



The Bliss Charity School  
Endowed 1674 Northamptonshire

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Friday 18<sup>th</sup> September 2020

Dear parents/carers,

Every Friday, your child (like in Year 2) will be tested on their times tables using the Emile online programme. This resource focuses on improving multiplication speed and knowledge; it also prepares them for the new Government annual multiplication tables check in Year 4.

Every child has been given a times table to focus on and they will aim to achieve a score of 10 within one minute on two occasions – quick recall is the key to scoring well!

Once they have achieved this, we will test them on a mix of their current and previous times tables (this helps us to acknowledge that not only have they learnt their current tables but they also still remember their previous ones). Once they score 10 and show they still remember these tables, we will move them on.

If you are unsure of what times tables your child is currently working on, it will be on the inside of their reading diary and we will update it every time they move up.

Obviously, we will continue to work on your child's multiplications through lessons and by playing fun tables games but any extra support you can give your child will have a huge impact on their development in class – please see the information at the end of this letter for ideas on how to learn times tables at home.

Thank you,

Mr Colton  
(Class 3 Teacher)



Head Teacher: Mr S. Carter  
Bursar: Ms L. Adey



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**Possible ways to learn and practise times tables at home include:**

- using counters, pictures and arrays
- listening to and singing times tables songs
- learning rhymes for tricky tables
- doubling the 2 times table to get the 4s and doubling the 4 times table to get the 8s and halving the 10 times table to get the 5s
- learning tricks on your fingers such as that for learning the 9 times table
- practising times tables on apps such as 'Squeebles'
- traditional methods of repeatedly writing down the times table and chanting it out loud
- playing matching games which match times tables questions to the corresponding answers
- completing games on websites such as [www.topmarks.co.uk](http://www.topmarks.co.uk) , [www.timestables.co.uk](http://www.timestables.co.uk) and [www.ictgames.com](http://www.ictgames.com)

***Some ideas to try at home ...***

Playing games is always a really effective way of learning. To play them, you'll need to create a set of times table question and answer cards – see the example below for the x3 table.

1 x 3	3	4 x 3	12	7 x 3	21	10 x 3	30
2 x 3	6	5 x 3	15	8 x 3	24	11 x 3	33
3 x 3	9	6 x 3	18	9 x 3	27	12 x 3	36

Pelmanism (or Pairs)	Snap
<ul style="list-style-type: none"><li>• Shuffle the cards and arrange them in two separate groups (questions and answers), face down on the table.</li><li>• The players then take it in turns to flip one card from each group; the cards must be left on the table face upwards so that everybody gets a good chance to look at them.</li><li>• If the two cards are equivalent, the player gets to keep the pair and has another go.</li><li>• If the two cards are not a pair, they are turned over once more and left on the table.</li><li>• The game continues until all the cards have been claimed.</li></ul>	<ul style="list-style-type: none"><li>• Half of the cards should be the questions (e.g. 6 x 3) and the other half of the cards should contain the answers (e.g. 18).</li><li>• Shuffle the cards and divide them equally between two players.</li><li>• The players keep their cards in a pile, face down.</li><li>• One person turns over a card and then the other person turns over a card next to it so the two cards are close to each other.</li><li>• If the cards are equivalent, the first person to correctly notice the match and shout 'Snap' keeps all the cards in the two upturned piles.</li><li>• The winner of the round then starts the next round. The game concludes when one player has all of the cards.</li></ul>



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