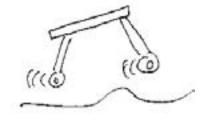
Speed Tables



10 x 4



 5×7

 7×9

MORE NEW GAMES ADDED!

6 x 7

6 x 6

 3×8



The fastest wins!

Speed Tables



Devised by Judith Evans from Netley Primary School in London Borough of Camden and Stuart Scott. Most recently tried out with Y4 at Fleecefield P5 in Edmonton where children worked in groups of three and took turns to be Player 1, Player 2 or the Checker. This activity has a simple purpose: to speed up children's recall of tables in a game-like format. Like all snap like games, it is also a very good way to get children to realise that playing fairly leads to a better game, but even if they cheat all the time, their mental maths is likely to improve.

The game can also be played by an individual against the clock, or without the pressure of the clock for those who prefer to consolidate their memory in a more leisurely fashion.

There are now ten games here (some are more challenging than the others) and we suggest you photocopy them on different coloured card. This will speed up the sorting out and clearing up and make sure that the game is one that can be quickly fitted into short bits of time.

This activity was last updated 8th July 2015

The webaddress for this activity is: http://www.collaborativelearning.org/speedtables.pdf

Collaborative Learning = Oracy in Context makes challenging curriculum accessible. improves social relations in the classroom. provides scaffolding for exploratory talk.

Basic principles:

- 1. Build on prior knowledge.
- 2. Move from concrete to abstract.
- 3. Ensure everyone works with everyone else.
- 4. Extend social language into curriculum language.
- 5. Provide motivating ways to go over the same knowledge more than once.

Good for all pupils! Vital for EAL pupils!

If you can't talk it, you won't be able to write it!

COLLABORATIVE LEARNING PROJECT

Project Director: Stuart Scott

We support a network of teaching professionals to develop and disseminate accessible talk-for-learning activities in all subject areas and for all ages.

17, Barford Street, Islington, London N1 OQB UK Phone: 0044 (0)20 7226 8885

Website: http://www.collaborativelearning.org

Speed Tables

How to play

You need two players who sit opposite each other.

Player One shuffles the multiplication cards and put them in a pile face down, and then places the answer board so that it is the right way up for Player One and upside down for Player Two.

Player Two has a board with five blanks and a very good memory for tables.

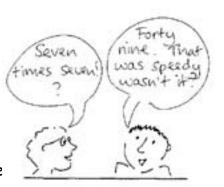
Player One takes the top card and immediately reads it out. If Player Two can provide an answer BEFORE Player One has placed the card on the correct space on the answer board, Player Two can take the card and place it on one of the blank spaces on their board.

If Player One can place the the card in the correct answer space on the answer board BEFORE Player Two can answer, then the card stays in its place on the answer board.

The games ends when Player Two has filled the five blank spaces (Player Two is the winner) OR when all the cards are used up (Player One is the winner). Players then swap places and play again. We have found it useful to play in groups of three with one child as 'checker' to monitor play and judge winners.







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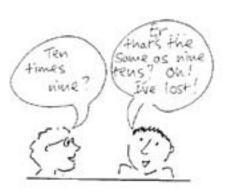
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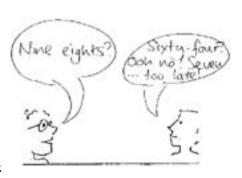
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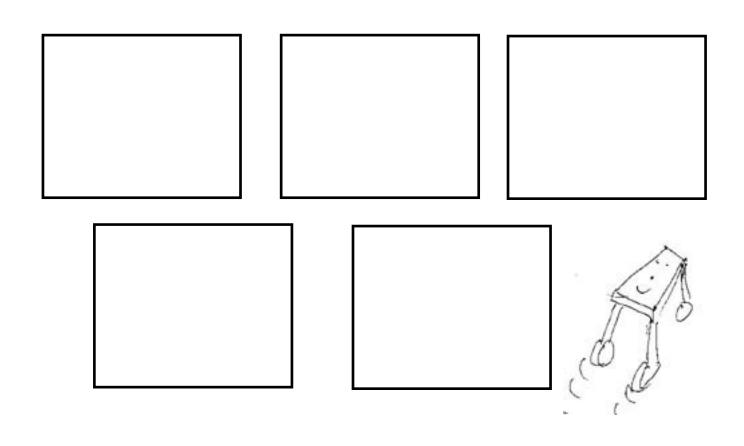
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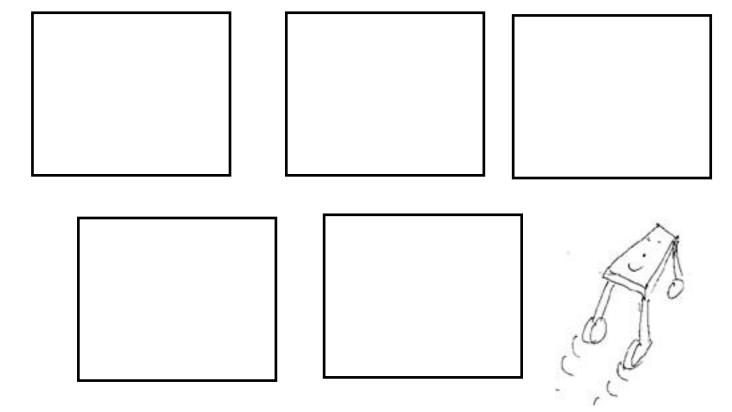




