

Year 4 Multiplication Tables Check Workshop



St Martin's CE
Primary School

What is the MTC ?



The multiplication tables check (MTC) is **statutory** for all Year 4 pupils

The purpose of the MTC is to prove 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.



What is the MTC ?

The MTC is an on-screen assessment designed to determine whether pupils are able to fluently recall their multiplication tables up to 12×12 , through a set of timed questions.

Try it out Time left: 6

$5 \times 6 =$

1	2	3
4	5	6
7	8	9
⌫	0	Enter

Format of the Test



The official check consists of **25 questions**. Pupils will have **6 seconds** to answer each question, with 3-seconds pause between questions. Pupils will answer 3 practice questions before the check begins.

Why is the Multiplication Tables Check being carried out?





Why is it important?

- Multiplication facts underpin a lot of maths knowledge:
- Division
- Fractions
- Percentages
- Multiplication
- Number sequences
- Many more!

Expectations (\times and \div) from Y1 – 4 in the National Curriculum

What will the Multiplication Tables Check look like?



The check will take place between **Monday 1st June and Friday 12th June**.

We will notify you of when this will be nearer the time.

- **3** practise questions
- **25** multiplication questions
- **6 seconds per question** (fluency and recall) followed by a three second break (we are encouraging children to not press enter)

**Questions will be generated randomly*

What will the Multiplication Tables Check look like?



- Commutative questions will not appear e.g. if you are asked 7×9 you will not get 9×7 too.
- **6, 7, 8, 9 and 12** multiplication table questions will be asked most frequently.
- Children will take the check in small groups (separate iPads).
- There is no pass mark – the DFE will report the number of children who achieve 25 out of 25.

How will we prepare?



TT Rockstars – Garage

TT Rockstars – Sound Check

Schools can access the MTC service from Monday 27th April

Pupils can use the *try it out* check from Monday 27th April to familiarise themselves with the format, including any access arrangements, before taking the official check. The try it out check is consistent with the official check and allows pupils the opportunity to try out the 25 questions.

**These questions will be the same if the try it out check is taken more than once.

When will the MTC take place?



In 2026, schools **must** administer the MTC to all eligible Year 4 pupils between

Monday 1st June and Friday 12th June.

What are we doing to prepare the children?



- Garage weekly homework set (focus tables)
- ‘Soundcheck’ programme on Times Tables Rock Stars to track progress.
- Times Table of the week – Weekly TT on a Thursday pm
- Games played during the school day (gamification of learning)
- Focus group work to strengthen knowledge

What can you do to prepare your child?



- Play games with your child to support their recall of times table facts
- Support your child to complete holiday packs
- Support teachers with their focus of the week and quiz your child throughout the week (timetable to be shared)
- Ensure children are constantly revisiting their times table facts from previous weeks to ensure they develop fluency in all facts

What can you do to prepare your child?

