

A Parent Guide to Times Tables Rockstars



Why Times Tables Rockstars?

The platform helps children to develop their confidence with the core multiplication and division facts that underpin so many areas of their maths learning. Using fun, engaging visuals and child-friendly options (like dressing up their own rockstars) this platform encourages children to practice their times tables and develop their fluency.

How to access?

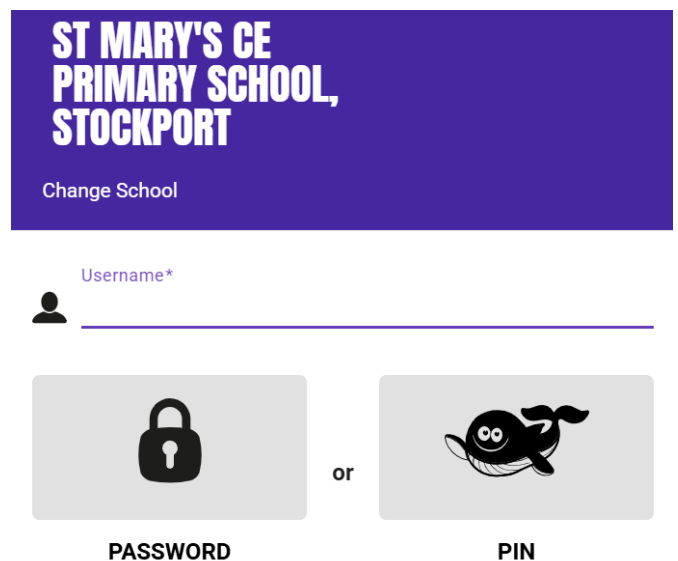
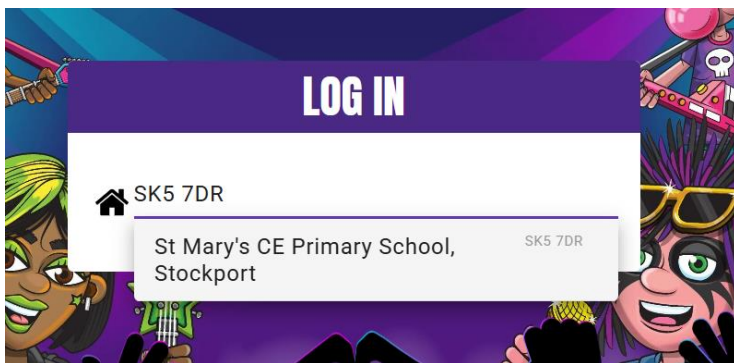
Children can access Times Tables Rockstars by downloading the app or by logging in through the browser on a phone, iPad, tablet or laptop.



How to log on?

All children will have the log in details to TTRockstars and Numbots in their reading record. To log on:

1. Click the school log on.
2. Select 'Student'.
3. Enter the school postcode (SK5 7DR) and select St Mary's C E Primary from the list.
4. Enter your child's username and password (found in their reading record).



