



Topaz – Year 3 Learning Times Tables

National Curriculum 2014 Expectations:

- Year 1 : x2, x5, x10
- Year 2: x2, x3, x5, x10
- Year 3: x2, x3, x4, x5, x8, x10
- Year 4: all times tables up to 12x12

X	0	1	2	3	4	5	6	7	8	9	10	11	12
0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	0	1	2	3	4	5	6	7	8	9	10	11	12
2	0	2	4	6	8	10	12	14	16	18	20	22	24
3	0	3	6	9	12	15	18	21	24	27	30	33	36
4	0	4	8	12	16	20	24	28	32	36	40	44	48
5	0	5	10	15	20	25	30	35	40	45	50	55	60
6	0	6	12	18	24	30	36	42	48	54	60	66	72
7	0	7	14	21	28	35	42	49	56	63	70	77	84
8	0	8	16	24	32	40	48	56	64	72	80	88	96
9	0	9	18	27	36	45	54	63	72	81	90	99	108
10	0	10	20	30	40	50	60	70	80	90	100	110	120
11	0	11	22	33	44	55	66	77	88	99	110	121	132
12	0	12	24	36	48	60	72	84	96	108	120	132	144



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How you can help at home:

1. Support your child in completing their '99 Club' home practice sheet. They will bring at least one copy home per week.
2. Cover the columns, rows or individual squares of the multiplication grid and ask your child to recall the missing numbers.
3. Give your child a blank grid and speed time how long they take to complete as much of it as possible (children love being in competition with themselves!).
4. Play matching pairs – write the calculations for a times table on one set of cards and the answers on another. Play snap or pairs.
5. Write the multiplication questions as flashcards and show them to your child.
6. Give your child a number e.g. 18. Ask them to recall as many multiplication facts as possible about this number e.g. 3×6 , 6×3 , 2×9 , 9×2 .
7. Learn by doubling and halving; the $\times 4$ table is the double of $\times 2$ table. The $\times 5$ table is the half of the $\times 10$ table.
8. Sing them! Chant them! There are many videos on 'youtube' that have the tables in them.
9. If your child enjoys using the computer to learn, direct them to this website to play the multiplication games; <http://www.topmarks.co.uk/maths-games/7-11-years/multiplication-and-division>
10. Help children understand that multiplying by 10 moves all the digits one place to the left; the rule of 'adding a zero' doesn't help children when they are learning to multiply decimal numbers.
11. Play Fizz Buzz: (if you've got older siblings to join in – this works well) Count around in a group with each person taking it in turns to say the next number. Count again, but instead of saying the number the child has to say fizz instead of the multiples of 5. For example 1, 2, 3, 4 fizz, 6, 7, 8, 9 fizz. Repeat this time saying buzz for multiples of 3. A challenge is to say fizz for the multiples of 3 and buzz for the multiples of 5. This game can be adapted for other multiples.