

Table Sticks

Curriculum Overview, assessment and lesson guide



THURGOLAND
CHURCH OF ENGLAND PRIMARY SCHOOL



Knowledge needed prior to introducing Table Sticks	
Equal and unequal groups	Y1 – Summer term Y2 – Spring term
Combining equal group quantities	Y1 – Summer term Y2 – Spring term
Unitising	EYFS – Autumn (1-3) , Spring (4 – 8) , Summer (9 – 10) Y1 – Autumn
Relationship between repeated addition and the times sign	Y1 – Summer term Y2 – Spring term

Table Sticks teaching timetable	
Year 1	From Spring 2 1:00pm – 1:15pm daily
Year 2	1:00pm – 1:15pm daily
Year 3	1:00pm – 1:15pm daily
Year 4	1:00pm – 1:15pm daily

Class	Revisit and Revise	New Learning
R		Doubling numbers to 10 Halving numbers to 10
1	Doubling numbers to 10 Halving numbers to 10	0x 1x, 10x
2	0 x 1x, 10x	2x, 5x, 3x
3	2x, 5x, 3x	4x, 6x, 8x
4	4x, 6x, 8x	7x 9x 11x 12x
5	0x 1x, 2x, 3x, 4x, 5x, 6x, 7x, 8x, 9x, 10x, 11x, 12x	Square numbers 0x0 to 12x12 Prime Numbers to 19
6	0x 1x, 2x, 3x, 4x, 5x, 6x, 7x, 8x, 9x, 10x, 11x, 12x Square numbers 0x0 to 12x12 Prime Numbers to 19	

Assessment	Interventions
<ul style="list-style-type: none"> All children to complete at MTC score at the end of every half term using TT Rockstars sound check completed on iPad/computers. Scores /25 to be recorded on Insights. Maths lead to monitor. 	<ul style="list-style-type: none"> Pupils will be given daily interventions of table sticks to ensure they can maintain at the level of the rest of the class using methods taught from table sticks. For SEND pupils who fall behind at a significant rate and table sticks intervention having no impact, pupils to be taught by rote their times tables.

Times Tables Progression



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS Doubles					Double/halving	Double/having
Year 1 Revise Doubles New Learning 1x, 10x	Mastering Number Numbots	Mastering Number Numbots	Mastering Number Numbots	Tables Sticks Doubles/Halving to 12 NL - 0x Revision/MTC (timed PowerPoint)	Tables Sticks R - doubles/halving NL - 1x table Revision/MTC (timed PowerPoint)	Tables Sticks R - Recap 1x NL - 10x table Revision/MTC (timed PowerPoint)
Year 2 Revise 1x, 10x New Learning 2x, 5x, 3x	Tables Sticks R - 1x 10x NL - 2x Revision/MTC (timed PowerPoint)	Tables Sticks R - 2x NL - 5x Revision/MTC (timed PowerPoint)	Tables Sticks R - 1x 10x 2x 5x NL - 3x Revision/MTC (timed PowerPoint)	Tables Sticks R - 2 x 5x 3x 10x Daily recap lessons – teacher to target any misconceptions/gaps in knowledge and address. Revision/MTC (timed PowerPoint)	Tables Sticks R - 2 x 5x 3x 10x Daily recap lessons – teacher to target any misconceptions/gaps in knowledge and address. Revision/MTC (timed PowerPoint)	Tables Sticks R - 2 x 5x 3x 10x Daily recap lessons – teacher to target any misconceptions/gaps in knowledge and address. Revision/MTC (timed PowerPoint)

