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"Encourage one another and build each other up" 1 Thessalonians 5.11

Year 4 Multiplication Tables Check

Dear Parents and Carers,

As you may know, the Multiplication Tables Check for year 4 children is happening between Monday 1st June and Friday 12th June 2026.

What is the Multiplication Tables Check?

- The checks consist of 25 times tables questions. They will be straightforward multiplication questions without anything to trip them up and they will go up to 12×12.
- There will be 6 seconds to answer each question.
- The check will be taken online during school time.
- There is no pass mark.
- Teachers will be able to apply for some children to be able to pause between questions, but most children will complete one question after another without pauses.

Why do the children need to take this test?

All year 4 pupils in England will take the check. The Government made the check compulsory in 2022. They say:

The purpose of the MTC is to determine whether pupils can recall their times tables fluently, which is essential for future success in mathematics. It will help schools to identify pupils who have not yet mastered their times tables, so that additional support can be provided.

But why are times tables so important? Having rapid recall of times tables makes other areas of maths much easier. Fractions is the most obvious area where learning times tables well is essential. However, every multiplication and division method require speed and instant recall of times tables while at primary school. At secondary school the needs become even greater.

Furthermore, having the tables secure frees up their working memory for newer, more challenging tasks at hand.

So, learning them now, in year 4, sets children up for a more successful maths career later in their school life.

What are the school doing to help your child learn their times tables?

In Silver Birch, we are currently practising a different times table every week, firstly exposing them to it with support, then giving them daily practise to build up their confidence. Once we have reached the 12 times table in this way, we will spend time recapping these tables and mixing them together to increase their speed and accuracy.

They will also have regular practise on Times Tables Rock Stars (TTRS) on the laptops to get used to performing the times tables on the computer, as will be the case for the multiplication check. On here, there is a game mode that resembles the multiplication check exactly to get them further used to this format.

What can you do to help your child learn their times tables?

There are many ways you may wish to practise times tables with your children from chanting them together, writing them down, to giving them random challenge questions throughout the day, or even getting them to test you! Some additional ideas are attached to this letter.

Whether you chose to use one or more of these methods, our main request is that you ensure your child spends some time (little and often is best) on TTRS every week. They will get specified homework to practise on here, but the more often they access it, the faster and better they will become.



TTRS is a fantastic platform for practising the times tables and one that the children usually get quite excited about! There are variety of single player game modes with incentives such as earning coins to buy upgrades for their rock star avatar and earning a new 'Rock Status' and certificate to bring home, as well as multiplayer modes where they can challenge their friends, other children around the world, or even a teacher!

In order to keep on track with how your child is doing with each times table, some game modes contribute to a 'heatmap', which shows their current recall time for each of the times tables facts. The greener the fact, the quicker the response time. Any facts shown in red or orange are slower than 5 seconds and should be practised so that they are confidently under the 6 second time limit ready for the multiplication check.

Attached to this letter is your child's heatmap (which can also be accessed by logging in to your child's account> Stats> Fluency), and we will also be going over these with you at parents' evening. Spend some time with your child identifying which tables they need to practise and celebrating the ones they already know. Any questions in grey are ones that haven't been practised in the relevant game modes yet.



Also attached to this letter is a parent's guide to TTRS and its different game modes. They should already have their login details for TTRS glued into their homework books, but if for any reason they don't have it or if you have any further questions on the multiplication check or practising the times tables, please do get in touch with us.

Kind regards

Mrs Jones and Mr Hartnell

Additional ways to help your child learn their times tables

There are lots of ways to learn times tables, but here are a few suggestions to get you started:

- Make sure they play daily in **Garage mode** on Times Tables Rocks Stars - The Garage game mode is very clever and will adjust the questions your child is asked, ensuring they are always working on the facts they need to improve. Also, give them a times tables square to use whilst they play. This way they can double-check facts they are not sure about
- Sing times tables songs. There are hundreds available! Put them on in the car, bathtime or any 'free' time where you have a few spare minutes.
- Chanting the old-fashioned way- rehearse the tables forwards and backwards, gradually increasing in speed.
- Plenty of praise- When encouraging children to pursue something important, like timetables, there's no harm in heightening their enthusiasm with plenty of praise. 'You got this!' 'Look at your heatmap now!'
- Write out the tables - This can be in the form of a simple list or you could also be a bit more fun. Being creative will make writing and learning the tables more enjoyable.
 - Write the facts as the petals of a flower;
 - Get them to test you on the facts and get them wrong on purpose and see if they correct you!
 - Treasure Hunt: Hide the facts around the house and give them the answers. Can they find them in record time?
 - Take a pot of water and a paintbrush outside to 'paint' the facts on a wall.
 - Use chalks to write the facts outside in giant numbers.

