

## Introduction

The aim of this book is to provide a series of fun activities to help children begin to become very familiar with the multiplication tables up to 10 x 10.

Activities are included to help the children:

- Derive and recall multiplication facts up to 10 x 10.
- Derive and recall related division facts.
- Recognise multiples of numbers to 10 up to the tenth multiple.

These activities are designed to complement the aural work required to help children become familiar with the times tables facts. Aural work can be led by the teacher or come from an audio visual resource such as the 'Funky Times Tables DVD' which we have produced to accompany this series. (Details of this product can be found at

[www.topical-resources.co.uk](http://www.topical-resources.co.uk))

The combination of aural work and written activities will help children to quickly recall times tables facts for use in their everyday number work.

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Name: .....

Date: .....



Whisper each statement and then write the missing number.

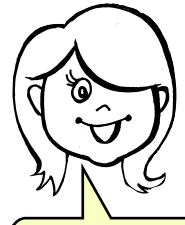
1	x	3	=	<input type="text"/>	1	x	<input type="text"/>	=	3	<input type="text"/>	x	3	=	3
2	x	3	=	<input type="text"/>	2	x	<input type="text"/>	=	6	<input type="text"/>	x	3	=	6
3	x	3	=	<input type="text"/>	3	x	<input type="text"/>	=	9	<input type="text"/>	x	3	=	9
4	x	3	=	<input type="text"/>	4	x	<input type="text"/>	=	12	<input type="text"/>	x	3	=	12
5	x	3	=	<input type="text"/>	5	x	<input type="text"/>	=	15	<input type="text"/>	x	3	=	15
6	x	3	=	<input type="text"/>	6	x	<input type="text"/>	=	18	<input type="text"/>	x	3	=	18
7	x	3	=	<input type="text"/>	7	x	<input type="text"/>	=	21	<input type="text"/>	x	3	=	21
8	x	3	=	<input type="text"/>	8	x	<input type="text"/>	=	24	<input type="text"/>	x	3	=	24
9	x	3	=	<input type="text"/>	9	x	<input type="text"/>	=	27	<input type="text"/>	x	3	=	27
10	x	3	=	<input type="text"/>	10	x	<input type="text"/>	=	30	<input type="text"/>	x	3	=	30



**x3**

5 3 7 9 10 6 4 8 1 2

Fill the missing numbers in the function machine using different colours.

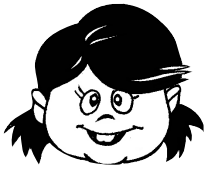


$10 \times 3 =$	$9 \times 3 =$	$8 \times 3 =$	
$7 \times 3 =$	$6 \times 3 =$	$5 \times 3 =$	
$4 \times 3 =$	$3 \times 3 =$	$2 \times 3 =$	

Cut along the dotted lines and paste the shapes in the correct places on the grid. What do you see?

