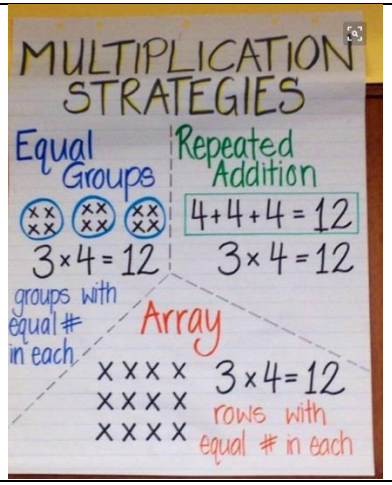
Multiplication Activities

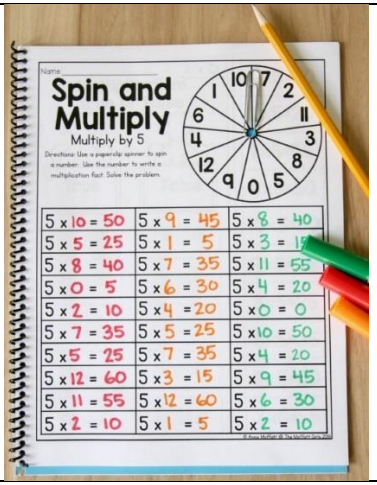
Here are a few activities to make times table learning fun!

The activities shown encourage instant recall of facts rather than the children having to count up in multiples. Being able to recall facts instantly will impact positively on many areas of the maths curriculum.



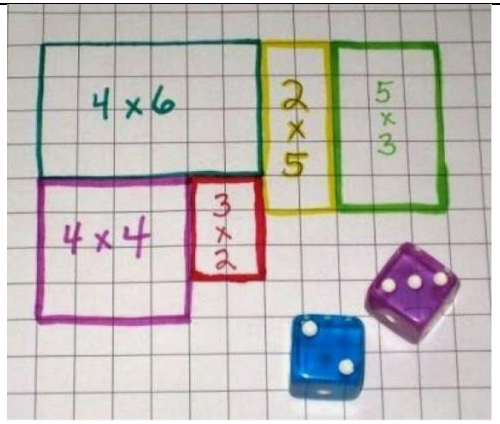
Here are examples of different ways to visually show multiplication. These help with the understanding of multiplication facts and why they are learnt.

As the child lands on each square they shout out the answer. Keeping it to just 10 multiplication facts at a time will mean the repetition when playing will encourage instant recall.



Recalling the multiplication facts in a random order encourages instant recall. Don't worry about repetition of facts – this all helps with retention.

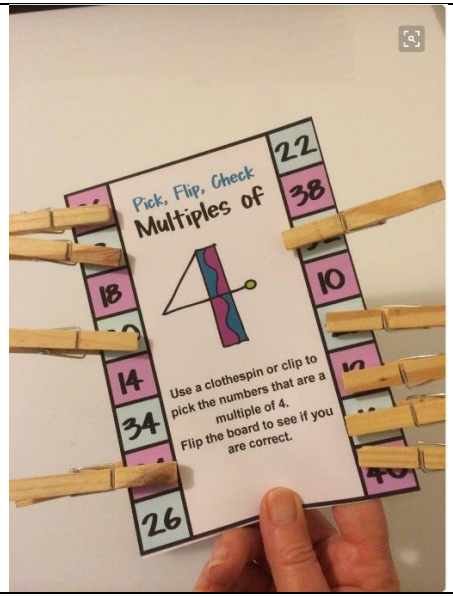
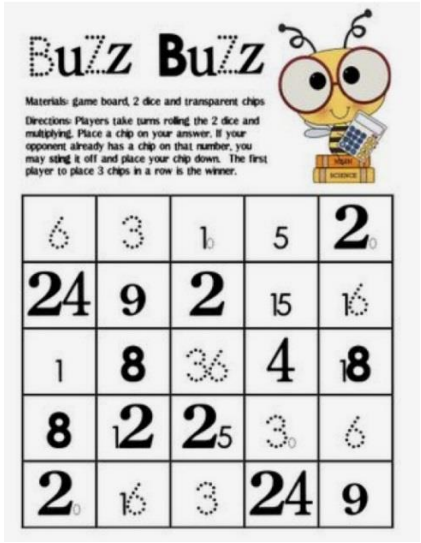
Turn over the domino and multiply the two ends together. Write the answer out and place next to the domino. You could then use these to play a game of, 'Matching pairs.'



Roll the dice and multiply the two numbers together. Draw the fact as an array – dice showing 4 and 6 would be 4 up and 6 along or 6 up and 4 along. How many goes before the page is full?

Put answers clearly visible on the bottom of each jar. Questions are written on the Ping-Pong balls. Challenge – to match the question and answers. As confidence builds set time challenges.

How quickly can your child put the bottle tops back onto the stands (tops of orange juice cartons). Use of timers for this encourages speed of recall. Make it a challenge between two people!

			
Use a clothes peg or clip to pick the numbers that are a multiple of 4. Flip the board to see if you are correct. Look at the multiples. Discuss patterns that can be found. If they are unsure of a fact, this will help them to reason.	Players take turn rolling two dice and multiplying the answers together. Place a counter on the square if your answer is there. If your opponent already has a counter on that square, remove it and place your colour chip there instead. The first player to have three of their colour chips in a line is the winner.	Link multiplication questions to letters of the alphabet. Write answers under the lines of your secret message. Can your child solve the facts to decode the message? **Code – (complete for whole alphabet)** Eg. 4x2 = A, 3x4 = B, 5x6 = C, 6x6=D **Message** _ _ _ 36 8 36	

			
Place the cards in a spiral. Place the counters in the centre. Player one rolls the dice and moves the counter by that many cards. They then multiply the focus times table eg. 3x by the number on the card. If they answer correctly, they stay on the card. If answered incorrectly, they more back to their previous card. Player 2 repeats. The winner is the first to get to the end of the spiral.	Multiplication facts written on paper cups. If the player answers correctly, they can keep the cup and add it to their stacking tower. Player with the highest tower wins. If playing alone the challenge could be to build the highest tower after answering the facts.	Just straight forward flashcards are great. Question on one side and answer on the back. These can be used in spare 5 minutes slots.	