

Dear Parent/Carer,

At St. Andrew's, we use Times Table Rock Stars (TTRS) as a platform for children to learn and practise times table facts in a fun, engaging way. Teachers also use it to track children's knowledge and progress. Therefore, we kindly ask that your child accesses it as regularly as possible as part of their weekly homework. We recommend a "little but often" approach. A good target is 5 minutes a day, 4-5 times a week. You can download the app on any device or open the programme on the web for free.

## Why are times tables so important?

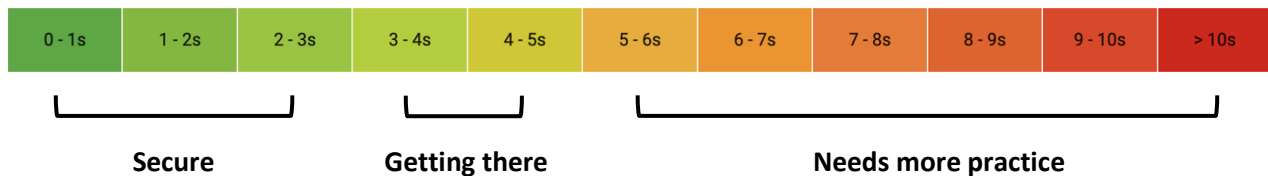
Having rapid recall of times tables facts makes other areas of maths much easier especially as your child progresses through school. If your child has rapid recall in maths, they should be able to remember, say or record a fact within 3 seconds. Having secure knowledge of facts frees up their working memory for newer, or more challenging maths concepts. Therefore, learning them now sets children up for a more successful maths journey later in their school life.

## Times tables in Year 2

Throughout Year 1, your child will have been practising lots of counting in 2s, 5s and 10s starting from 0 and from different multiples. By the end of Year 2, your child is expected to recall all the 2, 5 and 10 times table facts up to 12 x the number. They must also be able to recall the related multiplication and division facts. For example,  $4 \times 2 = 8$ ,  $2 \times 4 = 8$ ,  $8 \div 4 = 2$  and  $8 \div 2 = 4$ .

## What can you do to help your child learn their times tables?

On TTRS, your child has a heat map which can be accessed by logging in to your child's account then head to Stats then Fluency. It shows their current recall time for each of the times tables facts. The greener the fact, the quicker their response time. Any facts shown in red or orange are slower than 5 seconds, and should be a priority for practice.



## How can you help your child improve their recall times?

There are lots of ways to learn and practise times tables. See page 2 for all the game modes on TTRS. Here are more suggestions to engage your child:

- Make sure they play daily in **Garage mode** on Times Tables Rocks Stars - The Garage game mode is very clever and will adjust the questions your child is asked, ensuring they are always working on the facts they need to improve.
- Sing times tables songs. There are hundreds available online! Here are some recommended links:  
Times tables games and songs BBC Bitesize <https://www.bbc.co.uk/bitesize/articles/z97rdnb#zw6k7v4>  
Times table cover songs <https://www.youtube.com/playlist?list=PLaSZ7kwwxKqXpdLA0hIA9fa8RVmRC32pv>
- Chanting the old-fashioned way- rehearse the tables forwards and backwards, gradually increasing in speed.
- Write out the tables – This can be in the form of a simple list or you could also be a bit more fun and creative. For example, your child could write the facts on petals of a flower they have drawn.

## What are the different Game Modes?

### Single Player

<b>Jamming</b> 4 or 8 coins/correct answer	The only game mode without a timer, players choose the table and operation ( $\times$ or $\div$ or both) they want to practise. Answer 10, 20 or 30 questions.
<b>Gig</b> 10 coins per correct answer	Gig games last 5 minutes and contain up to 100 questions, which come in 'waves', starting with the 10s, then the 2s, 5s, 3s, 4s, 8s, 6s, 7s, 9s, 11s and 12s. Novices are not expected to get past the 5s. Gigs provide the child (and their teacher) with a simple measure of their current skills, which is why learners should concentrate fully for the whole Gig as they won't get another try until next month.
<b>Garage</b> 10 coins per correct answer	Players are given a personalised set of 6 multiplication questions (and their matching division questions) in each round. The questions they get keep adjusting to provide the best fit for every learner's needs. This is probably the best game made for improving their recall while they're still learning.
<b>Studio</b> 1 coin per correct answer	Here your child earns their Rock Status, which is based on their Studio Speed. The faster they are the better their status. Studio Speed is the average of their most recent 10 Studio games. Suitable for confident players.
<b>Soundcheck</b> 5 coins per correct answer	Soundcheck games ask 25 multiplication questions (up to $12 \times 12$ ), allowing 6 seconds for each question. Suitable for confident players.

### Multi Player

<b>Festival</b> 1 coin per correct answer	Children compete against others from around the world, with their identities protected behind their rock names. Suitable for confident players.
<b>Arena</b> 1 coin per correct answer	Children race against other members of their class who are logged in and choose the same arena name at the same time. Arena games use the same smart question algorithm as Garage games.
<b>Rock Slam</b> 1 coin per correct answer	Players challenge their classmates or teachers to answer as many questions as they can in 60 seconds, setting a score for the challengee to beat. Pupils don't need to be online at the same time.
<b>Tournaments</b>	<p><b>Battle of the Bands</b> – groups of children within the same school (usually classes, year groups or teams) compete to have the highest <i>average</i> score per player.</p> <p><b>Top of the Rocks</b> – like a Battle of the Bands <i>between</i> schools. The winning class or school is the one with the most correct answers per person.</p> <p><b>Important:</b> Each correct answer (in any game mode) earns 1 point towards the team's total in addition to the coins earned. For example, in Garage games each correct answer is worth 1 point for the team and 10 coins for the player.</p>

In assembly each week, we celebrate the top scorers in each class (children with the most coins) and the highest earning class (class with highest total of coins).