Times Table Rockstars and Numbots

When it comes to times tables, speed **AND** accuracy are important – the more facts your child remembers, the easier it is for them to do harder calculations.
Times Table Rock Stars is a fun and challenging programme designed to help students master the times tables!

Age related expectations

Year 1:
- Count in multiples of 2s, 5s and 10s

Year 2:
- Count in steps of 2, 3, and 5 from 0, and in 10s from any number, forward and backward
- Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables

Year 3:
- Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables

Year 4:
- Recall multiplication and division facts for multiplication tables up to 12 × 12

Year 5 & 6: Build on their knowledge of multiplication and division facts (12 x12) e.g. prime numbers, factors, square numbers, multiplying and dividing decimals and multiplying and dividing by fractions.

Game modes

IMPORTANT

We recommend children in key stage one (Y1 Peacocks & Y2 Hummingbirds) focus on playing in 'Garage' and 'Rock Arena' mode to build their accuracy and confidence initially. These game modes focus on the multiplication facts and related division facts set by the teacher only. This means children will not be put off by being faced with multiplication facts they are not yet ready to answer (e.g. 8 x 7= 81 ÷ 9 =).
Once children move into key stage 2 (Years 3- 6), children will be encouraged to play in studio mode (in addition to the garage, soundcheck and festival mode) to gain a rock status. Moving up through the rock statuses will be celebrated in school.

Garage -Single player
The questions will only come from the times tables the teacher has set. It will include multiplication *and* division questions. As pupils start to answer questions, TT Rock Stars works out which facts they take longer on and will give them more of these questions to answer. The Garage is best for getting quicker at a few facts. Players get 10 coins per question they answer correctly.

Studio – Single player
The questions in the Studio can be **anything** from 1×1 up to 12×12. TT Rock Stars calculates the average (mean) response time from their last 10 games in the Studio and translates that time into a Rock Status. If you don't play in the Studio you don't get a Rock Status. Players earn 1 coin per question and the Studio is the place for them to set their best time across all the tables.

> Less than 1 second per question = Rock Hero

Less than 2 seconds per question = Rock Legend	
Less than 3 seconds per question = Rock Star	
Less than 4 seconds per question = Headliner	
Less than 5 seconds per question = Support Act	
Less than 6 seconds per question = Breakthrough Artist	
Less than 7 seconds per question = Unsigned Act	
Less than 8 seconds per question = Gigger	
Less than 9 seconds per question = Busker	
Less than 10 seconds per question = Garage Rocker	
More than 10 seconds per question = Wannabe	

Soundcheck – Single player

When you play Soundcheck, you get 25 questions with a 6-second time limit. The questions are multiplication only and evenly weighted in terms of difficulty each time you play. Players earn 5 coins per correct answer.
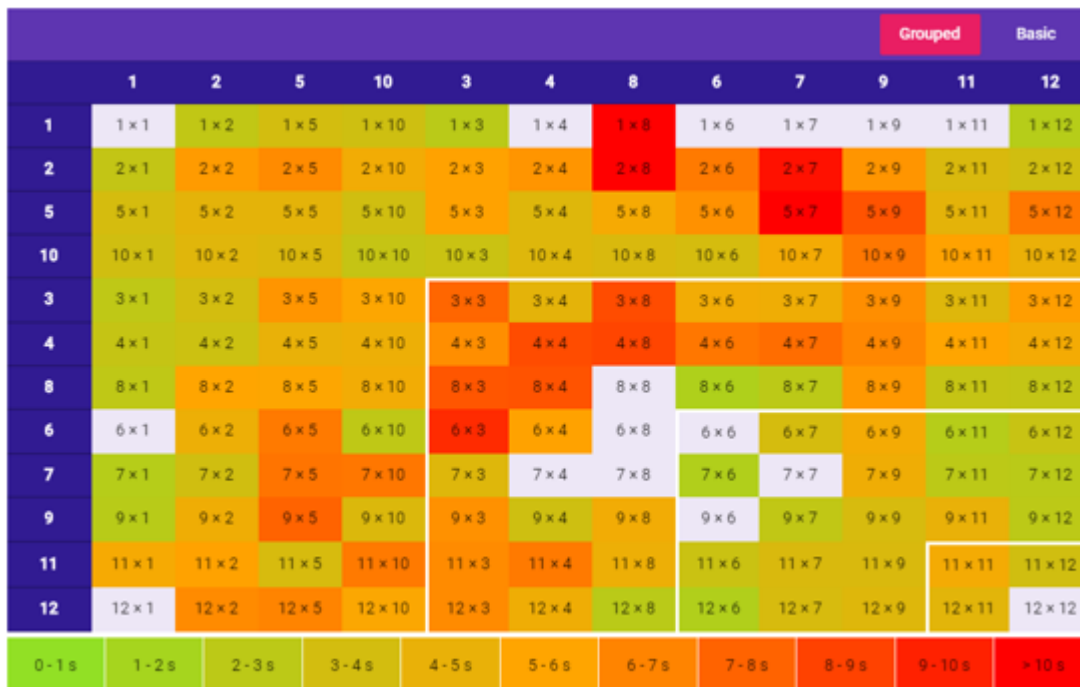
Rock Arena – Multi player

