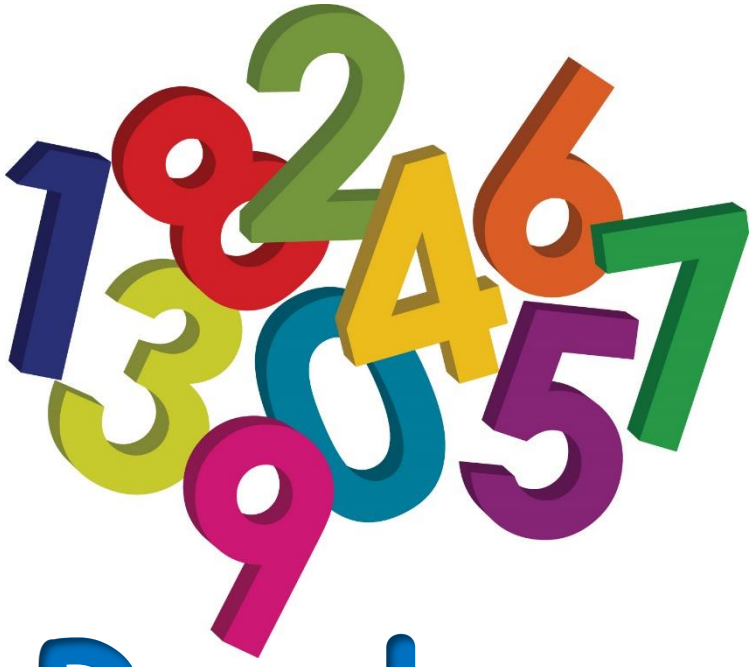
Maths Booklet

Multiplication



Poplars

The aim of this booklet is to outline what is expected by the end of the year. We have included some of the strategies that will be used in class so that support is given in the same way.

We have included some games and activities that can be done at home to help them develop fluency and understanding.

Multiplication Expected targets.

- Recall **all** times tables facts 0-12.
- Recall the related division facts.
- Be able to solve multiplication word problems linked to the times table facts.
- Be able to multiply a single digit number by a single digit number.

Use what they know to work out other facts.
I know that 10 x 3 is 30 so
3 x 10 = 30
30 ÷ 3 = 10
30 ÷ 10 = 3

Fill in missing numbers using their times table facts.

10 x ? = 30	5 x 6 = ?
7 x 10 = ?	? x 7 = 14
3 x 4 = ?	6 x 6 = ?

Use the grid method to multiply a single digit buy a 2 digit number.

5 x 24

	20	4
5	100	20

100 + 20 = 120

Understand what the problem is asking.
Tables are arranged in the classroom with 4 chairs at each table. There are 5 groups of tables. How many chairs are there altogether?

4	4	4	4	4

4 + 4 + 4 + 4 + 4 =
5 x 4 =
4 x 5 =

Use related facts to solve calculations.

Double
5 x 18 is the same as 10 x 9.
Halve

4 x 17 is the same as 2 x 34

Games and activities that will support Multiplication.

How to Play:

1. All of the jacks, queens and kings only are removed from the deck.

2. Each player is dealt 7 cards, the rest of the cards used as a pick-up pile. Put them face down.

3. Players need to make a times table using their cards, two of the cards are multiplied together and the answer is made by just putting down the numbers in their correct place value. (If a player has a 3, 5, A and another 5 they can make 3 x 5 = 15).

4. The player who can put cards down to make a complete times table, or the highest times table goes first. Otherwise it is the player who has the highest cards.

5. Once the initial sum has been created players can then put more cards down to make a new sum, they can put only a few cards down to use with cards that are already there or they can put 4 new cards down to make a completely new sum. (If 4 x 5 = 20 has been put down and a player has a 6 and a 3 they can put their 6 on top of the 4 and their 3 on top of the 2 to make 6 x 5 = 30). A player cannot put the same cards on top of each other. (A 5 cannot go on top of another 5)

6. Once a player has had a turn, they need to make sure they have at least 7 cards in their hand, if they have less they need to pick up from the pick-up pile until they have 7 again. If they have 7 or more then it's the other player's turn.

7. If a player cannot make a number sentence, they pick up a card. 8. The game ends when no players can do anything more. The winner is the player with the least number of cards left.

Multiplying dice.

You will need 1 or 2 dice

How to play.

1. If you have 2 die roll them both or if playing with 1 dice roll it twice.
2. Multiply the 2 numbers create by the dice.
3. Score 1 point if you get it correct.

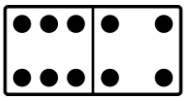
You can make the game trickier by playing against your opponent and the first to answer gets a point.

Change the numbers on one or both dice to make the calculation trickier or to focus on 1 times table in particular.

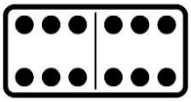
Multiplying Dominoes.

Turn all the dominoes upside down. Take turns to turn over one domino and multiply the number of spots on each side.

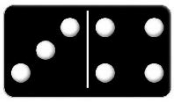
6 x 4



6 x 6



3 x 4



Pile it On: A Multiplication Game

Introduce multiplication to your child using a deck of playing cards and a die. This game provides an excellent demonstration of how multiplication works. First, players roll the die twice to find numbers for their multiplication fact. Then, they place cards in piles to create a visual representation of each fact. When solving their problem, players can count the cards or use the multiplication facts they already know. As patterns appear within the game, players will gain a better grasp on multiplication.

What You Need:

One deck of cards and 1 dice

What You Do:

1. On a player's turn, they roll the die twice. Their first roll indicates how many piles they must make. Their second roll tells how many cards to place face down in each pile.

2. The player will then create those piles, add up the total number of cards used (either by counting them or by using multiplication), and record their score.

3. Play for ten rounds. The person who uses the most cards total is the winner.

Loop the loop cards and Bingo boards can be downloaded from the internet. These are another fun way of recalling times table facts.

Useful links and websites.

https://www.timestables.co.uk/rally.html

www.rivertables.co.uk/activity

www.ictgames.com/resources.

https://www.topmarks.co.uk/maths-games/hit-the-button