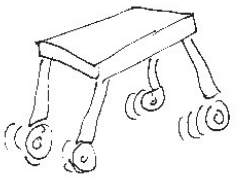
Speed Tables



Devised by Judith Evans from Netley Primary School in London Borough of Camden and Stuart Scott. 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 recall 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 seven games here, 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 2nd October 2006

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

COLLABORATIVE LEARNING PROJECT
Project Director: Stuart Scott
Supporting a cooperative network of teaching professionals throughout the European Union to develop and disseminate accessible teaching materials in all subject areas and for all ages.

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Website: http://www.collaborativelearning.org

BRIEF SUMMARY OF BASIC PRINCIPLES BEHIND OUR TEACHING ACTIVITIES:

The project is a teacher network, and a non-profit making educational trust. Our main aim is to develop and disseminate classroom tested examples of effective group strategies across all phases and subjects. We hope they will inspire you to develop and use similar strategies in other topics and curriculum areas. We want to encourage you to change them and adapt them to your classroom and students. We run teacher workshops, swapshops and conferences throughout the European Union. The project posts online many activities in all subject areas, and a newsletter "PAPERCLIP' is also updated regularly.

*These activities were influenced by current thinking about the role of language in learning. They are designed to help children learn through talk and active learning in small groups. They work best in non selective classes where children in need of language or learning support are integrated. They are well suited for the development of speaking and listening . They provide teachers opportunities for assessment of speaking and listening and other formative assessment.

*They support differentiation by placing a high value on what children can offer to each other on a particular topic, and also give children the chance to respect each other's views and formulate shared opinions which they can disseminate to peers. By helping them to take ideas and abstract concepts, discuss, paraphrase and move them about physically, they help to develop thinking skills.

*They give children the opportunity to participate in their own words and language in their own time without pressure. Many activities can be tried out in mother tongue and afterwards in English. A growing number of activities are available in more than one language, not translated, but mixed, so that you may need more than one language to complete the activity.

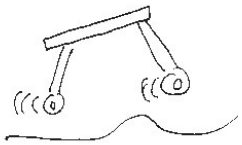
*They encourage study skills in context, and should therefore be used with a range of appropriate information books which are preferably within reach in the classroom.

*They are generally adaptable over a wide age range because children can bring their own knowledge to an activity and refer to books at an appropriate level. The activities work like catalysts.

*All project activities were planned and developed by teachers working together, and the main reason they are disseminated is to encourage teachers to work effectively with each other inside and outside the classroom. They have made it possible for mainstream and language and learning support teachers to share an equal role in curriculum delivery. They should be adapted to local conditions. In order to help us keep pace with curriculum changes, please send any new or revised activities back to the project, so that we can add them to our lists of materials.

Speed Tables

How to play

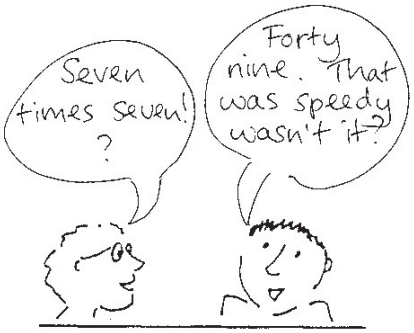


You need two players who sit opposite each other.

Player One shuffles the multiplication cards and places them in a pile face down, and places the answer board so that it is the right way up for Player 1 and upside down for Player Two.

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

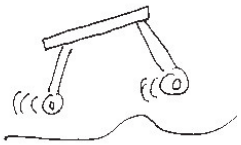
Player One takes the top card and immediately reads it out.
If Player Two can provide an answer BEFORE Player One has placed the card on the correct space on the answer board, Player Two can take the card and place it on one of the blank spaces on their board.
If Player One can place the the card in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

Speed Tables

How to play



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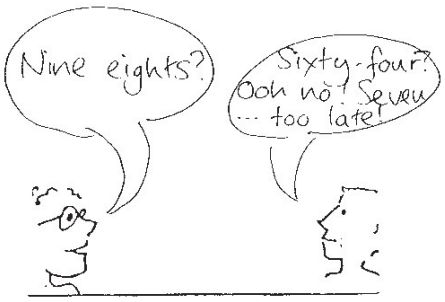

