

# **Introduction**

The National Curriculum expectation for Primary Schools across the UK is that, by the end of Year 4, pupils are capable of recalling all 12 times tables up to 12x2. With this in mind, it vital that ensure that all pupils are capable of this by Year 4. This pack will provide a list of online resources as well as teaching methods and techniques for each year group.

At Glenthorne, we expect times table practise to be incorporated into daily teaching, whether that be during a Maths lesson or an additional slot added to your weekly time table. Throughout the year, pupils will be asked to complete a short times table test. This will be used to identify pupils who are in need of additional support or to identify certain times tables which need extra practise.

### **Autumn**

- Count in 2's up to 24, linking with even numbers and supporting doubles.
  - Count in multiples of 10 in order up to 120.

## Spring

- Focus on counting in multiples of 5 up to 60, linking with knowledge of counting in 10s.
  - Continue to develop fluency of counting in 2's and 10's.

### Summer

 Count in multiples of 10, 2 and 5 in order with growing fluency.

- Count pairs of objects
- Count straws bundled in tens
- Sing counting songs
- Hundred square
- Number lines
- Pictorial representations on display
- Rolling Numbers

#### <u>Autumn</u>

- Consolidate counting in steps of 2, 5 and 10 in order from 0 up to 12x.
  - Count in steps of 2 and 5 from 0 up to 12x fluently.
- Recall multiples of 10 up to 12x10 in any order, including missing numbers and related division facts with growing fluency.

#### Spring

- Recall multiples of 2 up to 12x2 in any order, including missing numbers and related division facts.
  - Recall multiples of 10 up to 12x10 fluently.
- Recall multiples of 5 up to 12x5 in any order, including missing numbers and related division facts.
- Recall multiples of 2 up to 12x2 in any order, including missing numbers and related division facts with growing fluency.

#### Summer

- Count in multiples of 3 to 12x3 in order from 0.
- Recall multiples of 2 up to 12x2 in any order, including missing numbers and related division facts fluently.
- Recall multiples of 5 up to 12x5 in any order, including missing numbers and related division facts with growing fluency.
- Count in multiples of 3 to 12x3 in order from 0 with growing fluency.
  - Recall multiples of 5 up to 12x5 in any order, including missing numbers and related division facts fluently.

- Count pairs of objects
- Count straws bundled in tens
- Sing counting songs
- Hundred square and number lines
- Pictorial representations on display

#### Autumn

- Count in multiples of 3 to 12x3 in order from 0 fluently.
- Recall multiples of 3 up to 12x3 in any order, including missing numbers and related division facts with growing fluency.
- Count in multiples of 4 to 12x4 in order from 0 with growing fluency. Introduce (relating to x4) and begin to count in multiples of 8 from 0 to 12x8.

#### Spring

- Recall multiples of 3 up to 12x3 in any order, including missing numbers and related division facts fluently.
- Count in multiples of 4 to 12x4 in order from 0 with fluently.
- Count in multiples of 8 to 12x8 in order from 0 with growing fluency.
  - Recall multiples of 4 up to 12x4 in any order, including missing numbers and related division facts with growing fluency.
    - Count in multiples of 8 to 12x8 in order from 0 fluently.

### Summer

- Recall multiples of 4 up to 12x4 in any order, including missing numbers and related division facts fluently.
- Recall multiples of 8 up to 12x8 in any order, including missing numbers and related division facts with growing fluency.
- Recall multiples of 8 up to 12x8 in any order, including missing numbers and related division facts fluently.

- Counting objects in groups of 3, 4 and 8
- Hundred square
- Number lines
- Array with concrete resources
- Pictorial representations on display
- Rolling Numbers

#### <u>Autumn</u>

- Recall multiples of 3,4 and 8 up to 12x in any order, including missing numbers and related division facts fluently.
  - Fluently count in 6's in order up to 12x6, using multiples of 3 to support.
  - Recall multiples of 6 in any order, including missing numbers and related division facts with growing fluency.
    - Fluently count in 7's in order up to 12x7.

### Spring

- Recall multiples of 6 in any order, including missing numbers and related division facts fluently.
- Recall multiples of 7 in any order, including missing numbers and related division facts with growing fluency.
- Recall multiples of 7 in any order, including missing numbers and related division facts fluently.
  - Fluently count in 9's in order up to 12x9.
  - Fluently count in 11's in order up to 12x11.

### Summer

- Recall multiples of 9 in any order, including missing numbers and related division facts with growing fluency (using 10x and adjusting by 1 group to find 9x as a strategy).
- Recall multiples of 11 in any order, including missing numbers and related division facts fluently.
  - Fluently count in 12's in order up to 12x12.
- Recall multiples of 9 in any order, including missing numbers and related division facts fluently.
- Recall multiples of 12 in any order, including missing numbers and related division facts with growing fluency (using 10x and adjusting by adding 2 more groups).



- Hundred square
- Number lines
- Pictorial representations on display
- Rolling Numbers

The National Curriculum expectation is that by the end of Year 4, pupils are able to recall all 12 tables up to 12x12. To secure this, it is recommended that the first term of Year 5 be used to consolidate by continuing your practice. If you find that certain pupils are working below the structure outlined in this document, track back to where those specific pupils are.

### Autumn

- Recall multiples of 12 in any order, including missing numbers and related division facts fluently.
- Recall multiples of all times tables up to 12x12 in any order, including missing numbers and related division facts with growing fluency.

- Hundred square
- Rolling numbers
- Pictorial representations on display