



Times tables
turns

Year

3

Focus

Times tables

What's needed

x4 Home Mats

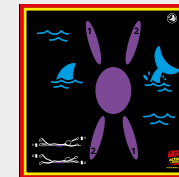
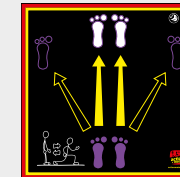
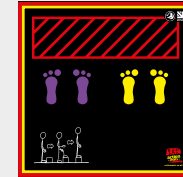
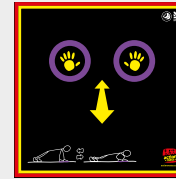
Action Mats required:

SM, SB, TD, SW, LU, StU, SJ,
PU, RJM

Maths mats required:

Single digit mats, use x2
single digit mats for 10-11-12

$$3 \times 4 =$$





Warm Up

Times table heroes

Give all children a number mat, either 2, 3, 4, 5, or 8



If you students have covered more times tables than this then add in the extra numbers, likewise, if they are not confident on these times tables yet use ones they are working on

All children line up across the room with the mat at their feet. Choose one child to be the catcher (they will need number mats to create 1-12), they call out a class mates name and hold up any number between 1 and 12. As in the game "Chicken, hero, twin", the children will have to run from one side to the other. However, in this game they must multiply their number with the catchers and shout out the answer before running. Anyone spotted calling the incorrect answer joins the catcher in the middle. Have the students swap their digits around after each turn.



More able groups could do the same with the 5 and / or 10 times table.

Main task

Times tables turns

Students stand in teams of three or four behind one of the action mats in the room. Call out a multiplication that you would expect your students to know



ideally at this stage that would be the 2,3,4,5, and 8 times table, adapt it as necessary for your group

Each group must agree on the answer then carry out this many actions on their action mat, when the whole team has completed their actions in turn they must sit down. For larger numbers you could have the team work together to complete the correct number of actions between them.

The first team finished gets a point.

Rotate the class onto a new action mat and repeat the process with a different multiplication.