

## Times Tables Games

The following contains several fun card games that will help children learn their times tables. There are 52 cards in the pack, 4 differently-coloured sets numbered 1–12 plus 4 red 'central cards' numbered 1, 2, 5 and 10. The games can be played with 2 to 4 players.

**EARLY LEARNER WARM-UP:** Start this game with only the cards numbered 1, 2, 5 and 10 in the main pack. Keep the central cards separate. Shuffle the main pack and then deal the cards out evenly between the players. Keeping the cards face down on the table. Then one of the red central cards should be placed face up in the middle of the table. Together, players turn one of their cards face up on the table. Players then multiply their card with the central card. The winner is the player with the highest number. The winner collects all players' cards and puts them to the bottom of their pile, leaving the central card in the middle of the table. All players then turn over the next card on their pile and play continues until one player runs out of cards. The other players then count their cards and the player with the most cards wins. Here, you start the game again with a new central card in the middle. In the event of a tie, when two players get the same total, the players' cards should be left in the middle of the table and become part of the winnings for the next round.

You can then start adding 3s and 4s then 6s and 7s, etc. back into the main pack, making the sums progressively harder.

**EARLY LEARNER RACE:** This game is played as per the EARLY LEARNER WARM-UP game but it is the first player to shout out their own multiplication correctly who wins the cards on the table. It's a race and therefore competitive and fast-paced.

**MULTIPLICATION SKIRMISH:** There are no central cards used in this game. The dealer should shuffle and deal out all the main pack evenly between the players, keeping the cards face down. All players turn over 2 cards simultaneously and multiply them together. The player with the highest number wins the cards. Since there are no central cards, the multiplications in this game are harder. When one player is out of cards, players count their cards and the player with the most cards wins.

**MULTIPLICATION WAR:** This game is for 2 younger children or up to 4 older children. There are no central cards used in this game. The dealer should shuffle and deal out all the main pack evenly between the players, keeping the cards face down. All players turn over 1 card simultaneously and race to multiply all of the cards on the table together. The first player to shout out the correct answer wins the cards. When one player is out of cards, players count their cards and the player with the most cards wins. Pen and paper might be required when more than 2 players are playing. When playing in 3s or 4s numbers need to be multiplied together, from the left of the player who dealt the cards, around the circle.

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