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Introduction

The Mighty Multiples Times Table Challenge provides a fun, interactive and practical way of learning the times tables.

This unique approach is:

Fun

The scheme contains enjoyable activities which engage children in their learning.

Interactive

It provides a visual, auditory and kinaesthetic approach to learning the times tables which will appeal to all children, whatever their learning style:

- ◆ **Visual** - Each times table is linked to a sporting character and there are visual grouping sheets, number fans, 144 grids and bingo games
- ◆ **Auditory** - Pupils can listen and sing along to the character's songs and poems on the CD
- ◆ **Kinaesthetic** - Activities to enable you to jump and leap your way through the times tables! Links to PE and major sporting events!

Practical, tried and tested

This tried and tested method really works. Our trial schools recorded a significant improvement in children's understanding of the tables. We measured children's times table knowledge for the age appropriate level and, at the end of the trial, 84 percent could recite tables and almost all children could solve word problems relating to applying times table knowledge. The most marked improvement was in attitude towards the times tables. At the beginning 86 percent said they hated times tables and thought they were boring but, at the end of the year, 90 percent said they loved the Mighty Multiples!

The Mighty Multiples Times Table Challenge provides:

A fresh, new integrated approach

The scheme provides lots of practical multiplication and division activities so children gain full understanding. Children learn to apply their times table knowledge to word problems and everyday life situations.

In-built motivational rewards, badges and certificates

How long will it take for your pupils to achieve their Bronze, Silver, Gold and Platinum Awards? (See page 21.)

Everything you need

The book and CD pack contains everything you need, from group games, number fans and visual grouping activities to songs, poems and assessment activities. All the songs and poems are recorded on the CD, along with instrumental versions of the songs.

Suggestions for starting a Mighty Multiples Club

A great way to raise the profile of maths across the school (see page 20).

Links to home

Tip sheets for parents for use at the park, while shopping and on the way to school to help make times tables relevant to everyday life (see pages 28-32).



Using the scheme in your school

The Mighty Multiples Times Table

Challenge is a whole school scheme, starting at Reception and continuing to Year 6. It teaches the times tables and consolidates number bond knowledge. The scheme is designed to teach the times tables by developing a clear understanding of how to use and apply this knowledge to division and word problems and not simply learning by rote.

Each times table or number bond is linked to a sporting character and each character has its own corresponding songs, poems and tips to help the children learn. The scheme is designed to be taught practically and should always remain fun.

The whole scheme is split into awards and follows a natural progression of skills. It starts with a bronze award, which covers number bonds and number stories to 20, up to a platinum award, covering the 11 and 12 times tables.

Included in the scheme are complete assessment materials, in order to monitor whole class and individual achievements.

When should we start the scheme?

The scheme is best started at the beginning of a new term. This will be a long enough stretch to measure progression.

How often should we use the scheme?

This is entirely up to your school. The scheme is designed to be flexible. You may choose to use it daily, weekly or just to fill the occasional spare moments in the week.

Should everyone take part?

Yes! The idea of the scheme is that the characters are so well known and the achievement of an award is so well recognized that children are proud and self-motivated to take part.

When should we give awards?

We would ideally recommend that these are given out in whole school assemblies, in order to recognize achievement within the school community.

How do we know when to assess?

All teachers know their own pupils best. We recommend that you do not assess a child until you are sure they stand a good chance of passing the assessment as the testing is so thorough. Provided are morale boosting 'In between' certificates to acknowledge the hard work and effort put into learning (see pages 24-25)..



Assessment sheets

Assessment sheets are provided at the end of each number bond or times table. There is also a whole class tracking sheet to record individual's progress (page 27), which can be used in transition when children move to the next academic year. The child record sheet contains pictures of all the characters and details of what they should be learning to achieve each award (page 26). When they complete a table assessment, they can colour in the corresponding character on their individual sheet.

What do we send home?

Each table has its own sheet to take home, including the table to learn and activities and tips to help do so. All tips are practical and fun! Parents should be encouraged to keep the fun element of this learning and not to make children learn the tables by rote.

It might be advisable to invite parents in for an open evening to explain the scheme and answer any questions, so that parents have a thorough understanding of what you are trying to achieve with their help.

Does every child have to start at the beginning of the scheme?

Yes! Although some children may be more advanced than number bonds and the tables necessary for the lower awards, it is important that every child starts at the same point. The more able children can be assessed immediately on the lower awards and achieve them quickly. It not only consolidates each child's knowledge but is motivating both for that child and other children to see the reality of people achieving awards.



Long Jump Jim's 10 times table poem

10
times table
Silver Award

Track
●
5

Long Jump Jim says here we go again
 1×10 is 10.

This isn't his first time, he's done it a plenty
2 lots of 10 make 20.

He flies through the sky - just like a bee
3 groups of 10 are 30.

It's a great jump, he's full of glee
 4×10 equals 40.

Jim's jumped further than a flea
5 lots of 10 are 50.

He run and runs and jumps with glee
 6×10 is 60.

Last jump now, it's number three
7 groups of 10 make 70.

Jim's getting hungry - he'd like his tea
8 lots of 10 are 80.

A long run up, that's the key
 9×10 is 90.

Save the best until last, 10 metres dead
10 groups of 10 make 100.

He jumps all the way to the winning pen
11 lots of 10 are 110.

The crowds are cheering him a plenty
 12×10 makes 120.



Long Jump Jim's 10 times table song

10
times table
Silver Award

Tracks

18 & 31

Chorus

Long Jump Jim is counting in 10s as he jumps
Long Jump Jim is counting in 10s as he jumps
Long Jump Jim is counting in 10s
Counting in 10s, counting in 10s as he jumps.