<p>Year 5</p> <p>Revise</p> <p>0x 1x, 2x, 3x, 4x, 5x, 6x, 7x, 8x, 9x, 10x, 11x, 12x</p> <p>New Learning</p> <p>Square numbers 0x0 to 12x12</p> <p>Prime Numbers to 19</p>	<p>Tables Sticks</p> <p>R – 2x 3x 4x 5x 6x</p> <p>NL – Square numbers 0x0 to 12x12</p> <p>Revision/MTC (TTRS sound check)</p>	<p>Tables Sticks</p> <p>R – 7x 8x 9x 10x 11x 12x</p> <p>NL – Prime numbers to 19</p> <p>Revision/MTC (TTRS sound check)</p>	<p>Tables Sticks</p> <p>R – 1x 2x 3x 4x 5x 6x 7x 8x 9x 10x 11x 12x</p> <p>Daily recap lessons – teacher to target any misconceptions/gaps in knowledge and address.</p> <p>Revision/MTC (TTRS sound check)</p>	<p>Tables Sticks</p> <p>R – 1x 2x 3x 4x 5x 6x 7x 8x 9x 10x 11x 12x</p> <p>Daily recap lessons – teacher to target any misconceptions/gaps in knowledge and address.</p> <p>Revision/MTC (TTRS sound check)</p>	<p>Tables Sticks</p> <p>R – 1x 2x 3x 4x 5x 6x 7x 8x 9x 10x 11x 12x</p> <p>Daily recap lessons – teacher to target any misconceptions/gaps in knowledge and address.</p> <p>Revision/MTC (TTRS sound check)</p>	<p>Tables Sticks</p> <p>R – 1x 2x 3x 4x 5x 6x 7x 8x 9x 10x 11x 12x</p> <p>Daily recap lessons – teacher to target any misconceptions/gaps in knowledge and address.</p> <p>Revision/MTC (TTRS sound check)</p>
<p>Year 6</p> <p>Revise</p> <p>0x 1x, 2x, 3x, 4x, 5x, 6x, 7x, 8x, 9x, 10x, 11x, 12x</p> <p>Square numbers 0x0 to 12x12</p> <p>Prime Numbers to 19</p> <p>New Learning</p> <p>Prime Numbers to 100</p> <p>Cube Numbers</p>	<p>R – 1x 2x 3x 4x 5x 6x 7x 8x 9x 10x 11x 12x</p> <p>R – Square numbers to 12x12</p> <p>Prime numbers to 19</p> <p>NL - Prime numbers to 100</p> <p>Daily recap lessons – teacher to target any misconceptions/gaps in knowledge and address.</p> <p>Revision/MTC (TTRS sound check)</p>	<p>R – 1x 2x 3x 4x 5x 6x 7x 8x 9x 10x 11x 12x</p> <p>NL – Cube Numbers</p> <p>Daily recap lessons – teacher to target any misconceptions/gaps in knowledge and address.</p> <p>Revision/MTC (TTRS sound check)</p>	<p>R – 1x 2x 3x 4x 5x 6x 7x 8x 9x 10x 11x 12x</p> <p>R – Square numbers, prime numbers, cube numbers</p> <p>Daily recap lessons – teacher to target any misconceptions/gaps in knowledge and address.</p> <p>Revision/MTC (TTRS sound check)</p>	<p>R – 1x 2x 3x 4x 5x 6x 7x 8x 9x 10x 11x 12x</p> <p>R – Square numbers, prime numbers, cube numbers</p> <p>Daily recap lessons – teacher to target any misconceptions/gaps in knowledge and address.</p> <p>Revision/MTC (TTRS sound check)</p>	<p>R – 1x 2x 3x 4x 5x 6x 7x 8x 9x 10x 11x 12x</p> <p>R – Square numbers, prime numbers, cube numbers</p> <p>Daily recap lessons – teacher to target any misconceptions/gaps in knowledge and address.</p> <p>Revision/MTC (TTRS sound check)</p>	<p>R – 1x 2x 3x 4x 5x 6x 7x 8x 9x 10x 11x 12x</p> <p>R – Square numbers, prime numbers, cube numbers</p> <p>Daily recap lessons – teacher to target any misconceptions/gaps in knowledge and address.</p> <p>Revision/MTC (TTRS sound check)</p>

