



**Sample Lesson Plan**  
**The Big Bus Module: Times Table Racing**



**Times Tables**

**Title**

Using *The Big Bus Times Table Racing* to encourage the practise of times tables.

**Introduction**

This 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.

**In this lesson**

The children are shown how to manage the set up page, selecting the factors to be tested and, through their choice of vehicle, the speed at which they are presented. They are encouraged to answer the sums quickly and accurately.

**Age Range:** 5 - 11 years

**Lesson Plan**

**Learning objectives**

Having completed this module most children will have developed their ability to:

- Recall multiplication facts to 12 x 12
- Understand and use mathematical language.

**Technical preparation**

Install the CD-ROM on to the computer. If you are presented with a choice of Worlds to visit select Bo Bear's World, Adventurers' World or Explorers' World as appropriate.

If you are in Adventurers' World or Explorers' World, open the Information Booklet index and scroll through the available modules to find the module. Select **Times Table Racing**.

**Previous experience**

This module is used to practise and reinforce the children's use of Times Tables. A prior knowledge of the Tables to be practised will help the children gain the greatest benefit from the module as they increase the speed and accuracy of their recall.

**Introducing the module**

Gather the children around a large computer monitor or interactive whiteboard.

Direct the children's attention to the computer monitor or whiteboard then select **Start the module**. Show the children the **Instructions** button and explain that they can use this to remind them how to set up the module for themselves.

Use the tick boxes to select or deselect the factors to be used, and then choose the vehicle to race with. Ranging from a "slow" lawnmower to an "Impossibly fast!" dragster.

Choose a set of factors for the children and a slow vehicle, and then click on **Start**.

Each sum is presented with six possible answers. Ask the children to supply the answer using mini whiteboards or number fans, and then click on this figure.

Indicate to the children how a correct answer causes their vehicle to move on, whilst the car they are racing against moves along at a steady rate. They need to answer quickly and correctly to reach the finish line first.

If they answer incorrectly, the correct answer is presented after a short pause.

The **Reset** button returns you to the selection screen

After the initial demonstration, and if more than one computer is available, the children could now break into working groups and undertake the module for themselves.

Write the factors to be used on a board visible from all the computers. These factors could be varied according to group or individual ability.

Allow the children about 10 minutes to complete the module, running through it a few times and then gather them back together to discuss how they got on. Do they think using this module is a good way of practising their Tables? How does it compare with writing down the answers to be marked later? Did they start to remember more answers when the sums were repeated during their session?

**Classroom management**

A single classroom computer running *The Big Bus*, using a large monitor or interactive whiteboard, is an effective whole class teaching resource. Introduce the module to the whole class before pupils break into their groups.

If you have access to a computer suite this module can be completed as a whole class lesson. If you have access to only one or two computers, pupils will need to complete the module on a rotational basis.

**Duration**

Each group of children will require approximately 10 minutes of computer time. The teacher introduction and follow-up time will take approximately 15 minutes and 10 minutes respectively.

**Differentiation**

This module can be differentiated to suit **all** pupils, as all factors from 1 to 12 are available in any combination.

**Extending the module**

This module can be used as a quick fire warm up to a mathematics lesson for all pupils, or if only one computer is available, set up a set of factors to practise each day and set the children the task of competing at least once during the day, marking off on a sheet when they have had their turn.

**Curriculum Information****The National Curriculum in England for Mathematics (KS1&2):****Ma 2 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):**

2: 2.3

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