



## An Introduction to Tackling Tables Online

As teachers, we developed Tackling Tables because we have seen so often that rapid recall (learning off by heart) can be a “game-changer” when it comes to a student’s self-confidence and their approach to maths in general. This applies to students of any age/stage of development so **don’t worry if your child is currently playing catch up – it’s never too late to start!**

Our unique approach (using the Tackling Tables Playing Cards) focuses on developing an awareness of number relationships rather than seeing tables in isolation. From our experience, this helps retention of facts and the ability to apply them to more complex areas of maths.

Tackling Tables supports the aims of the English National Curriculum. This states that all pupils should become fluent in the fundamentals of mathematics, by developing understanding and the ability to recall and apply knowledge rapidly and accurately. This applies to multiplication and division facts and the age-related expectations are as follows:

**1x/2x/5x/10x By the end of year 2 - this is the Tackling Tables Blue Level**

**3x/4x/8x By the end of year 3 - this is the Tackling Tables Green Level**

**6x/7x/9x/11x/12x By the end of year 4 - this is the Tackling Tables Red Level**

Students who do not have multiplication and division facts committed to memory have to calculate the answers and this is more prone to error than memory retrieval. Learning these facts frees up working memory (the mental space in which thought occurs) so that students can focus on the bigger problem.

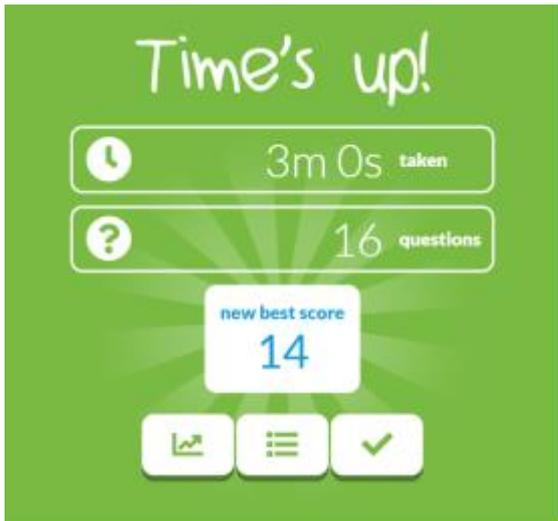
Tackling Tables Online has been designed to complement the Tackling Tables card game by giving students the opportunity to learn, play and test at school and at home by logging in through the Tackling Tables website [www.tacklingtables.co.uk](http://www.tacklingtables.co.uk). Schools can now track progress of students and celebrate their success.

Here are just a few pointers that we hope might be helpful.

## Play Mode

Don't worry if your child uses the play mode and feels that the card spin time seems a bit quick to start with – that's quite normal. Encourage them to use the skip button and just input those answers that they know. This will help them to develop the taste and feel of success. Playing the game regularly will help develop their confidence and their competence.

At the end of the game they can click the middle icon as shown here. This will take them to a



report page that will show which answers they got wrong or were timed out and which they skipped. They can then go back to the learn mode and revisit those cards. Then go back to the play mode and try again.

**Perseverance is the key** - we know from experience that this will produce results and the fluency that they will develop in the long run will be well worth it.

## Test Mode

Use standard tests to monitor student's progress relating to multiplication and division facts. We designed the **mixed** test as a way of measuring progress against the English National Curriculum age-related expectations.

## Intelligent Practice

These tests enable children to apply their knowledge of tables and the associated division facts and deepen their understanding. We have included short teaching clips on the Tackling Tables website to support students with the Intelligent Practice material.

<https://www.tacklingtables.co.uk/intelligent-practice/>

We really do hope that you see that Tackling Tables really can make a difference!

Best wishes

Tackling Tables

[www.tacklingtables.co.uk](http://www.tacklingtables.co.uk)