Table Sticks Teaching Sequence

Introduce	Pattern	Concrete resources	Learn	Consolidate
<i>Introduce each times table with making links to the real world e.g. 7 – 7 colours of the rainbow, 7 harry potter books, 7 days a week</i>	<i>Explore the patterns chn can use e.g. landmark numbers (1x 5x 10x) , relationships between numbers (e.g. 7 – 7 colours of the rainbow, 7 harry potter books, 7 days a week)</i>	<i>Teaching resources to use alongside teaching the times table e.g. numicon, tens frames, base 10, counters.</i>	<i>Time allocated for pupils to learn the times tables, apply their pattern/number relationship knowledge to apply.</i>	<i>Whole class consolidation of the times tables, quick fire questions, TT rockstars battles, whole class questions.</i>
1 x	It's the same as the 1's counting pattern A number x by 1 is itself.	Numicon 1's used to show the number being made Counters to show the number is a tens frame for subitising	Learn 1 x through to 12 x Count forwards and backwards in 1 x Missing numbers Learning landmark answers first Learning doubles	TT rockstars class battles Class questions Quick fire questions Whiteboard AFL
10 x	If you know your 1 x then you know your 10 x by making each number a multiple of 10.	Numicon 1's and 10s – represent the 1x table with the numicon 1s and then show the pattern using numicon 10s Tens frames to show the increase of a 10 each time Base 10 to show the lots of 10 each time	Learn 1 x through to 12 x Count forwards and backwards in 1 x Missing numbers Learning landmark answers first Learning doubles	TT rockstars class battles Class questions Quick fire questions Whiteboard AFL
2 x	You can use your knowledge of doubles to help you find 2 x. 2 x is the same as doubling a number. Repeated addition of the same number.	Numicon to show the doubling e.g. two lots of 2 numicon pieces, two lots of 4 numicon pieces. Tens frames to show the doubling of counters in 2 different frames/coloured counters. Show arrays with numicon for repeated addition e.g. $3 \times 2 = 2 + 2 + 2$	Learn 1 x through to 12 x Count forwards and backwards in 1 x Missing numbers Learning landmark answers first Learning doubles	TT rockstars class battles Class questions Quick fire questions Whiteboard AFL

5 x	<p>If you know your 10 x then you can use your halving knowledge to find the 5 x</p> <p>5 x a number is half of 10 x a number</p>	<p>Numicon 5's to show the increase of 5 each time</p> <p>Numicon to show halving e.g. numicon 5 on top of numicon 10 to show the relationship between double/halving</p> <p>Show arrays with numicon for repeated addition</p> <p>e.g. $4 \times 5 = 5+5+5+5+5$</p> <p>Show relationship with numicon 5 and 10 – pattern goes multiple of 5, multiple of 10 etc...</p>	<p>Learn 1 x through to 12 x</p> <p>Count forwards and backwards in 1 x</p> <p>Missing numbers</p> <p>Learning landmark answers first</p> <p>Learning doubles</p>	<p>TT rockstars class battles</p> <p>Class questions</p> <p>Quick fire questions</p> <p>Whiteboard AFL</p>
3 x	<p>Landmark numbers 1 x 5 x 10 x</p> <p>Pupils will know 2 x from prior knowledge</p> <p>Double 2 x for 4 x</p> <p>Double 4 x for 8 x</p> <p>Use 5 x for 6 x 7 x</p> <p>Use 10 x for 9 x 11 x 12 x</p> <p>Chn will be able to use commutative law from knowledge of 1 x 2 x 5 x 10 x</p>	<p>Numicon 3's to show the increase of 3 each time</p> <p>Tens frames to add 3 each time to support with subitising.</p> <p>Match sticks to show lots of 3 and make shapes e.g. 1 x 3 – make a triangle 2x 3 – make 2 triangles etc</p> <p>Show arrays with numicon for repeated addition</p> <p>e.g. $2 \times 3 = 3 + 3$</p>	<p>Learn 1 x through to 12 x</p> <p>Count forwards and backwards in 1 x</p> <p>Missing numbers</p> <p>Learning landmark answers first</p> <p>Learning doubles</p>	<p>TT rockstars class battles</p> <p>Class questions</p> <p>Quick fire questions</p> <p>Whiteboard AFL</p>
4 x	<p>Landmark numbers 1 x 5 x 10 x</p> <p>Pupils will know 2 x 3 x from prior knowledge</p> <p>Double 2 x for 4 x</p> <p>Double 4 x for 8 x</p> <p>Use 5 x for 6 x 7 x</p> <p>Use 10 x for 9 x 11 x 12 x</p> <p>Chn will be able to use commutative law from</p>	<p>Numicon 4's to show the increase of 4 each time</p> <p>Tens frames to add 4 each time to support with subitising.</p> <p>Match sticks to show lots of 4 and make shapes e.g. 1 x 4 – make a square</p> <p>Show arrays with numicon for repeated addition</p> <p>e.g. $6 \times 4 = 4+4+4+4+4+4$</p>	<p>Learn 1 x through to 12 x</p> <p>Count forwards and backwards in 1 x</p> <p>Missing numbers</p> <p>Learning landmark answers first</p> <p>Learning doubles</p>	<p>TT rockstars class battles</p> <p>Class questions</p> <p>Quick fire questions</p> <p>Whiteboard AFL</p>

