

Times Tables Games

LAUGH AND LEARN!

Recommended for Grades 3 - 7

We all have students that struggle to learn their times tables. As teachers, we know how crucial it is that they understand and master their tables. TIMES TABLES GAMES includes 30 engaging games to help your students learn their times tables while having FUN! Most games can be adapted to suit partner, small group or large groups of students. Depending on the age group, these are perfect for whole class instruction, during small group Maths rotations, remedial group work or as a fast finisher.

Print, cut and laminate for durability. Hole punch the top corner and attach a metal ring so you have plenty of ideas right at hand.

TIMES TABLES GAMES

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GRID PAPER CHALLENGE

Students play this game in pairs. Each pair has a piece of grid paper. Both students must have a different coloured pencil. The students take turns to roll two dice. For example, if a student rolls a 3 and a 7, they must outline a rectangle 3 by 7 or 7 by 3 squares with their pencil and write the equation inside eg. $3 \times 7 = 21$. They take turns. The first student to run out of room on the grid paper is out.

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TIMES TABLES GAMES

01

TABLE TENNIS BALLS

Use a Sharpie and write the numbers 1-12 on table tennis balls. You will need to write one number per ball and have two of each number. Place the balls in a container. Students take turns to close their eyes and pick out 2 balls. They must multiply them and either write or call out the answer. They return the balls to the container once they have had their turn. The other students in the group must let the student know if the answer was correct.



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TIMES TABLES GAMES

02

CARD MULTIPLY

Place a shuffled deck of cards upside down in the middle of a circle. Only the number cards are to be used. All players take two cards and place them upside down in front of them. On a given signal, they all turn over their cards and multiply the two numbers. They go around the circle and call out their product. Whoever has the highest product (answered correctly) gets to keep their cards but everyone else returns their cards to the bottom of the deck. Whoever ends up with the most cards at the end of a set time is the winner.



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03

BEAT THE LID

Collect water bottle lids. With a Sharpie, write a times table on the top and the answer underneath. Students place all the lids the right way up so they can just see the questions. They take turns to choose a lid and say the equation out loud. For example, 12 times 3 equals 36. They then check under the lid to see if they were correct. If they were correct, they keep the lid for the rest of the game. If they were incorrect, they must return the lid to the game. The game ends once all the lids are gone.

Whoever has the most lids, wins the game.



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04

PADDOCKS AND FENCES

Divide the class into 2 teams. Each team is given a symbol. The teacher draws lots of dots in a grid formation on the whiteboard. The amount of dots depends on how much time you have available. The teacher calls out a times table and picks a student. If they answer it correctly, they come up and join two dots with the pen. If they answer incorrectly, a member of the other team may have a go. They keep joining two dots for a correct answer. When they can form a square, they draw their team's symbol inside of it. The team with the most symbols at the end of the available time are the winners.



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05

BACK TO BACK CHALLENGES

Two students stand back to back at the whiteboard. They each write a number from 3-12 next to them on the whiteboard. They must not be able to see each other's number. The teacher calls out the product of the two numbers that were written. The two students work out their opponent's number, by using the knowledge of their own number and the product. When they have worked it out, they call out their opponent's number. The first person to correctly work it out stays and a new student joins them for the next round.



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06

GREEDY PIG

In pairs, students take turns to roll 2 dice. They multiply the numbers and write down their answer. They can either keep going or pass to the next player. They keep adding the products (on paper) as they go. The first to reach 200 or more is the winner. However, if they roll a '6' then they also lose their turn and ALL their points.



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TIMES TABLES RAP

Students create a 'rap' song to help them learn a particular times table (eg. 4x tables). Each group can be given a different times table. They can compose the rap (on paper) in a small group and after lots of practise, perform it to the class.



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08

DOMINO TIMES TABLES

Play a game of dominoes according to the normal rules. However, when a student places a domino they must multiply the two numbers (on the domino) and say the answer out loud. If they are correct, the domino can be placed. If they are incorrect, they forfeit their turn for that round. The first player to place all their dominoes wins.



