

# Times Table Busters Five Simple Games for Improving Fluency

Here are five simple games for helping children become fluent with multiplication facts. All of the games in our times table busters pack need either: dice, dominoes, playing cards or a football to play. All of these resources are readily available in most schools but a printable resource pack included if you do not have access to some of the equipment listed above.

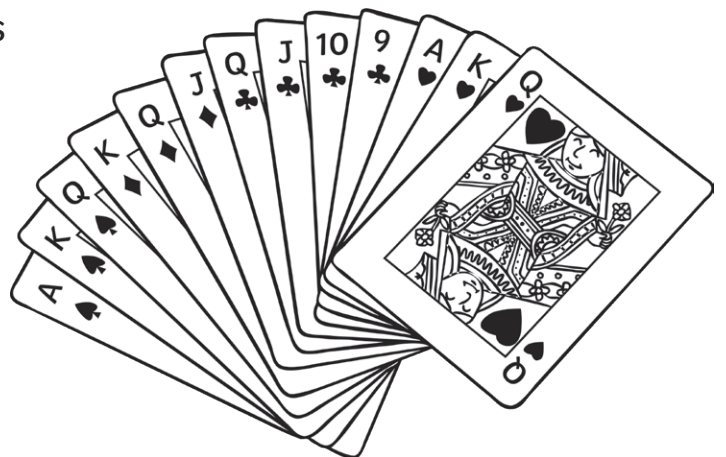
## Multiplication Duel - 2 players

You will need

- pack of playing cards

### Instructions

1. Remove the jokers and kings from the pack. In this game, the ace represents the number 1, the jack represents the number 11 and the queen represents the number 12.
2. Shuffle the cards. Then, deal them equally between two piles and place them in the middle of the table.
3. Players take turns to turn over one card from each pile.
4. All players must multiply the numbers shown on each card. For example, for the queen of hearts and the seven of spades, the multiplication to solve is  $12 \times 7$  or  $7 \times 12$ .
5. The first player to call out the correct answer wins the cards.
6. Play continues until all of the cards have been turned over and won.
7. The winner is the player who has the most cards.



## Direct Hit Dominoes - 2 to 4 players

### You will need

- set of dominoes
- a feely bag

### Instructions

1. Place all of the dominoes into a feely bag.
2. At the beginning of each round, decide on a target number between 0 and 100.
3. Next, each player pulls one domino out of the feely bag and multiplies the two numbers shown together. The player whose product is the closest to the target number wins the round and earns a point.
4. Change the target number to a different number and begin a new round.
5. The first player to win three rounds (and earns three points) is declared the winner and the game ends.

## The Dice Multiplier Game - 2 to 4 players

### You will need

- dice (1-6) or spinner (1-12)

### Instructions

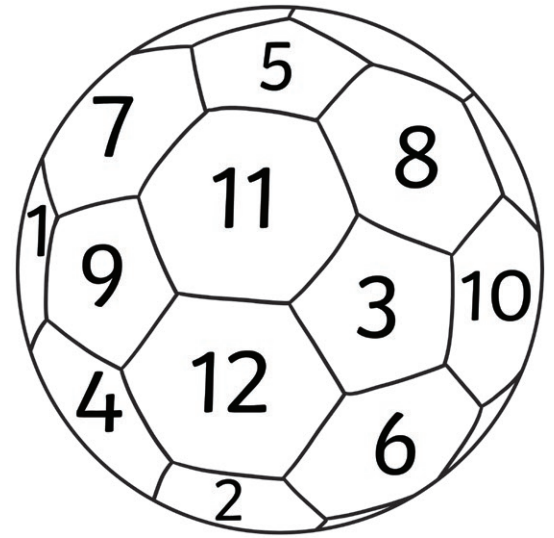
1. Players take it in turns to roll two dice and multiply the two numbers that are generated.
2. The player with the largest product wins a point.
3. Play continues until a player has won five points and is declared the winner.

## Times Football Game - 6 or more players

To play this game, you will need to write a number between 1 and 12 (randomly) on every section of a football (as shown).

### You will need

- marker pen
- red and yellow squares of card or paper
- football labelled with the numbers 1 to 12



### Instructions

1. Children stand in circle so that there is a large space between each of them.
2. Next, the players take turns to throw the ball around the circle.
3. The player who catches the ball must multiply the two numbers together that their thumbs are touching. If they get the answer correct, they stay in the circle. If they give an incorrect answer, they are issued a yellow card. If a child gives a second incorrect answer on their next turn, they get a red card and are 'sent off'.
4. Play continues until all players are knocked out and only one person is left in the circle. The last player left is awarded the honour of being the champion of the Times Football League.

## Rock, Paper Times Tables Tournament - Whole Class Game

### Instructions

1. Select two children to go head-to-head and face each other for this game.
2. Together they recite the sentence rock, paper, times tables while clapping their hands (one clap for each phrase).
3. After the third clap and saying the words 'times tables' (just like when playing the traditional game of rock, paper, scissors) they reveal a number with their fingers. For example, one player may hold up 7 fingers and the other player may hold up 2 fingers meaning the calculation that needs to be solved is  $7 \times 2$ .
4. The first player to get the correct answer remains 'in the chair' to face another opponent.
5. Play continues until every child in the class has had a turn and the champion is declared.