



**THIRD SPACE
LEARNING**

Ultimate Times Tables

Partner games and activities

Year 4

Five in a Row

Aim: Get five of your colour counters in a row.

Resources:

- Resource 1; some coloured counters

Instructions:

- 1 You will need a five in a row sheet and coloured counters each.
- 2 To place a counter, you need to point to a square and say two multiplication or division facts that involves the number you are pointing to. You can't use the one times tables.
- 3 If the facts are correct, you can place your counter. If your calculations are incorrect, you can't place your counter.
- 4 The player who makes a line of 5 counters first, wins.

Nines Dice Duel

Aim: Add the numbers of the dice and multiply the answer by 9 before your partner.

Resources:

- 6 sided die each

Instructions:

- 1 You and your partner both need to roll your die.
- 2 Race against each other to add the numbers shown on both dice together then multiply the answer by 9.
- 3 The first person to say the whole calculation out loud ($? \times ? = ?$) wins.
- 4 The winner is the first person to reach 10 points.

All Out Skirmish

Aim: Multiply the values of two cards together first.

Resources:

- Playing cards

Instructions:

- 1 Take a pack of cards (without the joker). The Ace is worth 1, the Jack is worth 11 and the Queen and King are worth 12.
- 2 Shuffle your cards and deal them equally between you.
- 3 Count down from three to one. On one, both of you turn over your top card.
- 4 Race to be the first person to multiply the numbers on both cards together. When you have the answer, say it out loud and put your hand on the card.
- 5 The first person to give the correct answer and touch the card first, wins the card. If you are first but say the wrong answer, your partner wins the card.

Resource 1 Five in a Row

22	16	21	22	45	96	12
4	28	22	10	24	18	24
44	120	18	64	21	36	90
12	18	44	96	120	48	32
32	24	72	30	22	8	36
27	18	15	35	40	9	27