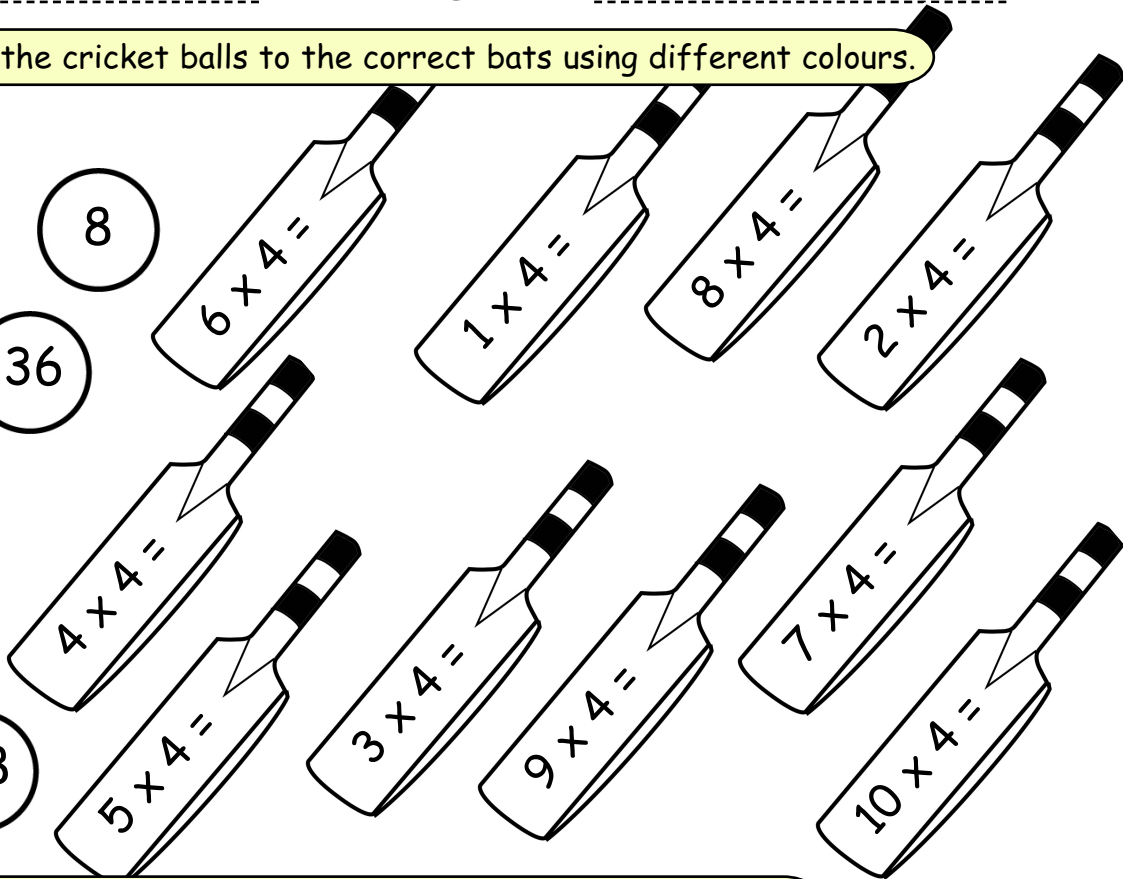
Name: .....

Date: .....

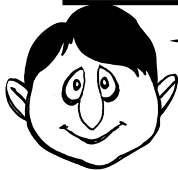
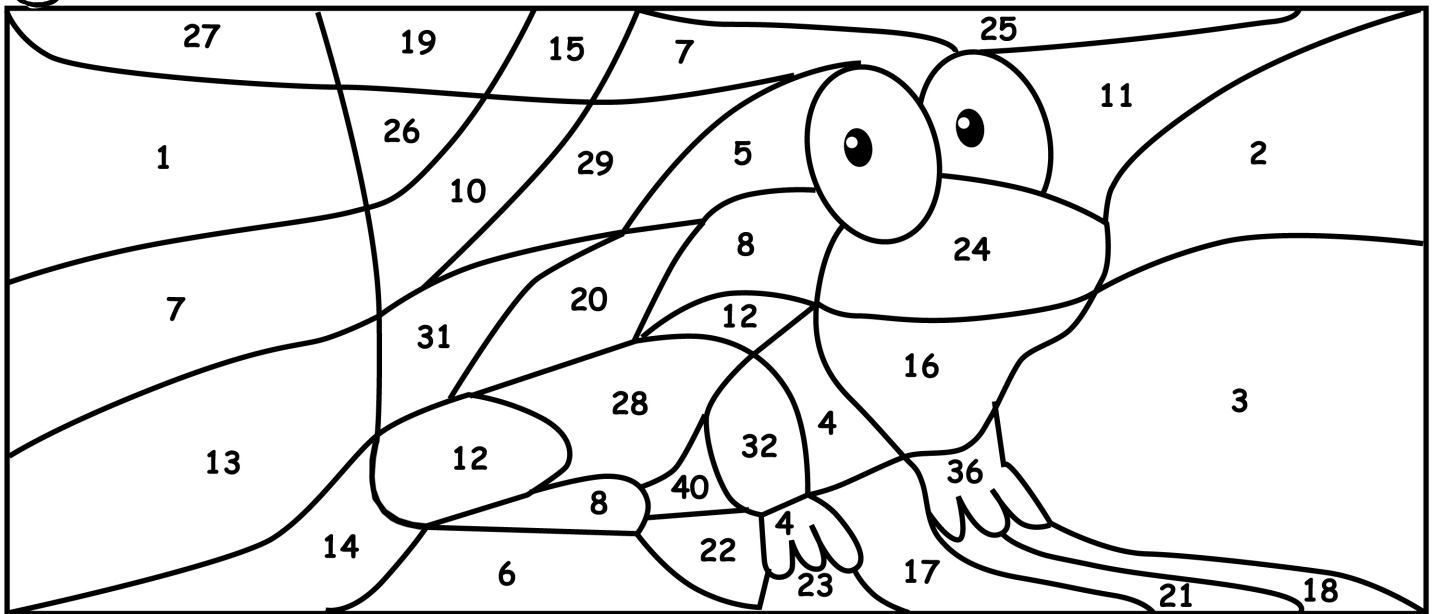


Join the cricket balls to the correct bats using different colours.