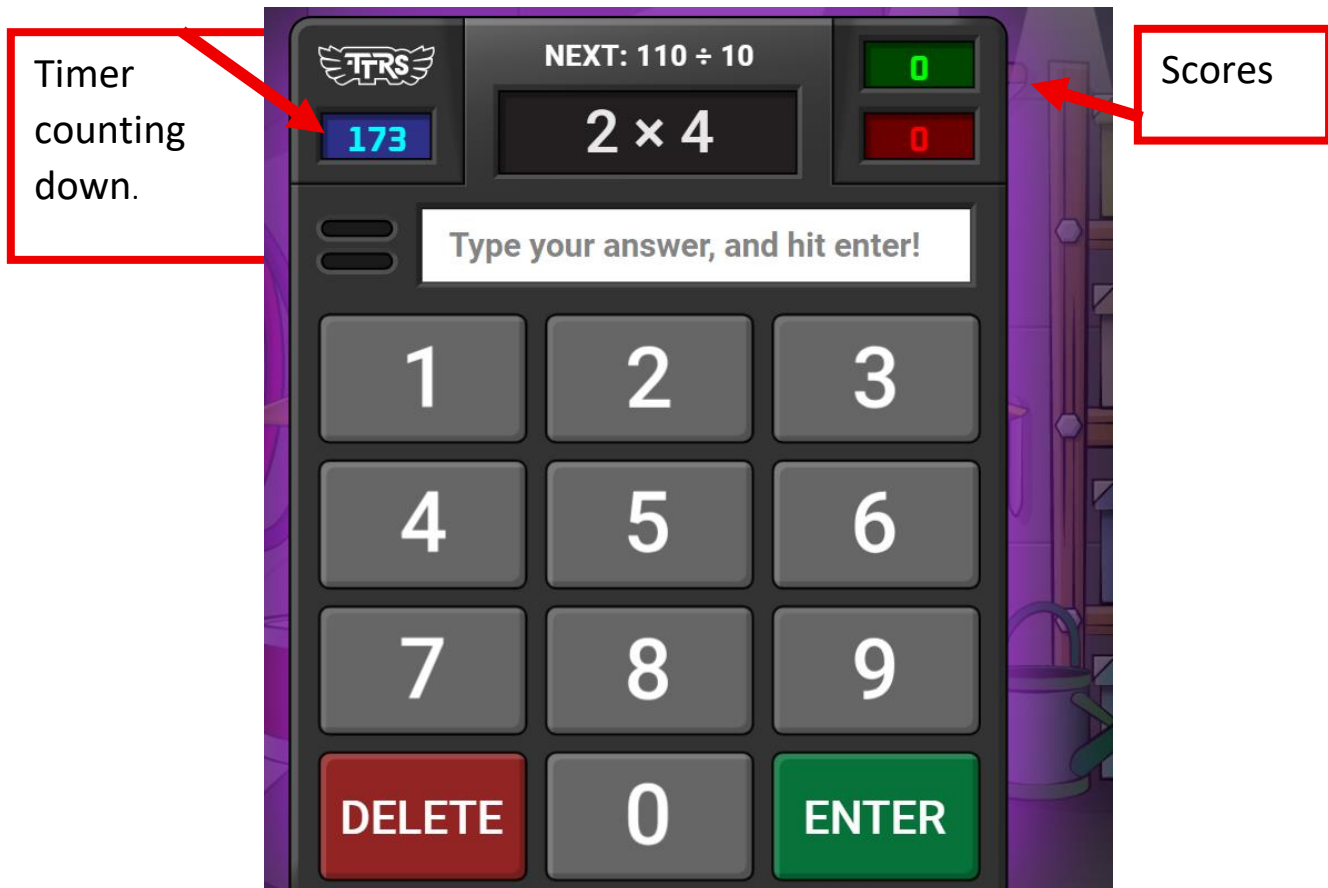
What do the game modes look like?

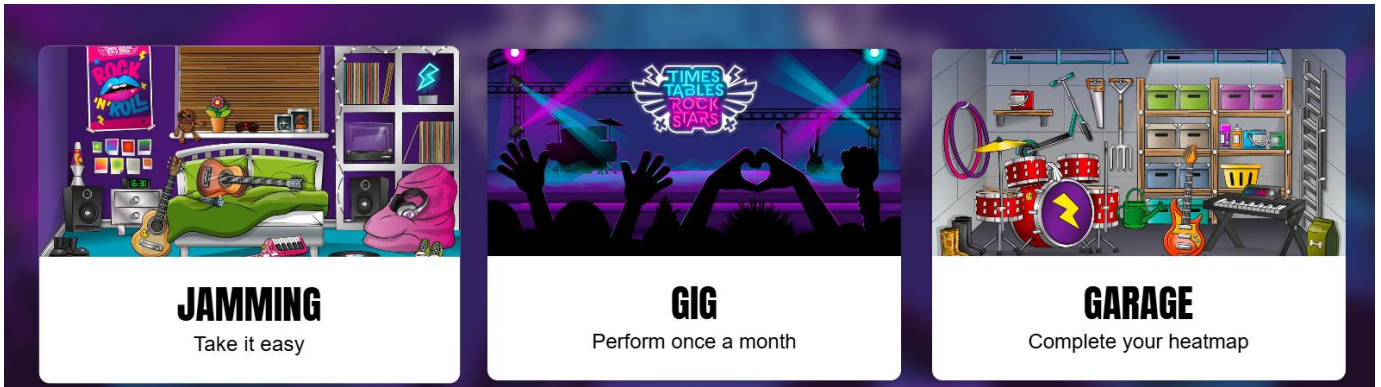
Garage:

Players are given a personalised set of 6 multiplication questions (and their matching division questions) in each round. The questions adjust to provide the best fit for every learner's needs. This is one of the best game modes for improving their recall while they're still learning.

