Times Tables Practice

Dice Games

1.0 Mountain Climber

Materials you need …

- 1-10 dice
- Paper and pencil

Each player needs to draw a simple mountain. Going up they need to choose 3 numbers that go up in value, with the third number on the top of the mountain. Then 2 more numbers going down the other side, reducing in value from the number at the top.

The numbers need to be from the times table they are looking at (eg if looking at the 3 times table they need to be picked from 3, 6, 9, 12, 15, 18, 21, 24, 27, 30).

Players take it in turns to throw the dice. They need to times the number by the times table they are looking at (eg if looking at the 3's and throw a 4 they work out 4x3). They then get to cross it off the mountain if it is their next number. They must cross the numbers off in sequence going up from the left to the top, then back down the other side.

The winner is the person to climb to the top and back down again first.

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2.0 Dice Bingo

Materials you need…

- 3 x 3 grid
- 1-10 dice

Ask the children to write out numbers in the times table they are looking at, between 1x and 10x, in the 3 x 3 grid.

Take it in turns to roll the dice. Find your roll times the tables you are looking at. If you have it on your grid cross it out.

The winner is the player to cross out three value in a row, horizontally, vertically or diagonally.

3.0 Run for it

Materials you need…

- 1-6 dice x6

Take it in turns to roll the dice. You are looking to make a sequence (1,2,…). If on your roll you make a sequence, starting 1,2,… then you can score some points.

The points are calculated dependent on how many numbers are in your sequence, relating to the times table you are looking at. For example if you are looking at the 2x table you would score…

1, 2:	gives you 2 x 2 = 4
1, 2, 3:	gives you 3 x 2 = 6
1, 2, 3, 4:	gives you 4 x 2 = 8

1, 2, 3, 4, 5: gives you 5 x 2 = 10
1, 2, 3, 4, 5, 6: gives you 6 x 2 = 12

You can score for more than one sequence on one throw (so long as they both start with 1, 2).

First to get to a total of 12x your times table wins (eg for 2x table winner reaches 12 x 2 = 24).

3.0 Tenzi

What you need:

- Each player has ten dice (1-6 or 1-10)
- A tray to roll the dice in

Players roll their ten dice at the same time. On the first roll each player decides which number (this should be the times table you are working on) to match, keep these to one side.

On each turn see how many of the number you are collecting you have. Write this as a timetable to show how much you have collected so far. Eg if you are collecting 2's and you have 5 dice showing two you have 5 x 2 = 10.

Roll the remaining dice and put any matching your number to one side with the others showing the same number.

Keep rolling till all show the same number.

The winner is the first to have all ten dice showing the same number.

4.0 Area Fill

What you need:

- 1-10 Dice (x2 if practicing all the times tables)
- Pens and squared paper

On your squared paper each draw a rectangle 15 x 20 squares.

Take it in turns to throw the dice. Draw a rectangle, inside your 15 x 20 rectangle, that represents your roll x the table you are looking at … one side the length of the chosen times table and the other that shown on the dice. Work out your times table and write inside the rectangle what you have drawn.

You could look at all times tables by throwing two dice and each dice represents a side on the rectangle.

Keep taking turns until someone can not fit their rectangle inside. Allow everyone to finish this round then see who has the least squares remaining, they are the winner.

5.0 Blank Grid fill – 3 in a row

Materials you need…

- Blank multiplication grid
- 2x 1-10 dice
- Counters / glass beads / coloured pens
- An L shaped piece of card

Take it in turns to roll the two dice. Place the L shaped card so it meets the left hand side showing one of the numbers thrown and the top of the grid at the other number thrown. This should leave you with a rectangle with sides representing the thrown numbers. The squares inside the rectangle give you your multiplication.

You can look at breaking the rectangle to do steps to find your answer.

You should have two options, unless both numbers are the same.

Write the answer to your multiplication where your two numbers meet.

The winner is the player to get three numbers in a row.

6.0 Battleships

Materials you need…

- 10 x 10 blank times tables table
- pens

Players pick 5 times tables facts to mark as ships. Shade these cells.

Players then take it in turns to pick a times tables fact against their opponent to try to find their ships. They must say the complete times table sentence. Make sure the first number is along the side and second along the top. The order for this game matters in finding the ships.

If there is a ship mark with a cross. If there isn't fill with the times table fact.

The player to still have ships at the end is the winner.

7.0 Connect Four – Times Tables

Materials you need…

- Number Grid
- 0-9 dice / spinner
- Counters

Fill each cell of the grid with different numbers from each of the times tables you are practicing.