	knowledge of $1 \times 2 \times 5 \times 10 \times 3 \times$			
6 x	<p>Landmark numbers $1 \times 5 \times 10 \times$</p> <p>Pupils will know $2 \times 3 \times$ from prior knowledge</p> <p>Double $3 \times$ to find the $6 \times$ table</p> <p>Use $10 \times$ for $9 \times 11 \times 12 \times$</p> <p>Chn will be able to use commutative law from knowledge of $1 \times 2 \times 5 \times 10 \times 3 \times 4 \times$</p>	<p>Numicon 6's to show the increase of 6 each time</p> <p>Tens frames to add 6 each time to support with subitising.</p> <p>Match sticks to show lots of 6 and make shapes e.g. 1×6 – make a hexagon</p> <p>Show arrays with numicon for repeated addition</p> <p>e.g. $3 \times 6 = 6 + 6 + 6$</p>	<p>Learn $1 \times$ through to $12 \times$</p> <p>Count forwards and backwards in $1 \times$</p> <p>Missing numbers</p> <p>Learning landmark answers first</p> <p>Learning doubles</p>	<p>TT rockstars class battles</p> <p>Class questions</p> <p>Quick fire questions</p> <p>Whiteboard AFL</p>
7 x	<p>Landmark numbers $1 \times 5 \times 10 \times$</p> <p>Pupils will know $2 \times 3 \times$ from prior knowledge</p> <p>Double $2 \times$ for $4 \times$</p> <p>Double $4 \times$ for $8 \times$</p> <p>Use $5 \times$ for $6 \times 7 \times$</p> <p>Use $10 \times$ for $9 \times 11 \times 12 \times$</p> <p>Chn will be able to use commutative law from knowledge of $1 \times 2 \times 5 \times 10 \times 3 \times$</p>	<p>Numicon 7's to show the increase of 7 each time</p> <p>Tens frames to add 7 each time to support with subitising.</p> <p>Show arrays with numicon for repeated addition</p> <p>e.g. $3 \times 7 = 7 + 7 + 7$</p>	<p>Learn $1 \times$ through to $12 \times$</p> <p>Count forwards and backwards in $1 \times$</p> <p>Missing numbers</p> <p>Learning landmark answers first</p> <p>Learning doubles</p>	<p>TT rockstars class battles</p> <p>Class questions</p> <p>Quick fire questions</p> <p>Whiteboard AFL</p>
8 x	<p>Landmark numbers $1 \times 5 \times 10 \times$</p> <p>Double $4 \times$ to find the $8 \times$ table</p> <p>Use $10 \times$ for $9 \times 11 \times 12 \times$</p> <p>Chn will be able to use commutative law from knowledge of $1 \times 2 \times 5 \times 10 \times 3 \times 4 \times$</p>	<p>Numicon 8's to show the increase of 8 each time</p> <p>Tens frames to add 8 each time to support with subitising.</p> <p>Show arrays with numicon for repeated addition</p> <p>e.g. $3 \times 8 = 8 + 8 + 8$</p>	<p>Learn $1 \times$ through to $12 \times$</p> <p>Count forwards and backwards in $1 \times$</p> <p>Missing numbers</p> <p>Learning landmark answers first</p> <p>Learning doubles</p>	<p>TT rockstars class battles</p> <p>Class questions</p> <p>Quick fire questions</p> <p>Whiteboard AFL</p>