Speed Tables - Blank card spaces for Player Two



Speed Tables - Blank card spaces for Player Two



7 x 9	this way up!	$\frac{1}{10}$	7 x 3
3 x 8	$\frac{1}{6}$ 1 Speed Tables - Game 1 Speed Tables	5 x 7	e 1 Speed Tables - Game 1 Speed Tables This way up!
4 x 6	Game 1 Speed Tables - Game 1 Speed 1	Tome I Speed Tables - Game I Speed Tables -	- Game 1 s

40	18	48	63
24	36	49	24
21	35	42	72

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5 x 10	The Street	7×2	he 2 Speed Tables - Game 2 Speed Table 10 x 9
5 x 2	3 x 4	Special Power of Tables 2 Special Power of T	les - Game 2 Speed Tables - Game 2 Speed Tab

40	90	49	14
24	12	9	64
10	16	50	81

5 peed lables - Game 3 Speed lables -	7 x 5	Speed lables - Game 3	Speed Tables - Game 3 Speed Tables - G
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$\frac{1}{8}$ 8 \times 7	8 × 8	bies - Game 3 Speed Tables - Game 3	bles - Game 3 Speed Tables - Game 3

16	42	8	36
35	56	25	30
64	32	50	45

4 x 6	2 Same 4 Speed Tables - Game 4	1 5 x 9 soled 1 2 place 1 place 1 2	3 x 9
	ame 4 Speed Tables - Game 6 Speed Tables - Game 7 Speed Tables - G	1 10 x 3	The speed Tables - Game 4 Speed Tables - Gam
9 x 4	Speed Tables - Game 4 Speed Tables - 6	7 7 × 6	Speed Tables - 6 ame 4 Speed Tables -

45	72	18	36
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5 x 8	Speed Tables - Game 5 Speed Tables - 6 this way up!	Speed Tables - 6 and 5 Speed Tables - 6 and	Speed Tables - Game 5
2 x 9	ane 5 Speed Tables - Game 5 Speed To	4 X 8	5 Speed
3 x 3	bles - Game 5 Speed Tables - Game 5	10×2	Tables - Game 5 Speed Tables - Game 5

60	45	32	30
36	20	40	21
6	42	9	18

4 x 4	6 x 7	3 x 9	6 x 10
1 9 x 9 this way up!		The peace of almost spatial peace of almost pe	The peed Taples - Game 6 Speed Taples - Game 6 Speed Taples - Game 6 Speed Taples - Game 7 Speed Taples - Game
5 x 7	9 x 2	7 x 8	B x 3

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3 x 7	· •	+	9 A 3 Speed Tables - Game 8
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9 x 5	9- salue a green Taples - Game 8 Speed Taples - Game 9 Speed Taple	1 6 x 5	\$\frac{1}{2} \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \

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35	24	33	21
18	30	32	50
25	16	24	36

5 x 5	3 x 7	forms of Tables	Speed Tables - Game 10 Speed Tables -
5 x 9	5 x 8	$\begin{array}{c c} \hline & & & \\ \hline $	Game 10 Speed Tables 6 ame 10 Speed Tables 7 X 10
5 x 3	4 x 6	4 x 12	Tables - Game 10 Speed Tables - 10

25	21	66	35
45	40	48	70
15	24	48	49