Key Instant Recall Facts
Y6 - Autumn 1

# I can recall the multiplication and division facts up to $12 \times 12$. 

| Key facts |  |  |  |  |  |  |  |  |  |  |  |  | Key Vocabulary |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| X | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 6 multiplied by 5 equals 30 |
| 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 4 times by $3=12$ |
| 2 | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 |  |
| 3 | 3 | 6 | 9 | 12 | 15 | 18 | 21 | 24 | 27 | 30 | 33 | 36 | 72 divided by $6=12$ |
| 4 | 4 | 8 | 12 | 16 | 20 | 24 | 28 | 32 | 36 | 40 | 44 | 48 | There are 8 lots of 5 in 40 |
| 5 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | There are 8 lots of 5 in 40. |
| 6 | 6 | 12 | 18 | 24 | 30 | 36 | 42 | 48 | 54 | 60 | 66 | 72 |  |
| 7 | 7 | 14 | 21 | 28 | 35 | 42 | 49 | 56 | 63 | 70 | 77 | 84 |  |
| 8 | 8 | 16 | 24 | 32 | 40 | 48 | 56 | 64 | 72 | 80 | 88 | 96 |  |
| 9 | 9 | 18 | 27 | 36 | 45 | 54 | 63 | 72 | 81 | 90 | 99 | 108 |  |
| 10 | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 | 110 | 120 |  |
| 11 | 11 | 22 | 33 | 44 | 55 | 66 | 77 | 88 | 99 | 110 | 121 | 132 |  |
| 12 | 12 | 24 | 36 | 48 | 60 | 72 | 84 | 96 | 108 | 120 | 132 | 144 |  |

## Take it further:

Missing answer questions e.g. $3 \times \ldots=15$
Use place value knowledge:

- $7 \times 4=28$ therefore $7 \times 40=280$
- $6 \times 3=18$ therefore $0.6 \times 3=1.8$


## Top Tips

The secret to successfully embedding knowledge is practising it little and often. Regularly return to the skills and incorporate into simple games and other activities.

Ideas:

- Chanting tables
- Quick questions
- Times Tables Songs
- https://www.bbc.co.uk/teach/supermovers/times-table-collection/z4vv6v4
- Times Tables Rockstars
- https://play.ttrockstars.com/
- Each child has their own login and knows how to use this - it can be accessed through the website above or by downloading the app.
- Children should work through specific questions in the 'Garage' to practise specific tables for them; play games in the 'Studio' and challenge themselves at a 'Sound Check'.
- All children should be challenging themselves to improve their accuracy and speed.