Singing 1×10 is 10 as he jumps
Singing 2×10 is 20 as he jumps
Singing 3×10 is 30
 3×10 is 30, 3×10 is 30 as he jumps.

Long Jump Jim is counting chorus

Singing 4×10 is 40 as he leaps
Singing 5×10 is 50 as he leaps
Singing 6×10 is 60
 6×10 is 60, 6×10 is 60 as he leaps.

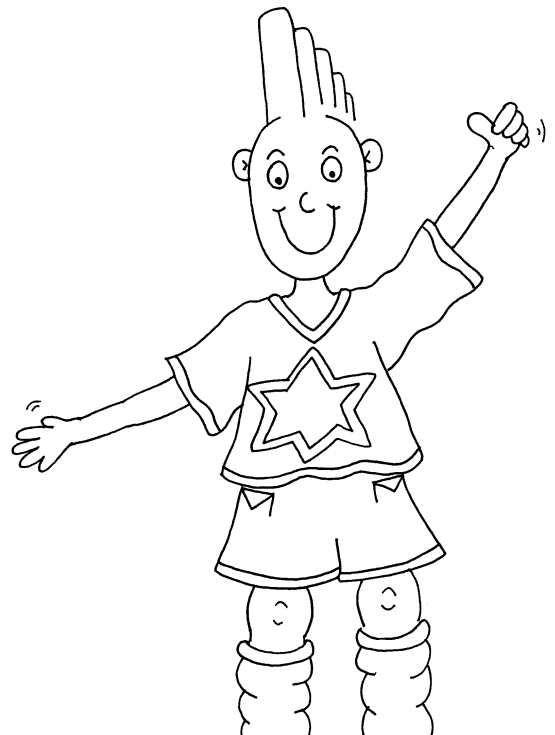
Long Jump Jim is counting chorus

Singing 7×10 is 70 as he flies
Singing 8×10 is 80, as he flies
Singing 9×10 is 90
 9×10 is 90, 9×10 is 90 as he flies.

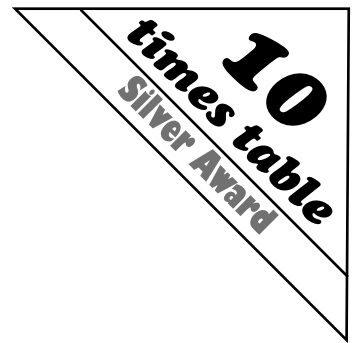
Long Jump Jim is counting chorus

Singing 10×10 is 100 as he lands
Singing 11×10 is 110 as he lands
Singing 12×10 is 120
 12×10 is 120, 12×10 is 120 as he lands.

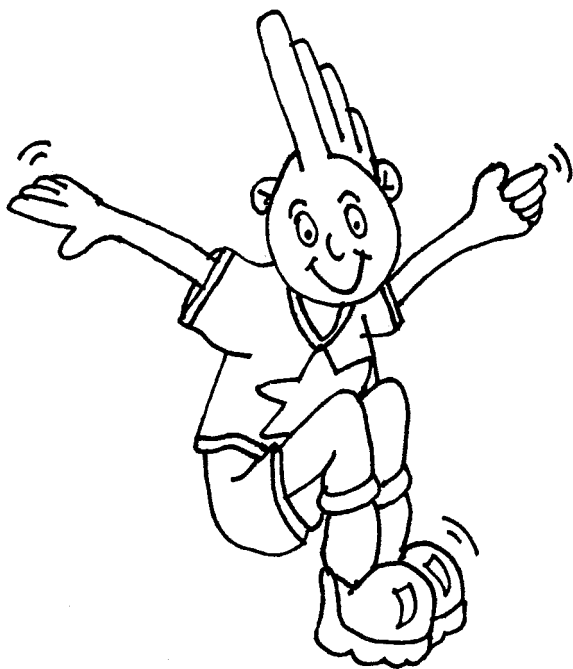
Long Jump Jim is counting chorus



Long Jump Jim's Visual grouping



$$10 \times \underline{\quad} = \underline{\quad}$$



For example:
 $10 \times 2 = 20$

2 hexagons

 A diagram showing ten small stars arranged in two rows of five. Two lines point from the text "2 hexagons" to the two groups of stars.

Long Jump Jim's 10 times table word problem challenge

10
times table
Silver Award

1. 10 people jump 2 metres. How many metres is that in total?
2. Long Jump Jim jumps 10 metres in 6 events. How many metres has he jumped altogether?
3. 60 metres has been jumped in total by 10 people. How many metres is that each?
4. 10 long jump champions receive 3 trophies each. How many trophies is that in total?
5. Long Jump Jim jumps 10 metres a day. How many metres does he jump in a week?



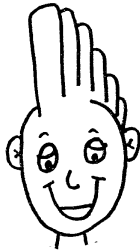
Mighty Multiples'

Top times table tips

Make learning times tables fun!

Remember there are rules that can help you!

Any number multiplied by 0 is always 0!



To multiply by 4, times by 2 and double it!



Silly rhymes and songs can help too! Try these ones or why not make up your own!

Aerobic Alan twirled and twirled then fell to the floor - 12 12s are 144.



High Jump Heather scores three and three in a line, 3×3 is number 9.

8×8 fell on the floor. Tracey picked it up, it was 64!



Be practical! Be active!

When you go up to bed, take the stairs in 2s!

Sing the times table in the voice you imagine your character would use, or mime their actions for each table!



Use chalk to draw stepping stones and hopscotch grids with your challenge in, eg 5, 10, 15, 20 ...

