



Parent guide

What is Times Tables Rockstars?

Times Tables Rock Stars is an online maths programme that aims to boost children's fluency and recall in multiplication and division. It has question-based games which automatically adapt to each child's unique learning needs, helping them to recall their times tables in record speed.

Who? How? When?

Children from Year 2 to Year 6 will use Times Tables Rockstars. Each child has been given their own username and password to login with. If your child has lost their username and password please speak to the class teacher.

It is accessible on any device, via the app or browser. Children can play anytime, anywhere. Times Tables Rock Stars recommend a "little and often" approach; 3 minutes practise a day, 4 or 5 times a week is a good target. Teachers in each year group will set what they would like the children to do at home via the homework menu.

Here is the link below:

<https://trockstars.com/>

How is it monitored?

Times Tables Rockstars provides feedback which allows teachers to monitor engagement, track progress through a heat map and highlight areas where extra practise is needed. You can view your child's heat map on their account by clicking on their artist name (top right screen), then selecting My Stats. If you scroll down and select Fluency you can view your child's heat map here.

Which game should my child play?

Year 2, 3, 4, 5 and 6 children who are learning to recall their times tables

Garage and **Arena** are best to use when first learning times tables. The times tables can be set by a class teacher to focus on the ones children need or have learned so far.

Garage- Players are given a personalised set of 6 multiplication questions (and their matching division questions) in each round. These questions self-adjust to provide the best fit for every learner's needs. **This is the best mode for improving recall while learning.**



TTRS GARAGE
COMPLETE YOUR HEATMAP

LEARN THE MOST & EARN THE MOST WITH QUESTIONS JUST FOR YOU

- 1, 2, OR 3 MINUTE GAMES
- \times AND \div QUESTIONS CHOSEN BY OUR SMART ALGORITHM
- 10 COINS PER CORRECT ANSWER
- UPDATES YOUR HEATMAP



TTRS ARENA
RACE YOUR CLASS

COMPETE WITH SCHOOLMATES, LIVE!

- 1-MINUTE GAMES
- \times AND \div QUESTIONS CHOSEN BY OUR SMART ALGORITHM
- 1 COIN PER CORRECT ANSWER
- UPDATES YOUR HEATMAP

Arena-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.

Jamming-players choose the timetable and operation they want to practise. There is no timer in this game mode.

Children can select just the tables and operations they need to practise.



TTRS JAMMING
TAKE IT EASY

CHOOSE YOUR TABLES & TIMER-FREE

- 10, 20 OR 30 QUESTIONS
- SELECT THE TABLES & OPERATIONS YOU WANT
- 8 COINS FOR \times AND \div MIX; 4 COINS FOR \times OR \div
- WON'T UPDATE HEATMAP

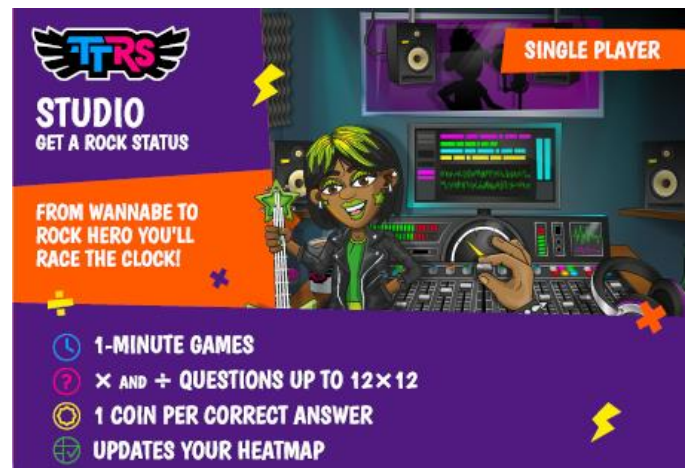
Year 4, 5 and 6 who are confident up to 12 x 12

These games include all times tables up to 12 x 12 so will be best suited to children who are confident up to 12 x 12.



Soundcheck games ask 25 multiplication questions (up to 12×12), allowing 6 seconds for each question. Suitable for confident players.

Studio- 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.



Rock Slam- 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.



Gig

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.

Game Mode guide below gives a quick comparison between all the games mentioned above.

		GAME FORMAT	QUESTION TYPE	COINS	HEATMAP
SINGLE	JAMMING	10, 20 or 30 questions	Select the tables and operations you want	8 coins for × + mix 4 coins for × or +	×
	GARAGE	1, 2, or 3 minute games	× and + questions chosen just for you	10 coins per correct answer	✓
	GIG	Up to 100 questions in 5 mins	× questions only up to 12×12	10 coins per correct answer	✓
	STUDIO	1 minute games	× and + questions up to 12×12	1 coin per correct answer	✓
	SOUNDCHECK	25 questions, 6 seconds each	× questions only up to 12×12	5 coins per correct answer	✓
MULTI					
	ARENA	1 minute games	× and + questions chosen just for you	1 coin per correct answer	✓
	ROCK SLAM	1 minute games	× and + questions up to 12×12	1 coin per correct answer	✓