9 x	<p>Landmark numbers 1 x 5 x 10 x</p> <p>Pupils will know 2 x 3 x from prior knowledge</p> <p>Double 2 x for 4 x</p> <p>Double 4 x for 8 x</p> <p>Use 5 x for 6 x 7 x</p> <p>Use 10 x for 9 x 11 x 12 x</p> <p>Chn will be able to use commutative law from knowledge of 1 x 2 x 5 x 10 x 3 x 4 x 6 x 7 x 8 x</p>	<p>Numicon 9's to show the increase of 9 each time</p> <p>Tens frames to add 9 each time to support with subitising.</p> <p>Teach the 9 x table trick using hands.</p> <p>Show arrays with numicon for repeated addition</p> <p>e.g. $3 \times 9 = 9 + 9 + 9$</p>	<p>Learn 1 x through to 12 x</p> <p>Count forwards and backwards in 1 x</p> <p>Missing numbers</p> <p>Learning landmark answers first</p> <p>Learning doubles</p>	<p>TT rockstars class battles</p> <p>Class questions</p> <p>Quick fire questions</p> <p>Whiteboard AFL</p>
11 x	<p>Landmark numbers 1 x 5 x 10 x</p> <p>Pupils will know 2 x 3 x from prior knowledge</p> <p>Double 2 x for 4 x</p> <p>Double 4 x for 8 x</p> <p>Use 5 x for 6 x 7 x</p> <p>Use 10 x for 9 x 11 x 12 x</p> <p>Chn will be able to use commutative law from knowledge of 1 x 2 x 5 x 10 x 3 x 4 x 6 x 7 x 8 x 9 x</p>	<p>Base 10 to show representing the number in tens and ones as a 2 digit number.</p> <p>Show arrays with base 10 for repeated addition</p> <p>e.g. $3 \times 11 = 11 + 11 + 11$</p>	<p>Learn 1 x through to 12 x</p> <p>Count forwards and backwards in 1 x</p> <p>Missing numbers</p> <p>Learning landmark answers first</p> <p>Learning doubles</p>	<p>TT rockstars class battles</p> <p>Class questions</p> <p>Quick fire questions</p> <p>Whiteboard AFL</p>
12 x	<p>Landmark numbers 1 x 5 x 10 x</p> <p>Chn will be able to use commutative law from knowledge of 1 x 2 x 5 x 10 x 3 x 4 x 6 x 7 x 8 x 9 x 11 x</p>	<p>Chn should know 12 x from all prior knowledge of the times table covered.</p> <p>Show arrays with base 10 for repeated addition</p> <p>e.g. $3 \times 12 = 12 + 12 + 12$</p>	<p>Learn 1 x through to 12 x</p> <p>Count forwards and backwards in 1 x</p> <p>Missing numbers</p> <p>Learning landmark answers first</p> <p>Learning doubles</p>	<p>TT rockstars class battles</p> <p>Class questions</p> <p>Quick fire questions</p> <p>Whiteboard AFL</p>