Mickleover Primary School

Supporting Your Child with their Maths Fluency

Maths Targets

From Year 1 upwards all children will be working on a maths target using the Maths Target Track in the front of the school diary. Your child will be tested on their targets in a variety of ways. Sometimes they will be tested orally or more often in KS2, using a written format within a time limit. Your child will be assessed weekly, with the aim that once they meet their target 3 times, they will move onto the next target. Your child should be aiming to meet between 4 and 5 targets per term, however as we move up the track, the targets become more challenging and your child might need more support with these. If you are unsure what your child's target means please ask your child or gain clarification from the class teacher.

Times Tables

Children begin to learn the multiplication facts in Year 2. The expectation is that all children should have instant recall of the multiplication facts up to 12 x 12 by the end of year 4 when they will complete the **Statutory Multiplication Check**.

https://www.gov.uk/government/publications/multiplication-tables-check-information-for-parents

As a school, we subscribe to **Times Tables Rockstars (TT Rockstars)** to make the learning of times tables fun. Times Table Rockstars is an award winning maths programme with a rock star theme, designed by maths teachers to help children learn their times tables. Our homework policy advocates that children use TT Rockstars little and often and research shows that children who played for 21 minutes a week scored 25/25 in the **Statutory Multiplication Check**.

Your child has a username and a password to enable them to access TT Rockstars at https://play.ttrockstars.com/ and this can be found in their home school diary.

Times Tables Rock Stars can be played on an internet browser or via the app and is compatible with all devices; just ensure that you are using the latest version.

We expect your child to practise using TT Rockstars for 3 sessions per week aiming for at least 30 minutes practise. This will facilitate rapid recall of table facts which will enable them to avoid cognitive overload when carrying our calculations and reasoning activities in the rest of the maths curriculum.

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There are different game modes available:

Single Player	
Jamming 4 or 8 coins/correct answer	The only game mode without a timer, players chose the table and operation (× or ÷ or both) they want to practise. Answer 10, 20 or 30 questions.
Gig 10 coins per correct answer	Gig games last 5 minutes and contain up to 100 questions, which come in 'waves', starting with the 10s, then the 2s, 5s, 3s, 4s, 8s, 6s, 7s, 9s, 11s and 12s. Novices are not expected to get past the 5s. Gigs provide the child (and their teacher) with a simple measure of their current skills, which is why learners should concentrate fully for the whole Gig as they won't get another try until next month.
Garage 10 coins per correct answer	Players are given a personalised set of 6 multiplication questions (and their matching division questions) in each round. The questions they get keep adjusting to provide the best fit for every learner's needs. This is probably the best game made for improving their recall while they're still learning.
Studio 1 coin per correct answer	Here your child earns their Rock Status, which is based on their Studio Speed. The faster they are the better their status. Studio Speed is the average of their most recent 10 Studio games. Suitable for confident players.
Soundcheck 5 coins per correct answer	Soundcheck games ask 25 multiplication questions (up to 12×12), allowing 6 seconds for each question. Suitable for confident players.

Multi Player	
Festival 1 coin per correct answer	Children compete against others from around the world, with their identities protected behind their rock names. Suitable for confident players.
Arena 1 coin per correct answer	Children race against other members of their class who are logged in and choose the same arena name at the same time. Arena games use the same smart question algorithm as Garage games.
Rock Slam 1 coin per correct answer	Players challenge their classmates or teachers to answer as many questions as they can in 60 seconds, setting a score for the challengee to beat. Pupils don't need to be online at the same time.
Tournaments	**Battle of the Bands** – groups of children within the same school (usually classes, year groups or teams) compete to have the highest *average* score per player. **Top of the Rocks** – like a Battle of the Bands *between* schools. The winning class or school is the one with the most correct answers per person. **Important:** Each correct answer (in any game mode) earns 1 point towards the team's total in addition to the coins earned. For example, in Garage games each correct answer is worth 1 point for the team and 10 coins for the player.

Please note:

- The sound check mode is the mode most similar to the Y4 Statutory Multiplication Check.
- The most relaxed mode without any time pressure is the Jamming mode.
- Those children who wish to attain Rock status will need to play in the Studio mode and will appear in the school leader board.

There is a parent guide available once logged in to your child's account

https://play.ttrockstars.com/user/account/details?t=downloads