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09

TIMES TABLES JENGA

Use a Sharpie and write times tables on Jenga blocks. The students play Jenga as per normal. However, once they remove a Jenga block they must answer the times table correctly before they return the block to the top of the tower. If it is the first time they have answered incorrectly, the other students let them know the correct answer and the game continues. They have 2 chances, if they answer incorrectly twice then they are out of the game.



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PAPER, SCISSORS, ROCK!

In partners, students call out, "Paper, scissors, rock."

On the word, "Rock" students must hold out both their hands with a certain number of fingers pointing out. They must race to multiply the number of fingers they are holding out by the number of fingers their partner is holding out. The first player to correctly call out the answer wins that round. You may wish to get the students to swap partners after five rounds.



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ARRAY TABLES

Students form small groups of about 3 or 4. One student calls out a times table and the other students must individually make an array with counters to represent that particular times table. When they have made the array, they call out the equation. For example, "9 times 7 equals 63." The first person to make the array and call out the equation with the correct answer wins that round. Students take turns to call out the times table.



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BINGO

Students draw a 4x4 grid on paper and fill it with answers to the 1-12 times tables. The teacher calls out a times table. If they have a corresponding answer they place an "X" on that square. Four crosses in a row wins the game. The rows can be horizontal, vertical or diagonal. You can ask the students to make a smaller or larger grid depending on the time you have available.



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SKIPPING TABLES

Each student has a small skipping rope. The teacher calls out a particular set of times tables eg. 4 x tables. Students must jump the rope on the spot and call out the multiples of that particular number (up to 4 x 12). Each time they jump the rope they should be calling out the next multiple..... 4, 8, 12, 16, 20, 24, 28, 32, 36, 40, 44, 48.

Challenge: Students who are more able can try and count forward in 4's and then backwards to 0.



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LEGO

With a Sharpie, write times tables on various LEGO pieces. In pairs, students take turns to pick a LEGO piece and say the correct equation. For instance, "3 times 4 equals 12." Their partner must check if they got the answer correct. If they were correct, they keep the LEGO piece for the game. If not, they must return the piece to the pile. Once all pieces have been taken, they can build something with the LEGO pieces they won.



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BOOM!

Collect a heap of paddle pop sticks. On one side of each stick, write a times table with a Sharpie. On the other side, record the answer. On five sticks, write the word 'BOOM'. Place all the sticks in a cup. Place an asterisk on the top of the side with the question and on the 'Boom' sticks. Students take turns to pull out a stick, they must only look on the side with the asterisk so they don't see the answer. They must answer the times table. They can check on the back to see if they were correct. If they were correct, they keep the stick. If they were wrong they return the stick to the cup. The person with the most sticks wins. If they pick a 'Boom' stick, they must return all their sticks to the cup and start again.



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YOU ARE A GOOD EGG!

Inside an empty egg carton, label the spaces 1 to 12. You can write them in a random order. Place two counters inside and close the lid. Students shake the egg carton gently and open it up. They must multiply the two numbers that the counters landed on.



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NAME TAG TABLES

Write out times tables that the class have been struggling with on coloured card. Write one times table per card. Blu-tack a card onto the top of each student's desk. When a student wants to talk to another student, they must say the equation (including the answer) that is on the other person's desk before they can speak to them. At the end of the week, swap the cards around.



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BEACH BALL TABLES

Using a Sharpie, write times tables all over the ball. Throw the ball to a student. When they catch the ball, they must answer the times table that is closest to their right thumb. They need to say the whole equation out loud. If they are incorrect, the other players must kindly correct them. They then throw the ball to the next person. **Variation:** If they drop the ball, do a wonky throw or answer incorrectly, they are out.



