



# The multiplication check

## Do you have a child in Year 4 at primary school?

If so, your child will be participating in the multiplication tables check in June.

The purpose of the check is to determine whether your child can fluently recall their times tables up to 12, which is essential for future success in mathematics. It will also help your child's school to identify if your child may need additional support.

## What is the multiplication tables check?

It is an on-screen check consisting of 25 times table questions. Your child will be able to answer 3 practice questions before taking the actual check. They will then have 6 seconds to answer each question. On average, the check should take no longer than 5 minutes to complete.

## What if my child cannot access the check?

There are several access arrangements available for the check, these can be used to support pupils with specific needs. Your child's teacher will ensure that the access arrangements are appropriate for your child before they take the check in June.

The check has been designed so that it is inclusive and accessible to as many children as possible, including those with special educational needs or disability (SEND) or English as an additional language (EAL). However, there may be some circumstances in which it will not be appropriate for a pupil to take the check, even when using suitable access arrangements. If you have any concerns about your child accessing the check, you should discuss this with your child's headteacher.

## Do I need to do anything to prepare my child for the check?

No, you do not need to do anything additional to prepare your child for the check. As part of usual practice, teachers may ask you to practise times tables with your child.

Schools will have unlimited access to a try it out area from April. They can use this to make sure pupils have the necessary support required to access the check. This includes opportunities for pupils to familiarise themselves with the check application and try out any access arrangements that may be required.

## How will the results be used?

Schools will have access to all their pupils' results, allowing those pupils who need additional support to be identified.

## Will I receive feedback on my child's check?

Yes. Your child's teacher will share your child's score with you, as they would with all national curriculum assessments. There is no pass mark for the check.

## Further information

Mr Waters will be able to answer any questions about the multiplication tables check.

For further details you can also visit [www.gov.uk/STA](http://www.gov.uk/STA).

**Please turn over to see how you can further help your child at home.**



## Helping at home

Name:

Username:

Password:

As a school, we pay for a subscription to Times Table Rockstars. This allows children to practise all times tables at home. It offers a web version, as well as an app. The game has various different games outlined below:

### Single Player

<p><b>Garage</b> 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> 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> 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> 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> 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

<p><b>Festival</b> 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> 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> 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>