



When it comes to times tables, speed **AND** accuracy are important – the more facts your child remembers, the easier it is for them to do harder calculations. Times Table Rock Stars is a fun and challenging programme designed to help students master the times tables!

### **Age related expectations**

#### **Year 1:**

- Count in multiples of 2s, 5s and 10s

#### **Year 2:**

- Count in steps of 2, 3, and 5 from 0, and in 10s from any number, forward and backward
- Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables

#### **Year 3:**

- Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables

#### **Year 4:**

- Recall multiplication and division facts for multiplication tables up to  $12 \times 12$

**Year 5 & 6:** Build on their knowledge of multiplication and division facts ( $12 \times 12$ ) e.g. prime numbers, factors, square numbers, multiplying and dividing decimals and multiplying and dividing by fractions.

### **Game modes**

#### **IMPORTANT**

We recommend children in key stage one (Years 1 and 2) focus on playing in 'Garage' and 'Rock Arena' mode to build their accuracy and confidence initially. These game modes focus on the multiplication facts and related division facts set by the teacher only. This means children will not be put off by being faced with multiplication facts they are not yet ready to answer (e.g.  $8 \times 7 =$  or  $81 \div 9 =$ ).

Once children move into key stage 2 (Years 3-6), children will be encouraged to play in studio mode (in addition to the garage, soundcheck and festival mode) to gain a rock status.

#### **Garage** -Single player

The questions will only come from the times tables the teacher has set. It will include multiplication *and* division questions. As pupils start to answer questions, TT Rock Stars works out which facts they take longer on and will give them more

of these questions to answer. The Garage is best for getting quicker at a few facts. Players get 10 coins per question they answer correctly.

**Studio** – Single player

The questions in the Studio can be **anything** from 1×1 up to 12×12. TT Rock Stars calculates the average (mean) response time from their last 10 games in the Studio and translates that time into a Rock Status. If you don't play in the Studio you don't get a Rock Status. Players earn 1 coin per question and the Studio is the place for them to set their best time across all the tables.

Less than 1 second per question = <b>Rock Hero</b>
Less than 2 seconds per question = <b>Rock Legend</b>
Less than 3 seconds per question = <b>Rock Star</b>
Less than 4 seconds per question = <b>Headliner</b>
Less than 5 seconds per question = <b>Support Act</b>
Less than 6 seconds per question = <b>Breakthrough Artist</b>
Less than 7 seconds per question = <b>Unsigned Act</b>
Less than 8 seconds per question = <b>Gigger</b>
Less than 9 seconds per question = <b>Busker</b>
Less than 10 seconds per question = <b>Garage Rocker</b>
More than 10 seconds per question = <b>Wannabe</b>

**Soundcheck** – Single player  
When you play Soundcheck, you get 25 questions with a 6-second time limit. The questions are multiplication only and evenly weighted in terms of difficulty each time you play. Players earn 5 coins per correct answer.

**Rock Arena** – Multi player  
The Arena allows players to

compete against all other members of their Band (class). A new Arena game starts every 15 seconds and once the clock starts they race to answer more questions than the others. In the Arena, questions will only come from the times tables the teacher has set for the week, similar to the Garage. They earn 1 coin per correct answer.

**Rock Festival** – Multi player

The Rock Festival games are open to players from around the world. Like the Arena, there is no limit to the number of players who can join a game; however, unlike the Arena, questions are selected at random from 1×1 to 12×12. Pupils might choose the Rock Festival if they wanted to compete against others not in their Band (class). They earn 1 coin per correct answer.

**Stats**

If you click on your avatar icon in the top right of the screen and then click My Stats, a heatmap like the one below will load. It shows how successful your child is at each of the facts.

Grouped												Basic
	1	2	5	10	3	4	8	6	7	9	11	12
1	1×1	1×2	1×5	1×10	1×3	1×4	1×8	1×6	1×7	1×9	1×11	1×12
2	2×1	2×2	2×5	2×10	2×3	2×4	2×8	2×6	2×7	2×9	2×11	2×12
5	5×1	5×2	5×5	5×10	5×3	5×4	5×8	5×6	5×7	5×9	5×11	5×12
10	10×1	10×2	10×5	10×10	10×3	10×4	10×8	10×6	10×7	10×9	10×11	10×12
3	3×1	3×2	3×5	3×10	3×3	3×4	3×8	3×6	3×7	3×9	3×11	3×12
4	4×1	4×2	4×5	4×10	4×3	4×4	4×8	4×6	4×7	4×9	4×11	4×12
8	8×1	8×2	8×5	8×10	8×3	8×4	8×8	8×6	8×7	8×9	8×11	8×12
6	6×1	6×2	6×5	6×10	6×3	6×4	6×8	6×6	6×7	6×9	6×11	6×12
7	7×1	7×2	7×5	7×10	7×3	7×4	7×8	7×6	7×7	7×9	7×11	7×12
9	9×1	9×2	9×5	9×10	9×3	9×4	9×8	9×6	9×7	9×9	9×11	9×12
11	11×1	11×2	11×5	11×10	11×3	11×4	11×8	11×6	11×7	11×9	11×11	11×12
12	12×1	12×2	12×5	12×10	12×3	12×4	12×8	12×6	12×7	12×9	12×11	12×12
	0-1s	1-2s	2-3s	3-4s	4-5s	5-6s	6-7s	7-8s	8-9s	9-10s	>10s	

### **National Multiplication Tables Check**

The multiplication tables check (MTC) is mandatory for all pupils at the end of year 4.

The purpose of the check is to determine whether pupils can fluently recall their times tables up to 12, which is essential for future success in mathematics. It will also help your child's school to identify pupils who may need additional support.

The Multiplication Tables Check is an on-screen check consisting of 25 times tables questions. Your child will answer 3 practice questions before moving on to the official check, and will then have 6 seconds to answer each question. On average, the check should take no longer than 5 minutes to complete.

The school will administer the multiplication tables check within a 3-week period in June.

For further information:

<https://www.gov.uk/government/publications/multiplication-tables-check-information-for-parents>