



Dear Parents/Carers of children in 4M/4P,

In June, Year 4 will take a times table test along with every other school in the country.

The multiplication tables check is an online assessment which take 5 minutes in total. Children will be given six seconds to answer each of the questions. The questions will be randomly selected from the 2x table up to the 12x table. The test's software has been programmed to show children more questions from the 6, 7, 8, 9 and 12 times tables, as these are trickier times tables focused on more in Years 3 and 4. (The 2s, 5s and 10s are more of a focus in Years 1 and 2.)

Here are a range of strategies to support your child:

- Times tables chanting: "6, 12, 18, 24...";
- Times tables chanting in reverse order: "108, 99, 90, 81...";
- Using times tables songs on Youtube;
- Using apps, like the one by ks2timestables.co.uk, Times Tables Rock Stars or Hit the Button
- Using free online games, like those on Maths Frame;
- Asking your child multiplication calculations out of order, like: "What is 4 x 7? What is 9 x 5? What is 6 x 11?";

It is so important that the children are working on these at home as well as in school. They really need to know the tables by rote to ensure they have the correct speed for the test. Please try to support your child by reminding them to log on to TTRS in particular, to support learning.

If you have any questions, please don't hesitate to ask.

Thank you for your continued support.

Mrs Moore and Miss Petridge

# What are the different Game Modes?

## Single Player

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| <p><b>Garage</b><br/>10 coins per correct answer</p>    | <p>Players answer the tables selected by their teacher or by TTRS' Auto trainer.</p> <p><b>Important:</b> if you feel your child is overwhelmed by the number of tables they're practising, please speak to their teacher. We suggest to teachers to select one table per week with small combinations every third or fourth week.</p> <p>If your child is on Auto, they will practise the one table chosen for them* in small chunks of 4 questions at a time. Our algorithm selects the table after a Gig game.</p> |
| <p><b>Gig</b><br/>10 coins per correct answer</p>       | <p>If your child is on Auto training they will periodically play Gig games to assess which table is best for them to practise in the Garage.</p> <p><b>Important:</b> players must give each Gig performance their full concentration to demonstrate their tables skills. They may be returned to an earlier table if not.</p>  |
| <p><b>Jamming</b><br/>4 or 8 coins/correct answer</p>   | <p>The only game mode without a timer, your child chooses the table and the operation (<math>\times</math> or <math>\div</math> or both) they want to practise. Answer 10, 20 or 30 questions.</p>  |
| <p><b>Studio</b><br/>1 coin per correct answer</p>      | <p>Here your child earns their Rock Status, which is based on their Studio Speed. The faster they are the better their status. Studio Speed is the average of their most recent 10 Studio games. Suitable for confident players.</p>  |
| <p><b>Soundcheck</b><br/>5 coins per correct answer</p> | <p>Soundcheck games ask 25 multiplication questions (up to <math>12 \times 12</math>), allowing 6 seconds for each question. Suitable for confident players.</p>  |

## Multi Player

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| <p><b>Festival</b><br/>1 coin per correct answer</p>  | <p>Children compete against others from around the world, with their identities protected behind their rock names. Suitable for confident players.</p>   |
| <p><b>Arena</b><br/>1 coin per correct answer</p>     | <p>Children race against other members of their class who are logged in and choose the same arena name at the same time. Like Garage, Arena games ask questions that are either set by the teacher or by TTRS' Auto trainer.</p>   |
| <p><b>Rock Slam</b><br/>1 coin per correct answer</p> | <p>Players challenge their classmates or teachers to answer as many questions as they can in 60 seconds, setting a score for the challengee to beat. Pupils don't need to be online at the same time.</p>  |
| <p><b>Tournaments</b></p>                             | <p>Battle of the Bands – groups of children within the same school (usually classes, year groups or teams) compete to have the highest average score per player.</p> <p><b>Important:</b> Each correct answer (in any game mode) earns 1 point towards the team's total in addition to the coins earned. For example, in Garage games each correct answer is worth 1 point for the team and 10 coins for the player.</p> |
|   | <p>Top of the Rocks – think of this as a Battle of the Bands <i>between</i> schools. The winning class or school is the one with the most correct answers per person. Players' identities are always protected behind their "Rock Names."</p>  |