Garage is where we will be focussing the children's attention from Year 2 – Year 6. Children can choose to access this game mode, but it will also be set by class teachers to focus your child's time on the times tables relevant to them.

Children earn 10 coins per correct answer.





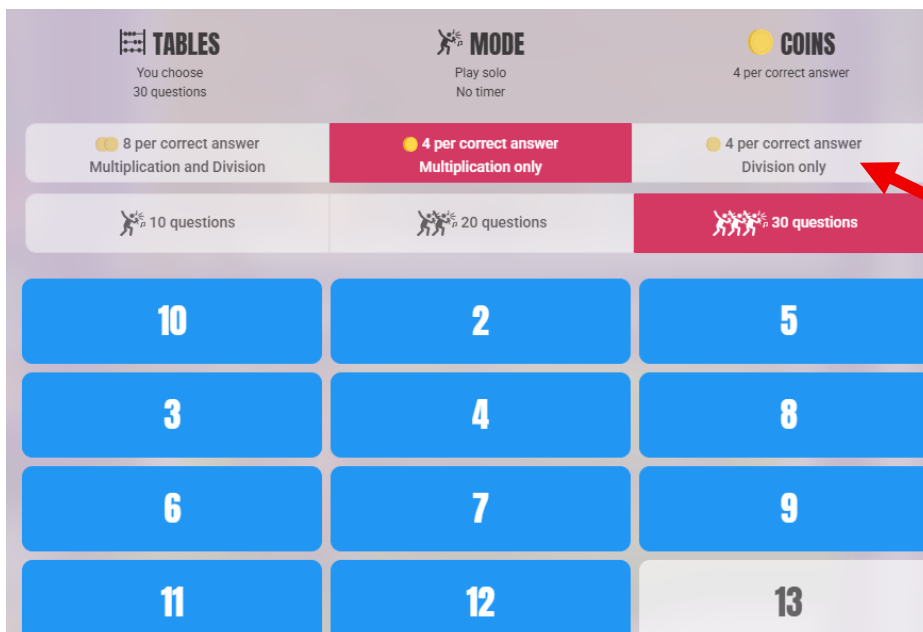
Jamming:

A game mode with a timer. Children can choose the times table that they want to practice. They can choose multiplication or division questions (or both) and can answer questions in sets of 10, 20 or 30. Children will earn either 4 or 8 coins per correct answer.

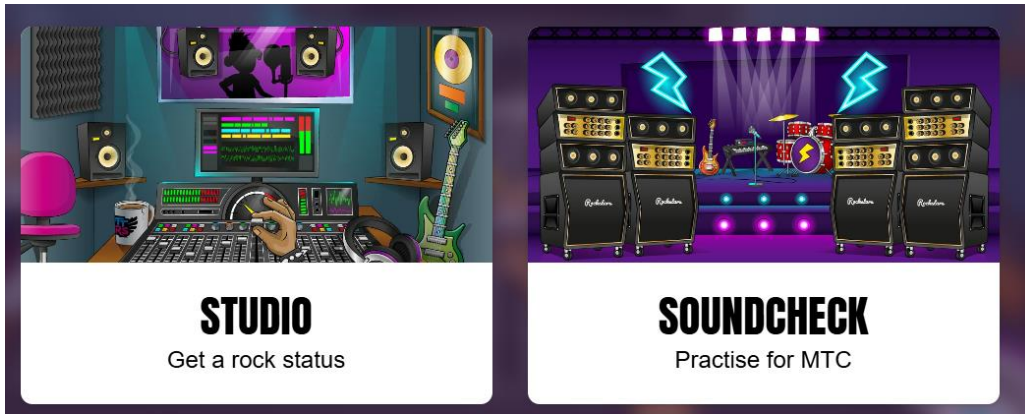
Gig:

In this game mode, games last 5 minutes and contain up to 100 questions, which come in 'waves'. It starts with the 10s, then the 2s, 5s, 3s, 4s, 8s, 6s, 7s, 9s, 11s and 12s.

Children earn 10 coins per correct answer.



