on a different table, so you can tailor it to suit children of different ages or stages.

Once they're feeling confident, your child can take a test in the times tables of their choice. Here, they go up against the clock and try to beat their previous times, which helps them speed up. They earn medals as an incentive to keep challenging themselves.



Squeebles Times Tables, £3.99, Apple and Android

The Squeebles are a tribe of friendly monsters, who appear in a range of educational apps. In Squeebles Times Tables, they've been taken prisoner by the evil Maths Monster, and it's your child's job to rescue them by solving times tables questions. It's brilliant for building speed and fluency: a key part of learning times tables.

Training mode will help your child commit their times tables up to 12x12 to memory. They can then progress to various different activities that test their knowledge. They can practise their tables out of sequence in Mix It Up, tackle word problems, get to grips with inverse operations in Fill The Gap and race against the clock in Challenge mode.

If your child gets a multiplication wrong, it's added to the Tricky Tables section; they have to get it right three times in a row to move on. There's also an Extreme Tables challenge that introduces the 13, 14 and 15 times tables: ideal for kids who are working in greater depth in maths.

Your child collects Squeebles characters for getting their answers