

Year 4 SEAC Mental Maths Homework for Spring 2





This term your child will be working on this target in their mental maths learning.

12 times table

The minimum expectation of engagement in mental maths homework is the same as reading.

3 times a week for at least 5 minutes each session. KS2 – As a minimum expectation, your child must complete the weekly sessions set for them, by the class teacher on TT-Rockstars. These sessions are monitored by the KS2 team via the online forum. Below are some additional suggestions for activities you could do in a 5 minute session.

Verbal	Physical	Written																																																																																																																																																																									
<p><u>Ping Pong</u> With a partner, have a try at 'Ping Pong'. This is a verbal activity where each player answers the next multiplication answer in numeric order of the set times table. E.g. Player 1 - '12' Player 2 - '24' Player 1 - '36' Player 2 - '48' and so on...</p> <p>You can time yourself to challenge your recall.</p>	<p><u>Multiplication Grid</u> Use a multiplication grid to help you learn your 12 times table in sequence. When you feel confident with your recall, ask an adult to test you using a differentiated order of questioning. Use a counter/object as a marker to show your answers.</p> <table border="1" style="font-size: small; text-align: center; border-collapse: collapse;"> <tr><th>X</th><th>1</th><th>2</th><th>3</th><th>4</th><th>5</th><th>6</th><th>7</th><th>8</th><th>9</th><th>10</th><th>11</th><th>12</th></tr> <tr><th>1</th><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td></tr> <tr><th>2</th><td>2</td><td>4</td><td>6</td><td>8</td><td>10</td><td>12</td><td>14</td><td>16</td><td>18</td><td>20</td><td>22</td><td>24</td></tr> <tr><th>3</th><td>3</td><td>6</td><td>9</td><td>12</td><td>15</td><td>18</td><td>21</td><td>24</td><td>27</td><td>30</td><td>33</td><td>36</td></tr> <tr><th>4</th><td>4</td><td>8</td><td>12</td><td>16</td><td>20</td><td>24</td><td>28</td><td>32</td><td>36</td><td>40</td><td>44</td><td>48</td></tr> <tr><th>5</th><td>5</td><td>10</td><td>15</td><td>20</td><td>25</td><td>30</td><td>35</td><td>40</td><td>45</td><td>50</td><td>55</td><td>60</td></tr> <tr><th>6</th><td>6</td><td>12</td><td>18</td><td>24</td><td>30</td><td>36</td><td>42</td><td>48</td><td>54</td><td>60</td><td>66</td><td>72</td></tr> <tr><th>7</th><td>7</td><td>14</td><td>21</td><td>28</td><td>35</td><td>42</td><td>49</td><td>56</td><td>63</td><td>70</td><td>77</td><td>84</td></tr> <tr><th>8</th><td>8</td><td>16</td><td>24</td><td>32</td><td>40</td><td>48</td><td>56</td><td>64</td><td>72</td><td>80</td><td>88</td><td>96</td></tr> <tr><th>9</th><td>9</td><td>18</td><td>27</td><td>36</td><td>45</td><td>54</td><td>63</td><td>72</td><td>81</td><td>90</td><td>99</td><td>108</td></tr> <tr><th>10</th><td>10</td><td>20</td><td>30</td><td>40</td><td>50</td><td>60</td><td>70</td><td>80</td><td>90</td><td>100</td><td>110</td><td>120</td></tr> <tr><th>11</th><td>11</td><td>22</td><td>33</td><td>44</td><td>55</td><td>66</td><td>77</td><td>88</td><td>99</td><td>110</td><td>121</td><td>132</td></tr> <tr><th>12</th><td>12</td><td>24</td><td>36</td><td>48</td><td>60</td><td>72</td><td>84</td><td>96</td><td>108</td><td>120</td><td>132</td><td>144</td></tr> </table>	X	1	2	3	4	5	6	7	8	9	10	11	12	1	1	2	3	4	5	6	7	8	9	10	11	12	2	2	4	6	8	10	12	14	16	18	20	22	24	3	3	6	9	12	15	18	21	24	27	30	33	36	4	4	8	12	16	20	24	28	32	36	40	44	48	5	5	10	15	20	25	30	35	40	45	50	55	60	6	6	12	18	24	30	36	42	48	54	60	66	72	7	7	14	21	28	35	42	49	56	63	70	77	84	8	8	16	24	32	40	48	56	64	72	80	88	96	9	9	18	27	36	45	54	63	72	81	90	99	108	10	10	20	30	40	50	60	70	80	90	100	110	120	11	11	22	33	44	55	66	77	88	99	110	121	132	12	12	24	36	48	60	72	84	96	108	120	132	144	<p><u>Uno Flip</u> Using 12 as your target card, choose randomly from your deck of Uno cards and create a calculation. Write down the full calculation. E.g. 12 x 11 = 132. You can play with a sibling or online with a friend. Compare answers or ask an adult to mark your calculations. You can play this game using any deck of cards that contain numbers.</p> 
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<p><u>Roll the Dice</u> Using dice, roll them and whatever number you roll, times the number by 12.</p> 	<p><u>Bowl the Ball</u> Click on the link below to play the bowling game. Choose a player option and length of game. Select 12 times table (option 14) and press the play button to the right of your screen. Answer the multichoice questions to bowl the ball. https://mathsframe.co.uk/en/resources/resource/504/SuperMaths-Bowling-Multiplication</p>	<p><u>Problem Solving</u> With a partner create 12 times tables multiplication problems. E.g.</p> <p><input style="width: 40px; height: 20px;" type="text"/> x 12 = 144</p> <p>12 x <input style="width: 40px; height: 20px;" type="text"/> = 84</p>																																																																																																																																																																									

Random Number generator

Using the link

<http://ichoice.io/tenrandom-numbers>

pick a number between 1 and 10. Times the chosen number by 12 E.g. $3 \times 12 = 36$. Show your recall by saying the answer out loud.



Active Multiplications



Using our active learning strategy for recalling mental maths facts, create a set of actions for the 12 times table E.g. Chant $1 \times 12 = 12$ whilst doing star jumps, chant $2 \times 12 = 24$ whilst doing pencil jumps and so on...

Multiplication Bingo

Create your own Bingo game. Ask a grown up to shout out the equations whilst you tick the correct answer to the sum. When you have ticked all of the correct answers shout 'Bingo' and ask your grown up to check your answers.

Remember to add in a few incorrect answers to your answer sheet to test

your knowledge and recall.



Singing

Listen to and join in with these 12 times table songs.

<https://youtu.be/PABb8HhmtEM>

<https://youtu.be/9TSbNpPW1E4>



Hit the Button

Play on Hit the Button. Select the 12 times



table option. If you keep a log of your scores you will see the progress of your recall.

<https://www.topmarks.co.uk/maths-games/hit-the-button>

Role Play

As a role play activity, ask your child to be the teacher. Ask your child to create some times tables questions for you to answer. They will need to mark the answers that you have written (you need to write some incorrectly for them to mark too). If your child is confident you can reverse roles.



If you have chosen to complete some of these additional activities, you can show this to your child's class teacher and child champion by uploading 1 Dojo post a week, onto your child's portfolio. Thanks, the KS2 Team.