The Ultimate Times Tables Resource Pack

Games and Activities (Partner Activities)

Year 2

THIRD SPACE LEARNING

Partner Games and Activities

Twos Tennis

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

Resources: None

Instructions:

1. You are going to play tennis using multiples of 2 instead of a ball.
2. One person will start by saying 0, the next person will say the next multiple of 2. Take it in turns until you reach 24 without mistakes.
3. When you reach 24, you have to count backwards in multiples of 2 to 0.
4. If you make a mistake or take more than 3 seconds to answer, your partner wins a point.

Take the Twos

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

Resources: Resource 1

Instructions:

1. Take it in turns to turn over a card.
2. Both of you need to try to be the first to say aloud the two times table multiplication fact for the number shown.
3. If you say the fact first, you win the card.
4. The person with the most cards when all the cards are gone wins.

Roll for Tens

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

Resources: 12 sided dice

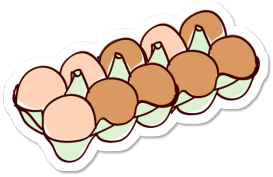
Instructions:

1. You will need one 12 sided die each.
2. Roll the die then race against each other to multiply the number shown by 10.
3. The first person to say the whole calculation correctly wins.
4. The winner is the first person to get to 20 points.

Picture Perfect

Aim: Draw your secret fact clearly.

Resources: None



Instructions:

1. Which multiplication fact does this picture show?
2. You will each pick a 'secret' multiplication fact from the 2, 5 or 10 times tables. Draw a picture that shows your secret fact.
3. When you've finished, swap pictures and work out the secret fact your partner has drawn.
4. If you can't guess the secret fact, your partner needs to explain what they drew and why.

Amazing Arrays

Aim: Arrange counters in arrays.

Resources: Counters

Instructions:

1. One person picks up a handful of counters and guesses how many counters they have.
2. The second person then puts the counters into an array of 2s, 5s or 10s. If the counters aren't a multiple of 2, 5 or 10, arrange them into an array for the 1 times table (a single line).
3. The first person then says what the array shows.

Four in a Row

Aim: Put four counters in a row.

Resources: Resource 2; counters

Instructions:

1. To place a counter, you need to point to a number and say a multiplication fact that involves the number you have pointed to. You cannot use the one times table.
2. If your fact is correct, you can place your counter. If your fact is incorrect, you can't place your counter.
3. The person who first makes a row of four is the winner.

Multiplication in the Wild

Aim: Find representations of the 2, 5 or 10 times tables around the school.

Resources: If available, cameras

Instructions:

1. Explore your house or local area to spot things that represent multiplication and division facts for the 2, 5 and 10 times tables.
2. When you find something, take a photo or make a note of it. Can you write all the multiplication and division facts for what you have found?

Escape to the Moon

Aim: Land on the moon first.

Resources: Resource 3; one 6 sided die

Instructions:

1. You will get a race to the moon sheet, a 6 sided die and a counter each.
2. You need to roll the die and move the number of spaces rolled. Read and answer the question on the square or follow the instructions.
3. The first person to land on the moon wins.

Y2

Resource 1 Multiples Of 2 Cards Up To 24

2	4
6	8
10	12
14	16

18	20
22	24

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Resource 2 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 3 Escape to the Moon Board Game