Choices in Jamming mode:



Studio:

This is where your child earns their Rock Status, which is based on their Studio Speed. The faster your child is, the better their status. Children earn 1 coin per correct answer.

Soundcheck:

A game mode that asks children 25 questions on times tables up to their 12 x tables. The children have 6 seconds to answer each question. This mirrors the Multiplication Tables Check that Year 4 children complete in June. Children earn 5 coins per correct answer.

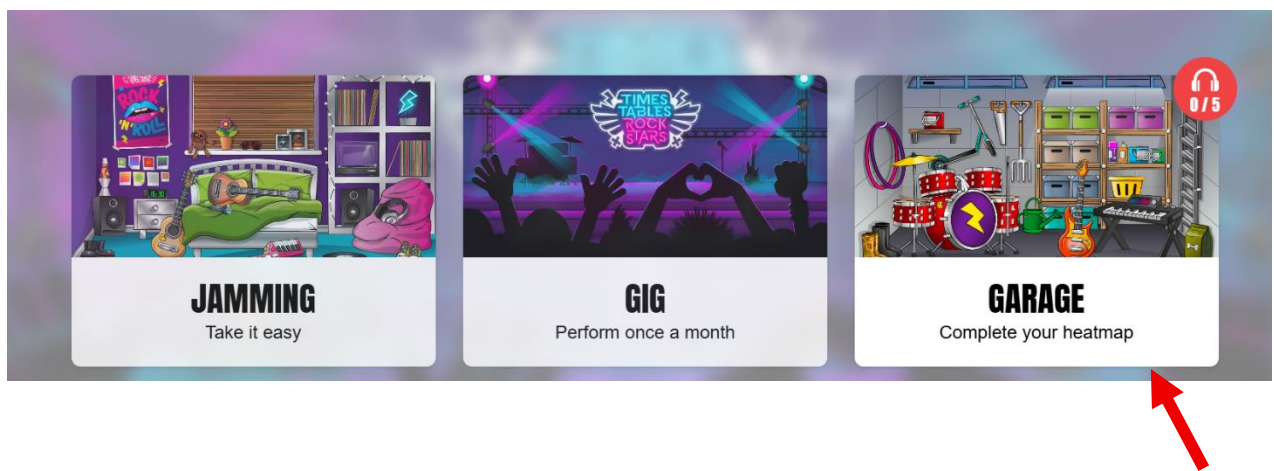
Battle of the Bands:

Each week we will be running a battle of the bands, which will be a competition between classes. In each class, children will be able to contribute for up to 45 minutes per day. At the end of the week, the class average will be calculated and the winning team will win the TTRockstars trophy.



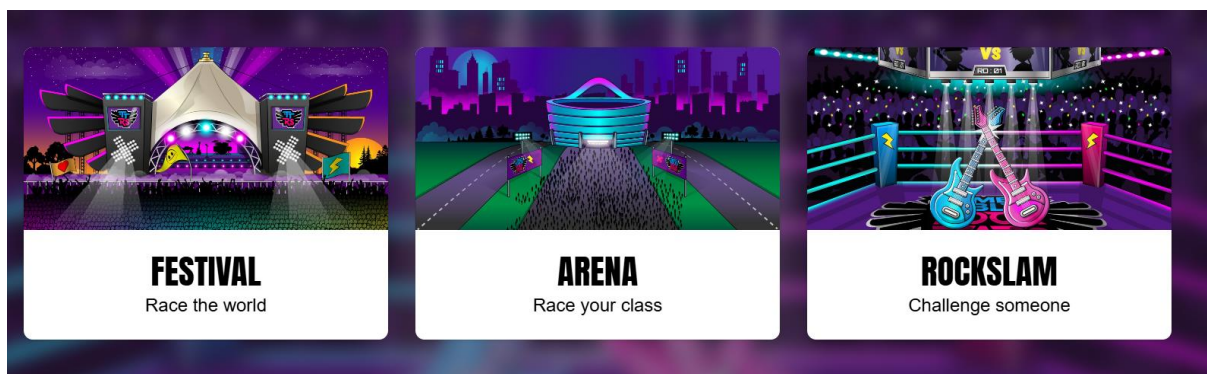
Why do the game modes look like this?

If the headphone symbol appears over a game mode, and one game mode seems to stand out more than the others, this means that your child's teacher has directed your child's attention to a specific game mode for a certain period of time. Once this time is completed, your child is free to choose their game mode again.

