Themed Activities: Terrific Tables

A working wall display for number sequences


Starting Points

- Using a counting stick, put one finger on the end of the stick saying, 'If this end represents 0, and the opposite end represents 30, which multiples am I counting in?'
- Place your finger over the middle of the counting stick and ask, 'What's special about this number?' (It's the halfway number). Because I know the halfway number is 3 x 5 (three, five times), what other multiples do I know? (3 x 6, which is three more, and 3 x 4 which is three less than the halfway number). Point out that if 3 x 10 is 30, 3 x 9 is three less than 30, so is 27, which is easier to remember. Repeat this type of activity for all the tables.

Make

- Produce a Top Table Tips display. Add a multiplication grid and appropriate vocabulary. Attach with Blu Tack so the sequence can be changed on a regular basis. To find out if a number is in the three times table, add up the digits of the number, for example, for 15, 1+5 = 6. If the numbers add up to 3, 6 or 9, then you know the number is in the three times table. Ask challenging questions for example, 'Is 12 346 911 in the three times table? How do you know?
- Add number sequence questions and laminate for children to fill in. Prepare triangular multiplication sequences for children to complete, and encourage them to devise their own questions.
- Prepare a set of eight 100 squares as a working wall display. Illustrate the number patterns for 2, 3, 4, 5, 6, 7, 8 and 9. Ask questions about specific tables: for example, 'Is 99 a multiple of 9? Children use the 'because' card to structure their answer. For example, 'I know that 99 is a multiple of 9 because 9+9=18, which is a multiple of 9. Explain that there is no easy way to learn the 7 times table, but that the challenging 7 x 8 = 56 can be remembered by knowing 5, 6, 7, 8.

Activities

- Write a number sequence on the board, for example *, 6, *, 12, 15, *, 21, *, *. Ask children what the next term in the sequence is and how they know. Explain that a sequence is a set of numbers arranged in order according to a rule. Each of the numbers in the sequence is called a term. The rule here is + 3. The next term in the sequence will be 30 which is 3 x 10. Encourage children to use the correct terminology.
- Children can play the game, 'Helping Hands'. They sit in pairs opposite each other with a third child checking the answers. On the command, 'Show me' both children show fingers to represent half of the multiplication table. For example, for 6 x 5, one child will show six fingers, the other five. The first of the two children to whisper the answer is the winner. The third child checks the answer.

Print this page
Send to a friend

Adapted from:

Belair On Display - Creative Numeracy

Terrific Tables

More ideas and activities

Spooky Measures

Practise using centimetres and

Make Numeracy Displays

Nurture numeracy through display and interactive

Zoo Enclosures

Practice calculating

View On Display books

Belair On Display - The Essential Guide to Primary Display

Belair On Display - Hands on Numeracy Ages 5 – 7

Belair On Display - Hands on Numeracy Ages 7 – 11