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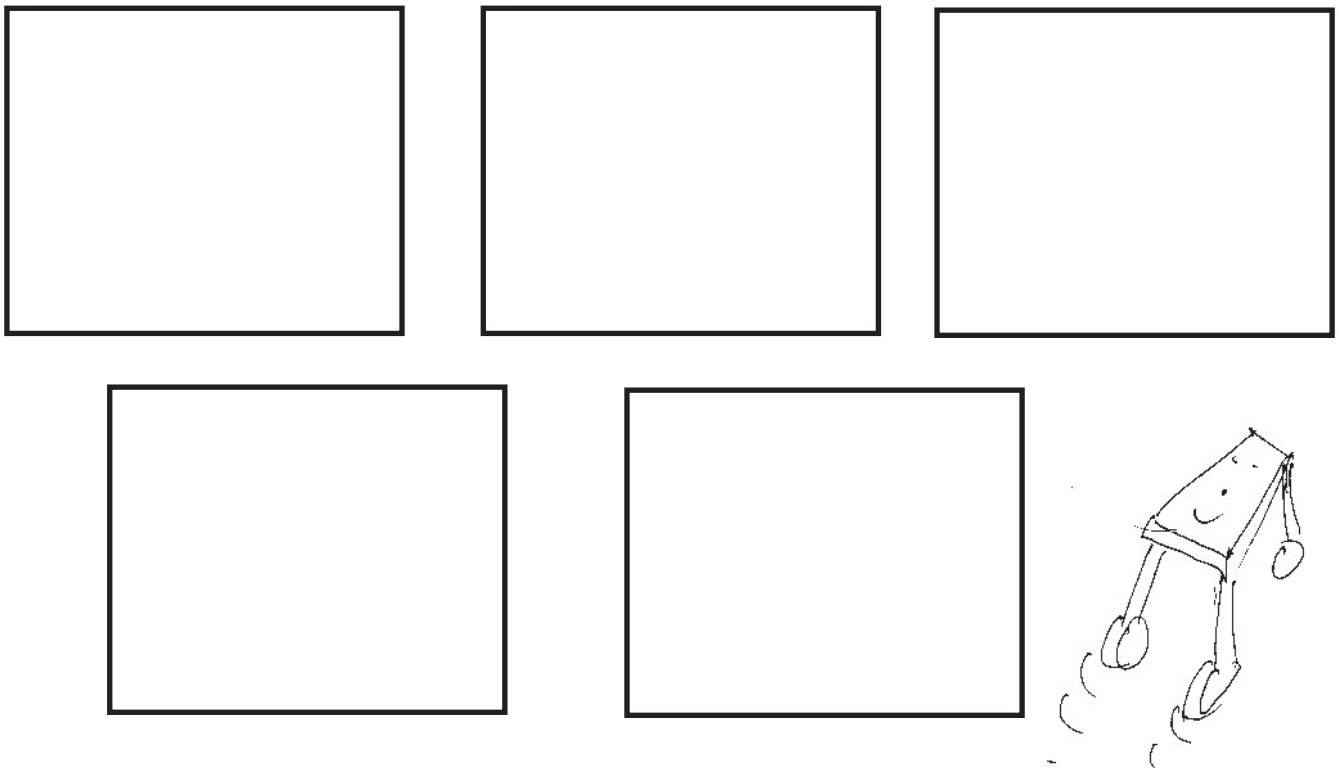
Speed Tables - Blank card spaces for Player Two



