



Module Information Sheet



Times Tables

A Brief Description

Compete against the clock with quick fire tables tests. Taking the graphic form of a race track, this learning module is a motivating way to encourage practice. It is possible to set factors from 1 to 12 and adjust the speed of delivery according to the needs of the child.

Tips on using “Times Table Racing”

1. Use the tick boxes to select the factors to be used and whether or not they should be mixed.
 2. Selecting the vehicle sets the speed at which questions are delivered.
 3. When racing, look at the sum presented, and then click on the correct answer, choosing from six possibilities.
 4. Correct answers move your car along the racetrack towards the finish.
- Try to beat the track car by answering quickly and accurately.

Curriculum Information

The National Curriculum in England for Mathematics (KS1 & KS2)

Ma2 Number

The Scotland 5-14 Guidelines for Mathematics

Number, Money and Measurement Level B, C

The Northern Ireland Curriculum for Mathematics (KS2)

Number – Operations and their application: a

The National Curriculum in Wales for Mathematics (KS2)

Ma2: 2.3