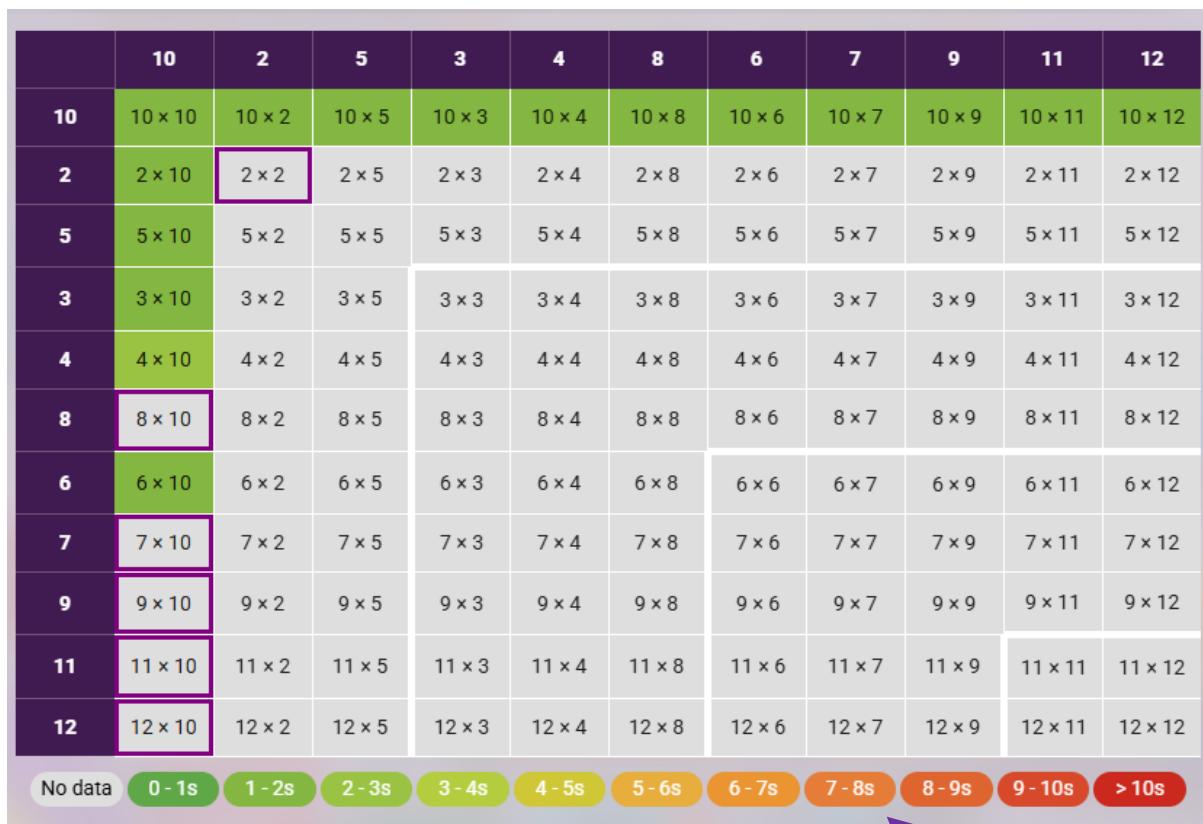


Online Multi-Player:

There are also options for your child to take part in games with other Times Table Rock Star players. Festival allows the them to compete against other players around the world. Arena is a race against their classmates and Rockslam allows your child to set a score for someone else to beat!



Heatmaps:



Scale

Heatmaps track your child's fluency on each times table. The aim is for the whole heatmap to go green (which means they are answering questions in less than 6 seconds).

If questions are grey (like in the image above) it means that your child has not yet been asked that question, so TTRockstars does not have any data.

If your child's heatmap is showing shades of orange or red, it suggests that your child is taking a little too long to answer a question. TT Rockstars will continue to present these questions to your child until they are quick enough and the tile turns green.

A small scale at the bottom of the heatmap shows you what each colour represents.

Avatars:

The avatar characters allow all children to track their own progress as they build up their confidence and speed in garage. Each character is linked to the average speed it takes to answer the focus questions in the session

Children can earn coins through the different game modes and spend them in the store. Children can dress up their character, buy new guitars or unlock different hairstyles.

