

Fun games to practise your times tables



1. Fizz, buzz. This game can be played as a pair or larger group. Choose a multiple which the word fizz will take the place of. You then must take it in turns counting upwards from 1 and if you reach a multiple of that number they must say fizz (e.g. If the multiple was 3 children would count- 1, 2, fizz, 4, 5 fizz). If someone makes a mistake they are out. To make the game harder you can add in 2 multiples using the word buzz. (e.g. If multiples of 3 were fizz and 5 were buzz children would count: 1, 2, fizz, 4, buzz, fizz, 7, 8, fizz, buzz, 11, fizz, 13, 14, fizzbuzz).
Preparation required: None
2. Pairs. This game can be played in pairs or small groups. A pile of times table fact cards and answer cards are spread out face down on the table. Players then take it in turns turning over 2 cards. If they match the question and answer cards they can keep those cards. The person with the most cards at the end wins.
Preparation required: Times table question and answer cards are needed. *See your pack.*
3. Multiplication Roll 'Em. This game can be played in pairs/small groups. The players take it in turns to roll 2 dice and find their product. The person with the highest number wins a point. The person with the most points at the end wins.
Preparation required: Dice are needed.
4. Multiplication squares. This game can be played in pairs/small groups. This game is very similar to the game 'squares' but involves times tables.
Preparation required: You need copies of the board game (*see your pack*), dice and different coloured pencils.
5. Noughts and Crosses. Players work in pairs and ask each other a times table fact. If they get the answer right, they can put a nought/ cross on the board. The winner is the first person to get 3 noughts/ crosses in a row.
Preparation required: Paper and pen to draw the noughts and crosses grid.
6. Snakes and ladders. This game can be played in pairs/small groups. Players ask each other a times table fact. If they get the answer right, they can roll and move forwards on the snakes and ladders board.
Preparation required: A snakes and ladders board/printed snakes and ladder grids, dice and counters.



7. Multiplication Jenga. This game can be played in pairs/small groups. Players should pull out a Jenga block and ask the person on their right the times table question written on the block. If the child gets it right, they can keep the block. If not, keep asking the next person to the right. If no one gets the answer right, the block must be placed on top of the tower. Play continues until the Jenga tower topples over.
Preparation required: Write times table questions on Jenga blocks.
8. Loop card challenge. Variation 1: A pair/group should give out the cards and try and ask/answer the loop cards as quickly as possible until they are back at the beginning. Variation 2: Children can work individually or in pairs/groups to connect the loop as fast as possible.
Preparation required: Cut out loop cards. *See your pack.*
9. Times table aerobics. This activity can be completed individually or as a group. Choose an aerobic move for each times table you want to practice (e.g. punches, star jumps, squats) and children should then complete the move whilst chanting their times tables.
Preparation required: None
10. King/Queen of the Ring. Variation 1: Standing opposite each other ask the child a times table question and throw them a ball/beanbag. If they get it right then can throw the ball back and continue. If they get it wrong, they must put 1 arm behind their back/stand on one leg etc. Variation 2: Stand in a circle with the ring leader stood in the centre. The ring leader throws a ball/beanbag to someone on the outside of the ring. If they catch it, they have the chance to answer a times table question to stay in the game. If not, they must sit down. The last person standing wins. This can also be played with more than 1 adult in the middle throwing an object to make it more difficult.
Preparation required: Ball/beanbag needed.



Games that work best with more than two people

11. Bingo. Give children a selection of numbers to choose from (could stick to 1 times table or include multiples times tables). Children should choose 6 numbers and write them down. Call out a times table fact. If the children have the answer, they can cross it off. When all their numbers have been crossed, they shout bingo!

Preparation required: Paper and pens. This is also available as a website to generate the numbers and questions

(<https://www.topmarks.co.uk/Flash.aspx?f=BingoMultiplicationv9>)

12. Around the world: Children sit in a circle, and a starting person is selected. The starting person stands behind the person next to him or her. The adult asks a times table question. The first child to say the answer first moves on to challenge the next person. If a sitting child says the answer first, the children switch places.

Preparation required: None

13. Statues: Children stand in a space and when the game starts they cannot move. A times table question is asked. Children put up their hand if they think they know the answer. Select a child to answer the question. If they get the answer right they can take a step in any direction. If they can then touch someone, that person is out and must sit down. If the person asked gets the answer wrong, a different child is selected to answer. People who are 'out' can get back in by answering a question correctly but cannot get anyone out on that turn. The winners are any children left standing. This game can be played asking questions in any subject/differentiated if you have children of different ages and abilities.

Preparation required: None