Times tables are important, but it should be an enjoyable experience learning them!

We recommend a “little and often” approach; 3 minutes practice a day, 4 or 5 times a week is a good target.

What are the different Game Modes?

Single Player

Jamming 4 or 8 coins/correct answer	The only game mode without a timer, players chose the table and operation ($\times$ or $\div$ or both) they want to practise. Answer 10, 20 or 30 questions.
Gig 10 coins per correct answer	Gig games last 5 minutes and contain up to 100 questions, which come in ‘waves’, starting with the 10s, then the 2s, 5s, 3s, 4s, 8s, 6s, 7s, 9s, 11s and 12s. Novices are not expected to get past the 5s. Gigs provide the child (and their teacher) with a simple measure of their current skills, which is why learners should concentrate fully for the whole Gig as they won’t get another try until next month.
Garage 10 coins per correct answer	Players are given a personalised set of 6 multiplication questions (and their matching division questions) in each round. The questions they get keep adjusting to provide the best fit for every learner’s needs. This is probably the best game made for improving their recall while they’re still learning.
Studio 1 coin per correct answer	Here your child earns their Rock Status, which is based on their Studio Speed. The faster they are the better their status. Studio Speed is the average of their most recent 10 Studio games. Suitable for confident players.
Soundcheck 5 coins per correct answer	Soundcheck games ask 25 multiplication questions (up to 12×12), allowing 6 seconds for each question. Suitable for confident players.

Multi Player

Festival 1 coin per correct answer	Children compete against others from around the world, with their identities protected behind their rock names. Suitable for confident players.
Arena 1 coin per correct answer	Children race against other members of their class who are logged in and choose the same arena name at the same time. Arena games use the same smart question algorithm as Garage games.
Rock Slam 1 coin per correct answer	Players challenge their classmates or teachers to answer as many questions as they can in 60 seconds, setting a score for the challengee to beat. Pupils don’t need to be online at the same time.
Tournaments	Battle of the Bands – groups of children within the same school (usually classes, year groups or teams) compete to have the highest <i>average</i> score per player. Top of the Rocks – like a Battle of the Bands <i>between</i> schools. The winning class or school is the one with the most correct answers per person. Important: Each correct answer (in any game mode) earns 1 point towards the team’s total in addition to the coins earned. For example, in Garage games each correct answer is worth 1 point for the team and 10 coins for the player.

Learners with different needs

How can I hide the timer?	Start a game and press ⚙️ > Hide Practice Clock. You could also play a game in Jamming.
How can I increase the length of Garage games?	Single player > Garage > press the little arrow below “play solo” > choose 1, 2 or 3 minutes.
The tables are too hard	Make sure your child is playing in Garage or Arena game modes. If this does not resolve the issue, please speak to your child’s teacher. Remember that Jamming mode allows the child to choose the tables themselves.
My child gets anxious	Try the three above plus: setting mini goals (e.g. complete 2 minutes today, get 1 more point in the next game, pass 1 level); having a break from online play (come back in a couple of days); and reminding them of Baz’s words: “A good rock star stays chillaxed by accepting they make mistakes.”
My child has visual impairments; what settings are available?	Head to the Profile page where you can: change the colour scheme; reduce the visual stimuli with Declutter mode; increase the font size or switch to a dyslexia-friendly font called Lexie. play.ttrockstars.com is also screen reader compatible.
Can I turn off division?	Yes in Jamming mode but not in the other games. The reason for that is that practising multiplication and division at the same time supports the recall of both and is the most successful approach. If your child is finding division confusing, please speak to their teacher about starting with the 10s only and for advice on how to help at home.

Troubleshooting

My child’s coins and/or Studio speed have suddenly dropped	Another child may have logged in as your child. Please reassure your child that this can be rectified. Contact their teacher who can set a new password, refund any coins, delete Studio games and talk to the class about online safety.
My child plays too much	Set firm TTRS time limits; reward healthy choices; take away devices before bed.
My child’s name is showing on a school leader board.	Please ask your child’s teacher to change the settings at their end so that rock names show on the leaderboards instead of real names.
What does the 🎧 mean?	If this symbol appears over a game tile (e.g. over Garage) it means the teacher has set your child a certain number of minutes to practise in that game mode for homework. Once they complete those minutes the other games unlock.
Is TTRS safe?	Yes. There are no adverts, no in-app purchases nor any chat functions. See more in our Privacy Notice (mathscircle.com/privacy-notice).