Lower Key Stage 2

Multiples showdown

For children who have learned the basic tables (10x, 2x, 5x), use Red A, 2, 5,10 (shuffled) and Black A–10 (shuffled). Play in pairs. Each child turns over 1 red card and 1 black card. Each child calculates the product of their own cards. The pupil with the highest product collects all four cards eg 4 x 10, 5 x 7: the pupil with 4 x 10 takes all four cards because 40 is greater than 35! Play a set number of rounds or a set time and count who has the most cards.

Because each calculation includes a red card (A, 2, 5, 10) and a black card (A–10), pupils will experience the commutative law of multiplication, introducing other times tables facts, eg: $5 \times 6 = 6 \times 5$; $2 \times 7 = 7 \times 2$.

Division facts recall

This is not as natural an activity as times tables recall (and the language is **so** important) but once learned, an easy and effective method. Use the times tables mat as a reference chart. Use a shuffled, faceless, closed deck.

Turn the cards one at a time saying aloud eg, if the card turned over is 7, 'something \div 10 is 7'. If the child refers to the 10x product above their 7th finger on their times table mat, the answer should be 70! (Say aloud the number sentence '70 divided by 10 is 7.')

It may appear cumbersome at first, but the children pick it up quickly!

Factors showdown

Use a full deck. Remove the 10s and Jokers. Shuffle the deck. Face cards are played face down as *zero*s. Each child turns over two cards and arranges their place value to make their number divisible by 2, 5, and 10. The player, whose number has the most factors, collects all four cards. If there is a draw (tie), the cards are left in the 'pot' and added to the next round. For example:

Round 1	Player 1 57 (75)	Player 2 38 (83)	This is a draw because 75 has 5 as a factor and 38 has 2 as a factor
Round 2	35 (53)	K3 (30)	30 wins because it has 2, 5 and 10 as factors; 35 has only 5 as a factor

Play a set number of rounds. The pupil with the most cards is the winner. This activity will help children to practice and consolidate their knowledge of place value, as well as times tables.