



Ickworth Park Primary School

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Monday 23rd September 2024

Dear Families,

We have signed all children up to Times Tables Rockstars, a website which can be accessed from home:
<https://trockstars.com/>

What is Times Table Rockstars?

Times Tables Rockstars (TTRS) is a website that provides simple games so that children can reinforce their times tables and related division facts. As the children answer the questions, they are assigned a rock status. This level depends on how quickly they have answered the questions correctly.

The more that children practise and complete questions, the more coins they earn. With these coins, they can 'buy' virtual upgrades for their avatar characters.

How does it work?

Children play in the 'garage' mode and begin with the first set of questions that their teacher has set. Teachers will set times table facts that the children have been focusing on in class and children will be expected to access Times Table Rockstars as part of their homework every week. At Ickworth Park, we recommend a 'little and often' approach. Practising 4-5 times a week, in three minute bursts is a good start.

When children can answer at a rate of 20 per minute, the next set of questions are introduced. As they progress, the automatic mode will bring in commutativity (swapping the numbers around), missing number questions and division facts. It is all about building children's fluency and automaticity with maths, which is greatly beneficial to aid calculations.

First Login – First Gig

When children login for the first time, they will complete their first 'gig'. This is a baseline assessment of 100 questions. Children can either use the keypad on screen to click on their answers or alternatively can type in answers and press enter. After they have finished, they will be presented with their results. This assessment will personalise all other games on the website with your child's current ability. Your child has completed their first gig at school and is now ready to practise their times tables at home.



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When will my child learn their times tables?

At Ickworth Park, the children learn the following times tables in each year group:

Beech (Y1) – counting in 2s, 5s and 10s.

Oak (Y2) – 2s, 5s, 10s and 3s.

Lime (Y3) – 3s, 4s, 8s and 11s.

Hazel (Y4) – 6s, 7s, 9s and 12s.

Willow (Y5) – consolidation

Larch (Y6) – consolidation

Year 4 Multiplication Check (MTC)

In Year 4, children are expected to complete a statutory Multiplication Tables Check Assessment. Children will be given 6 minutes to complete 25 quick fire questions testing their multiplication tables ability. Times Tables Rockstars is formatted very similarly to prepare children for this.

Please see the attached parent guide containing further information about Times Tables Rockstars. You can also contact your child's class teacher via Class Dojo if you have any questions.

Many thanks,

Mrs Reynolds
Maths Leads

Parent Guide

What are the different Game Modes?

Single Player

Jamming 4 or 8 coins/correct answer	The only game mode without a timer, players chose the table and operation (\times or \div or both) they want to practise. Answer 10, 20 or 30 questions.
Gig 10 coins per correct answer	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.
Garage 10 coins per correct answer	Players are given a personalised set of 6 multiplication questions (and their matching division questions) in each round. The questions they get keep adjusting to provide the best fit for every learner's needs. This is probably the best game made for improving their recall while they're still learning.
Studio 1 coin per correct answer	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.
Soundcheck 5 coins per correct answer	Soundcheck games ask 25 multiplication questions (up to 12×12), allowing 6 seconds for each question. Suitable for confident players.

Multi Player

Festival 1 coin per correct answer	Children compete against others from around the world, with their identities protected behind their rock names. Suitable for confident players.
Arena 1 coin per correct answer	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.
Rock Slam 1 coin per correct answer	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.

Tournaments

Battle of the Bands – groups of children within the same school (usually classes, year groups or teams) compete to have the highest *average* score per player.

Top of the Rocks – like a Battle of the Bands *between* schools. The winning class or school is the one with the most correct answers per person.

Important: Each correct answer (in any game mode) earns 1 point towards the team's total in addition to the coins earned. For example, in Garage games each correct answer is worth 1 point for the team and 10 coins for the player.



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