

TT Rockstars

January 2024



Learners with different needs

How can I hide the timer?	Start a game and press ⚙ > Hide Practice Clock. You could also play a game in Jamming.
How can I increase the length of Garage games?	Single player > Garage > press the little arrow below “play solo” > choose 1, 2 or 3 minutes.
The tables are too hard	Make sure your child is playing in Garage or Arena game modes. If this does not resolve the issue, please speak to your child’s teacher. Remember that Jamming mode allows the child to choose the tables themselves.
My child gets anxious	Try the three above plus: setting mini goals (e.g. complete 2 minutes today, get 1 more point in the next game, pass 1 level); having a break from online play (come back in a couple of days); and reminding them of Baz’s words: “A good rock star stays chillaxed by accepting they make mistakes.”
My child has visual impairments; what settings are available?	Head to the Profile page where you can: change the colour scheme; reduce the visual stimuli with Declutter mode; increase the font size or switch to a dyslexia-friendly font called Lexie. play.ttrockstars.com is also screen reader compatible.
Can I turn off division?	Yes in Jamming mode but not in the other games. The reason for that is that practising multiplication and division at the same time supports the recall of both and is the most successful approach. If your child is finding division confusing, please speak to their teacher about starting with the 10s only and for advice on how to help at home.

Year 4 Multiplication Tables Check (MTC)

- Key Stage 2 assessment to be taken by pupils at the end of Year 4.
- Two-week window assessment between Monday 3rd June and Friday 14th June 2024.
- The purpose is to ensure the times tables knowledge is at the expected level (12x12). If not, additional support can be given.
- 25 questions, 6 seconds to answer each question.
- No pass mark – ideally 22/25.
- Daily practise on TT Rockstars to improve speed and accuracy.

What are the different Game Modes?

Single Player

Jamming 4 or 8 coins/correct answer	The only game mode without a timer, players chose the table and operation (\times or \div or both) they want to practise. Answer 10, 20 or 30 questions.
Gig 10 coins per correct answer	Gig games last 5 minutes and contain up to 100 questions, which come in 'waves', starting with the 10s, then the 2s, 5s, 3s, 4s, 8s, 6s, 7s, 9s, 11s and 12s. Novices are not expected to get past the 5s. Gigs provide the child (and their teacher) with a simple measure of their current skills, which is why learners should concentrate fully for the whole Gig as they won't get another try until next month.
Garage 10 coins per correct answer	Players are given a personalised set of 6 multiplication questions (and their matching division questions) in each round. The questions they get keep adjusting to provide the best fit for every learner's needs. This is probably the best game made for improving their recall while they're still learning.
Studio 1 coin per correct answer	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.
Soundcheck 5 coins per correct answer	Soundcheck games ask 25 multiplication questions (up to 12×12), allowing 6 seconds for each question. Suitable for confident players.

Further information

We will update our year group page on www.greet.bham.sch.uk regularly with further information about the year group.