THIRD SPACE LEARNING

Ultimate Times Tables

Partner games and activities

Year 2

Twos Tennis

Aim: Count forwards and backwards in twos without making a mistake.

Instructions:

1. In pairs, pupils need to take it in turns to count in twos from 0 to 24. If someone makes a mistake or takes more than 3 seconds, the other person wins a point.

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Take the Twos

Aim: Win the most cards by saying a multiplication calculation that gives the answer on the card.

Resources:

- Resource 1 per pair

Instructions:

1. Put pupils into pairs and give each pair a set of resource 1.

2. In turns, pupils reveal a card and race to be the first person to say a multiplication fact in the two times table for the number in the card.

3. Whoever says the correct fact first wins the card.

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Roll for Tens

Aim: Be the first person to say the correct answer.

Resources:

- One 12-sided dice per pair (or two 6-sided dice)

Instructions:

1. In pairs, pupils roll the die/dice. If using two dice, add the numbers together and multiply the number shown by 10. If using one die, multiply the number shown by 10.
2. The winner is the first person to get 20 points.

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Race the Tens

Aim: Select the card with the answer to the given question and take it to the other side of the room.

Resources:

- Resource 2 per pair; an area

Instructions:

1. Say a multiplication calculation. Partners need to use their multiples cards to show the answer. They then race the cards to the opposite side of the room.
2. The game finishes when all the multiples are on the opposite side of the room.

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Picture Perfect

Aim: Draw your secret fact clearly.

Resources:

- Paper (colouring pens optional)

Instructions:

1. Discuss how to show different calculations (using arrays, groups, sets etc).

2. Pupils to pick a 'secret fact' from the 2, 5 or 10 times tables to draw. When they have finished, swap their picture with a partner and see if their partner can guess what their secret fact was.

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Amazing Arrays

Aim: Arrange counters in arrays.

Resources:

- Counters

Instructions:

1. One pupil picks up a handful of counters and guesses how many counters they have.
2. The other pupil arranges the counters into an array showing the 1, 2, 5 or 10 times table.
3. The first pupil uses the array to say what the array shows.

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Four in a Row

Aim: Put four counters in a row.

Resources:

- Resource 3 per pair; counters

Instructions:

1. Pupils aim to make a row of four counters on the grid. To place a counter, they need to point at a number and say a multiplication fact related to the number.
2. If the fact is incorrect, they can't place the counter.

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Escape to the Moon

Aim: Land on the moon first.

Resources:

- Resource 4 per pair; one 6 sided die per pair

Instructions:

1. In pairs, take it in turns to roll the die and move the number of spaces shown. Pupils must then read the instructions or complete the calculation they land on.
2. The first person to land on the moon wins.

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Resource 1 Multiples Of 2 Cards Up To 24

2	4
6	8
10	12
14	16

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18	20
22	24
2	4
6	8

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10	12
14	16
18	20
22	24

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Resource 2 Race the Tens

0	10
20	30
40	50
60	70

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80	90
100	110
120	

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Resource 3 Four in a Row

12	6	45	70	22	35
45	22	24	18	24	15
16	18	40	10	8	24
110	12	50	120	24	10
8	10	25	32	30	35
90	4	22	40	110	12

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Resource 4 Escape to the Moon Board Game

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