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CUP TOWERS

Collect a whole heap of plastic cups. Turn the cups upside down and write a times table on the outside of each cup. Write the answer on the inside of the cup at the bottom. Students turn the cups upside down to begin. They take turns to pick a cup and answer the times table. They check inside the cup to see if they were correct. If they were correct they keep the cup. If they answer incorrectly, they leave the cup in the middle. They must try to stack the tallest tower with the cups they have won. Whoever builds the tallest tower at the end of the game wins.



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BUZZ

Students stand in a circle and count from 1 to 100. Each student calls out one number at a time. The teacher picks a number (eg. 4). Instead of saying a multiple of the selected number, the students must say, "BUZZ". The student needs to say "BUZZ" on every multiple of four ..9, 10, 11, BUZZ, 13, 14, 15, BUZZ etc. If they forget or say the wrong number they are out.



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TIMES TABLE WHEELS

Place students into 3 fair teams. Draw 3 multiplication wheels on the whiteboard. On a given signal, the first player walks to the board, fills in one answer and hands the pen to the next player in their team. The new player walks up and fills in one more answer and so forth until all answers are filled in. The other team members cannot help or yell out if an answer is wrong. On a student's turn they may fill in one answer OR rub out and change one answer. The first team to fill in their wheel correctly wins.



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FOAM PUZZLE MAT

Purchase a cheap foam puzzle mat. On each small puzzle piece, write a times table and on the other side write the answer. In a small group, students pick a piece and answer the times table. They may check on the back to see if they are correct. Take turns and do this for all the puzzle pieces. Once all the puzzle pieces have been answered, they must cooperatively join the pieces in order.



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CONNECT 4 - TIMES TABLES

Use a Sharpie and write on the front of each round 'Connect 4' piece a different times table. On the back, write the answer. Students turn all the discs over so they can only see the questions. Before a player uses a round disc, they must answer the times table correctly. If they answer incorrectly, they forfeit their turn. Four in a row wins.



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UNO

In a small group, students sit in a circle. They place 2 piles of shuffled UNO cards facing downwards in the middle of the circle. They take turns to turn over the top 2 cards. They must multiply them and call out the answer. If they answer correctly, they keep their cards. If not, they return them to the bottom of the pile. If they turn over:

*Draw 2 - They can have another turn. *Draw 4 - Have 2 more turns.

*Wild Card - Lose all their cards! *Reverse - take another card to multiply and then it changes direction. *Stop - Miss a turn. Player with the most cards wins.



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BALLOON POP

On a whiteboard, draw lots of balloons and write a times table in each. Pick one student at a time to come up the front and point to a balloon. They read out the times table and give the answer. If they are correct, they pop the balloon by rubbing it off the board.

Choose another child to come up and pop a different balloon.

Variation: Challenge the class by imposing a time limit. For example, as a class they must pop all the balloons in one minute.



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PAC - MAN

Children stand up and spread around the room. The teacher calls out a times table.

Choose a student and if they answer correctly they can take 1 large step in any direction. If they can reach out and tag someone, the person tagged is out and sits down. Keep going until one player is left.



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SPEED RACES

Choose a times table for the week or fortnight eg. 6 x tables. Students practise at home and in class. At the end of the week or fortnight, hold a speed race. Students stand up and recite the 6 x tables as fast as they can with no mistakes. The teacher times them with a stopwatch. The fastest student gets to have their name on the board as the 6 x tables champion. In addition, write their time in seconds next to their name.



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TRAINS

Students line up in four lines with the teacher standing at the front. The teacher calls out a times table and the first person in each row must try to answer it. The first person to correctly call out the answer, wins and goes to the back of any line. The other students are out and return to their desk. Keep going until one player is left.

The winner may receive a small prize.



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LEAP FROG

Buy some cheap plastic leapfrogs. With a Sharpie, write a times table on the top of each frog and the answer underneath. Students pick a frog, and try to answer the times table.

They check to see if the answer is correct. If it is, they get to have one turn at trying to get the leapfrog in the container. Then it is the next person's turn. Whoever gets the most frogs in the bucket at the end of the game, is the winner.



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