Each player takes it in turns to roll the die/spin the pinner. Then they find a cell that has a number that equates to their roll times the tables they are looking at and put their counter on it.

Winner is the first player with four counters in a row; vertical, horizontal or diagonal.

8.0 Area Battle

Materials you need…

- 1-10 dice x2
- Counters / glass beads
- (Squared paper)
- (Cuisenaire rods)

Take it in turns to roll both dice. Create a rectangle with length and width equal to each of the dice values. How many counters/nuggets do you have altogether?

You could do this using squared paper instead. Or by lining up the same value Cuisenaire rods in a line.

The biggest area wins.

9.0 Multiplication Yahtzee

Materials you need…

- Yahtzee Cards
- 0-9 dice x3

Take it in turns to roll all three dice. Choose two out of the three to represent a two digit number. Record it in one of the appropriate categories. If you can't match any record one as zero.

Once everyone has filled their full table sum all scores in each table. Winner is the player with the highest score.

10.0 Multiplication Squares

Materials you need…

- Box-grid
- Coloured pencils
- 0-9 die

Using the box-grid template write down numbers in the times tables you are practicing.

Players take it in turns to throw the die. They then find a number on the grid that is the number if their roll times the tables they are looking at and choose two dots around it to draw a line. If the line completes a square you can shade the square in your colour and have another go.

The winner is the player with the most squares in their colour.

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MATHS MONKEYS CIC

Number Grid

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X	1	2	3	4	5	6	7	8	9	10
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

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Yahtzee card

	SCORE
2x table	
3x table	
4x table	
5x table	
6x table	
7x table	
8x table	
9x table	
10x table	
TOTAL	

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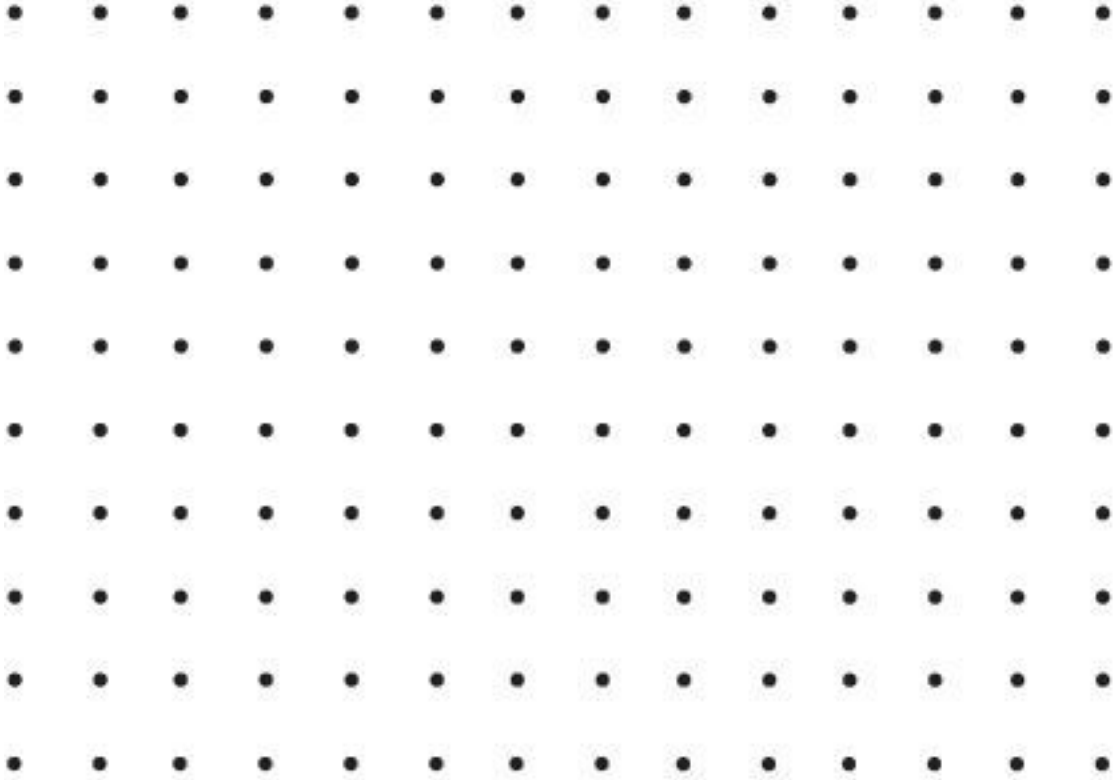

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