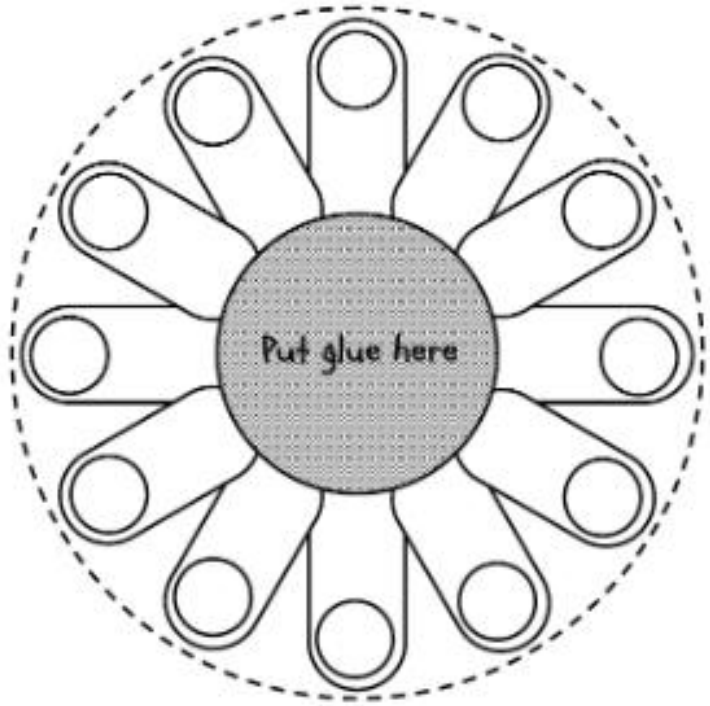
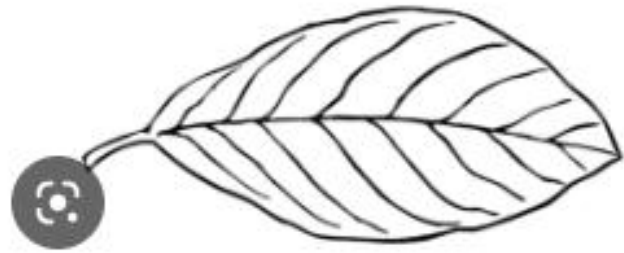
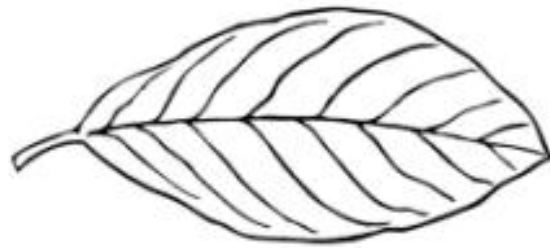
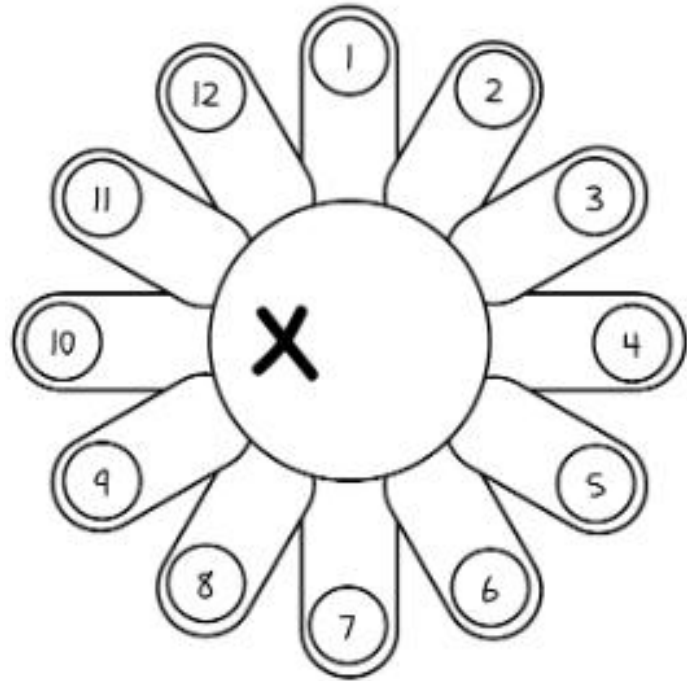


- Support and encourage your child – ask them questions about their progress on TTRS/beat my adult – who can answer more questions? (you write your answers they play online)
- The more the children play online, the more data we can get about how successful your child is in answering questions on each times table



Any Questions





$1 \times 7 = 7$
$2 \times 7 = 14$
$3 \times 7 = 21$
$4 \times 7 = 28$
$5 \times 7 = 35$
$6 \times 7 = 42$
$7 \times 7 = 49$
$8 \times 7 = 56$
$9 \times 7 = 63$
$10 \times 7 = 70$
$11 \times 7 = 77$
$12 \times 7 = 84$

BINGO

Timetables Bingo...

5s

$1 \times 5 = 5$

$2 \times 5 = 10$

$3 \times 5 = 15$

$4 \times 5 = 20$

$5 \times 5 = 25$

$6 \times 5 = 30$

$7 \times 5 = 35$

$8 \times 5 = 40$

$9 \times 5 = 45$

$10 \times 5 = 50$

$11 \times 5 = 55$








$12 \times 5 = 60$



Write 6 different multiples of 5 in your boxes...





<u> </u>	X		=	
<u> </u>	X		=	
<u> </u>	X		=	
<u> </u>	X		=	
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Hit the Button (online) - <https://www.topmarks.co.uk/maths-games/hit-the-button>



Catch! – children throw a ball to one another and ask a multiplication question as they throw it e.g. call someone's name then say $3 \times 7 =$ the person whose name was called has to answer the question correctly. If they get it right, they continue the game and call someone else's name, ask a question and throw the ball.

Beat the Teacher/Beat my adult – who can answer more questions in 1 min/30 seconds – keep a tally so you know whether students or the teacher is winning.

Bingo! – children write down 3 or 4 multiples from a given times table e.g. for the 9 times table they might write down 81, 27 and 36 (don't write too many – small focus e.g. on one or two times tables) teacher or another student calls out the times table question e.g. 3×9 and if children have 27, they cross it out. You could also do this in reverse, write down the question and teachers call out the multiples.

Throw the Dice – children work in pairs to throw two dice and call out the answer to the multiplication question shown – keep a tally as to who has answered more questions correctly (play for max 2/3 mins)

Kinaesthetic tables – get children jumping, running (relay) or moving in any way they like to recite their tables (including the question e.g. 9×6 is 54)

The Disappearing Man – draw a stick person on the board and write a times table inside. Children come to the board and give a fact based on the times table e.g. if 12 is written inside they could say $4 \times 12 = 48$ this means they can rub out a limb/part of the stick man. If children get a question wrong, the teacher adds a limb/part to their stick man. The children have to rub out their stick man before the teacher completes theirs.