The Arena allows players to compete against all other members of their Band (class). A new Arena game starts every 15 seconds and once the clock starts they race to answer more questions than the others. In the Arena, questions will only come from the times tables the teacher has set for the week, similar to the Garage. They earn 1 coin per correct answer.

Rock Festival – Multi player

The Rock Festival games are open to players from around the world. Like the Arena, there is no limit to the number of players who can join a game; however, unlike the Arena, questions are selected at random from 1×1 to 12×12. Pupils might choose the Rock Festival if they wanted to compete against others not in their Band (class). They earn 1 coin per correct answer.

Stats

If you click on your avatar icon in the top right of the screen and then click My Stats, a heatmap like the one below will load. It shows how successful your child is at each of the facts.

At All Saints Academy we are using a programme called Numbots with children in Reception to Year 2. The programme is aimed at boosting addition and subtraction skills. NumBots is an online game and playing little and often will significantly improve your child's recall and understanding of number bonds and addition and subtraction facts. These are critical foundations in maths.

https://play.numbots.com

Logging In

The children have their own personal username and password which has been stuck into the back of their reading record. These are the same login details that your child already uses for Times Tables Rock Stars. They might need some help navigating to the website and entering the details but once they're in, they just need some quiet space to get on with the games. Please ask your child's teacher if they are struggling to login.

Important: please <u>DO NOT</u> allow siblings, friends or family to answer for them but do support your child if they are stuck.

Little and often

In order to get the best out of NumBots, children should regularly play for short bursts. For example, 5 minutes three times a week is better than 15 minutes once a week.

<u>Game Types</u>

There are two play modes in NumBots. We recommend that children are encouraged to 'help Rusty to shine' by playing in Story Mode for the most part and then 'beat your own high score' (play in Challenge Mode) at the end of each session or week.

Story Mode – the emphasis is on learning the ideas and concepts behind addition and subtraction so it features more diagrams, shapes and question styles. Story Mode is set out as a series of Stages (Rust, Tin, Iron, etc). Each stage contains several levels. Rust is the first stage and level 1 is unlocked, so this is the place for everyone to start. To unlock the next level, players need to earn at least two stars by showing sufficient proficiency.

Challenge Mode – the emphasis is more on speed of recall of key facts, like number bonds to 10, doubling small numbers or adding & taking away in your head. Challenge Mode is locked for new users and is unlocked once players reach a certain level on Story Mode. It is currently set to unlock part way through Tin stage. There are 20 Challenge levels and only the first is unlocked to begin with. To unlock the next Challenge, players must correctly answer 12 in a minute.

<u>Rewards</u>
NUMBOTS

At the end of each half term, children's achievements are celebrated through the award of certificates. Each child who has played on Numbots will receive a certificate for the 'Stage' they have reached (Rust, Tin, Iron etc). Where the highest three stages are reached, children receive a certificate and badge.

TTRS

At the end of each half term, children's achievements are celebrated through the award of certificates. Each child who has played on TTRS will receive a certificate for the 'Speed' they have reached (Rock Legend, Rock Hero etc). Where the highest three stages are reached, children will receive a certificate and badge.