THIRD SPACE LEARNING

Ultimate Times Tables

Partner games and activities

Year 3

Paired Up

Aim: Collect the most pairs of cards.

Resources:

- Resource 1

Instructions:

1. Put the answer cards (the cards with the shaded background) face down on one half of a table. Put the other cards face down on the other half of a table.
2. Take it in turns to turn over a question and answer card.
3. If they match, you keep the cards. If they do not match, turn them back over.
4. When all the cards are matched, the person with the most cards wins.

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Picture Perfect

Aim: Draw a picture that reflects a multiplication calculation of your choice.

Resources:

- None



Instructions:

1. Which number fact(s) does this picture show?

2. You are going to take it in turns to pick a 'secret' multiplication fact from the 2, 5 or 10 times tables.

3. On your turn, draw a picture that reflects the secret fact you have chosen. Show your partner and see if they can work out what your secret fact was.

4. If you can't guess the secret fact, the person who drew the picture has to explain their thinking.

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Four Duel

Aim: Be the first to multiply the number on the card by 4.

Resources:

- A pack of playing cards

Instructions:

1. An ace is worth 1, a Jack is worth 11, a Queen or King is worth 12.

2. Take it in turns to turn over a card. Then race your partner to multiply the number on the card by 4 and place your hand on the card.

3. Whoever puts their hand on the card first and says the correct answer wins the card. If you say the wrong answer, the card goes to your partner.

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Two, Four, Eight, Roll

Aim: Multiply by 2 then 4 then 8 before the ball reaches you.

Resources:

- A large space; one football

Instructions:

1. Sit opposite your partner with one football.
2. One of you will say a two times table fact and roll the ball.
3. Before the ball gets to your partner, they have to say the related four times table fact, then they roll the ball back.
4. Before the ball gets to you, say the related eight times table fact and roll the ball back. Carry on like this (x2, x4, x8) and move closer each time you get back to the two times tables.
5. You get a point if your partner makes a mistake or doesn't respond before the ball reaches them.

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Claim the Threes

Aim: Say the related division facts.

Resources:

- A pack of cards each

Instructions:

1. Deal the cards between you and your partner. The Ace is worth 1, the Jack is worth 11 and the Queen and King are worth 12.
2. Take it in turns to turn over one card.
3. Race to say a division fact that is linked to the three times table and place your hand on the card.
4. The first person to give a correct division fact and put their hand on the card wins.
5. If someone makes a mistake, the other person gets the card.

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Find the Cheese

Aim: Get your mouse (counter) to the cheese first.

Resources:

- Resource 2; a dice; one counter

Instructions:

1. Take it in turns to roll the dice and move your counter that number of spaces.
2. Answer the question on the square where you land. If you get the answer wrong, you need to move back to the square you came from.
3. The winner is the first person to get their 'mouse' (counter) to the cheese first. To finish, you must land on the cheese.

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Facts on the Wall

Aim: Answer the questions to get to 15 points first.

Resources:

- One set of resource 3 per pair; blu tack (or similar); large space

Instructions:

1. Call out multiplication facts for the 2, 3, 4, 5, 8 and 10 times tables. Pupils need to use the digit cards to represent the answer.
2. One at a time, they take the a single digit to the other side of the room to show the answer.
3. Each pair with a correct answer gets a point. The first pair to get 15 points wins.

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Squares

Aim: Place your counters so that they form the vertices of a square (of any size).

Resources:

- Resource 4; counters

Instructions:

1. Take it in turns to place a counter. To place a counter, you must point to the number on the sheet and say a multiplication fact that gives this answer (you cannot use the one times table).

2. You win when you have placed four counters so they form the vertices of a square.

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Resource 1 Paired Up

$2 \times 6 = ?$	$3 \times 10 = ?$	$4 \times 2 = ?$	$3 \times 5 = ?$
$5 \times 10 = ?$	$2 \times 7 = ?$	$2 \times 8 = ?$	$5 \times 5 = ?$
$9 \times 2 = ?$	$10 \times 8 = ?$	$2 \times 10 = ?$	$7 \times 5 = ?$
18	20	35	80
30	8	50	14
12	15	16	25

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Resource 2 Find The Cheese Game Board

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Resource 3 Medium Digit Cards 0-9

0	1
2	3

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4	5
6	7

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Resource 4 Squares

12	24	45	70	22	40
45	22	21	18	72	15
16	18	96	36	8	9
110	28	16	120	24	18
8	10	25	64	30	35
88	4	22	44	32	27

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