- 16
- 8
- 24
- 4
- 36
- 12
- 40
- 20
- 32
- 28

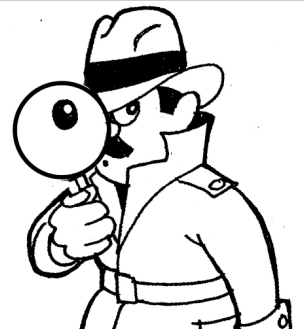


Colour the answers from the 4x table green. What do you see?



Crack the code to read the secret message.

- $1 \times 4 = S$
- $2 \times 4 = G$
- $3 \times 4 = T$
- $4 \times 4 = E$
- $5 \times 4 = !$
- $6 \times 4 = A$
- $7 \times 4 = F$
- $8 \times 4 = U$
- $9 \times 4 = O$
- $10 \times 4 = R$



28	36	32	40	4		24	40	16		8	40	16	24	12	20

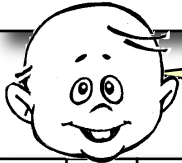
Name: .....

Date: .....



Whisper each statement and then write the missing number.

1 x 7 = <input type="text"/>	1 x <input type="text"/> = 7	<input type="text"/> x 7 = 7
2 x 7 = <input type="text"/>	2 x <input type="text"/> = 14	<input type="text"/> x 7 = 14
3 x 7 = <input type="text"/>	3 x <input type="text"/> = 21	<input type="text"/> x 7 = 21
4 x 7 = <input type="text"/>	4 x <input type="text"/> = 28	<input type="text"/> x 7 = 28
5 x 7 = <input type="text"/>	5 x <input type="text"/> = 35	<input type="text"/> x 7 = 35
6 x 7 = <input type="text"/>	6 x <input type="text"/> = 42	<input type="text"/> x 7 = 42
7 x 7 = <input type="text"/>	7 x <input type="text"/> = 49	<input type="text"/> x 7 = 49
8 x 7 = <input type="text"/>	8 x <input type="text"/> = 56	<input type="text"/> x 7 = 56
9 x 7 = <input type="text"/>	9 x <input type="text"/> = 63	<input type="text"/> x 7 = 63
10 x 7 = <input type="text"/>	10 x <input type="text"/> = 70	<input type="text"/> x 7 = 70



Colour the answers from the 7x table seen in the grid yellow. Write the answers in words in the spaces provided.

1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28
29	30	31	32	33	34	35	36	37	38	39	40	41	42
43	44	45	46	47	48	49	50	51	52	53	54	55	56
57	58	59	60	61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80	81	82	83	84
85	86	87	88	89	90	91	92	93	94	95	96	97	98

- 1x7= \_\_\_\_\_
- 2x7= \_\_\_\_\_
- 3x7= \_\_\_\_\_
- 4x7= \_\_\_\_\_
- 5x7= \_\_\_\_\_
- 6x7= \_\_\_\_\_
- 7x7= \_\_\_\_\_
- 8x7= \_\_\_\_\_
- 9x7= \_\_\_\_\_
- 10x7= \_\_\_\_\_



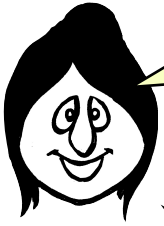
Cut out these shapes and arrange them in 7x table order. What does the joke say?

42	Doctor	63	guessed!	14	Knock.
56	You	7	Knock	35	Doctor.
28	there?	21	Who's	49	Who?

Learning Objective: To identify multiples of 7 up to 70.

Name: .....

Date: .....



Colour all the multiples of 7 in the grid.  
Can you spot a pattern?

Colour all the multiples of 7 in the picture green.  
What can you see?

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70