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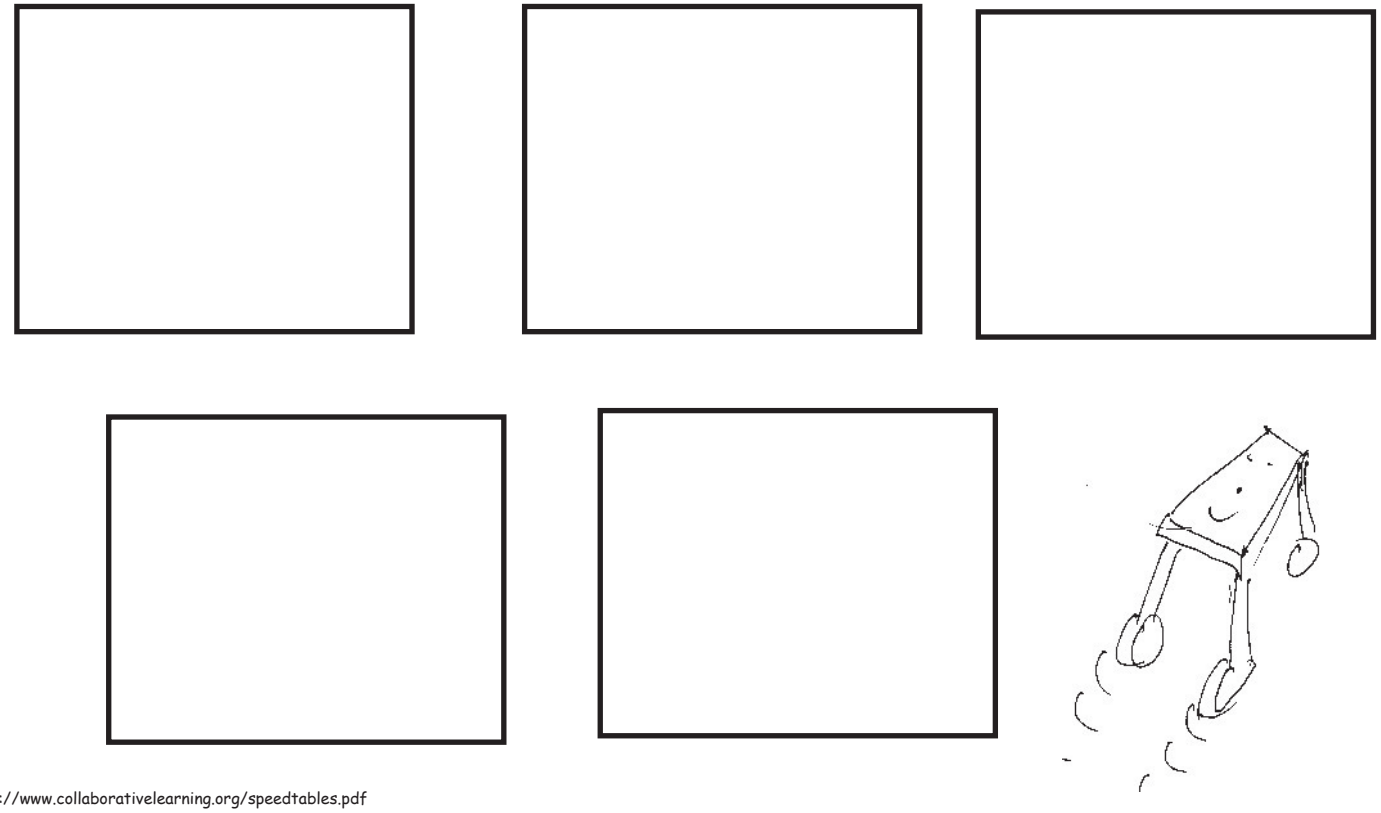

Speed Tables - Multiplication cards - Game 1

7 x 9	6 x 6 this way up!	10 x 4	7 x 3
3 x 8	6 x 7	5 x 7	9 x 8
4 x 6	2 x 9	6 x 8	7 x 7

Speed Tables - Answer board - Game 1

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

Speed Tables - Multiplication cards - Game 2

4 x 4	7 x 7	9 x 9 this way up!	5 x 8
5 x 10	3 x 8	7 x 2	10 x 9
5 x 2	3 x 4	9 x 1	8 x 8

Speed Tables - Answer board - Game 2

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

Speed Tables - Multiplication cards - Game 3

5 x 5	7 x 5	10 x 3	9 x 4
7 x 6	8 x 1	4 x 8	9 x 5
8 x 7	8 x 8	4 x 4	5 x 10

Speed Tables - Answer board - Game 3

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

Speed Tables - Multiplication cards - Game 4

4 x 6	5 x 5	5 x 9	3 x 9
9 x 8	10 x 10	10 x 3	2 x 9
9 x 4	7 x 4	7 x 6	2 x 7

Speed Tables - Answer board - Game 4

45	72	18	36
30	42	25	24
100	14	28	27

Speed Tables - Multiplication cards - Game 5

5 x 8	6 x 6 this way up!	10 x 6	5 x 9
2 x 9	10 x 3	4 x 8	6 x 7
3 x 3	7 x 3	10 x 2	2 x3

Speed Tables - Answer board - Game 5

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

Speed Tables - Multiplication cards - Game 6

4 x 4	6 x 7	3 x 9	6 x 10
9 x 9	3 x 5	7 x 3	10 x 9
5 x 7	9 x 2	7 x 8	8 x 3

Speed Tables - Answer board - Game 6

42	15	90	16
60	27	35	56
21	24	81	18

Speed Tables - Multiplication cards - Game 7

10 x 7	9 x 9 this way up!	3 x 9	6 x 9
2 x 8	8 x 4	8 x 8	8 x 10
9 x 1	7 x 7	9 x 5	10 x 6

Speed Tables - Answer board - Game 7

54	24	9	64
81	80	60	70
45	16	49	27