



*“Learning for Life” to
“Paint Your Own Rainbow”*

Multiplication Tables Check (MTC) Parent Information

What?



It is an on-screen check consisting of 25 times table questions. Your child will be able to answer 3 practice questions before taking the actual check. They will then have 6 seconds to answer each question (with a 3 second pause between each question).

On average, the check should take no longer than 5 minutes to complete.

There is no pass mark for the check.

Why?



The purpose of the check is to determine whether your child can fluently recall their times tables up to 12, which is essential for future success in mathematics. It will also help us to identify if your child may need additional support.

**There are several access arrangements available for the check, which can be used to support pupils with specific needs. Your child's teacher will ensure that the access arrangements are appropriate for your child before they take the check in June. The check has been designed so that it is inclusive and accessible to as many children as possible, including those with special educational needs or disability (SEND) or English as an additional language (EAL). However, there may be some circumstances in which it will not be appropriate for a pupil to take the check, even when using suitable access arrangements. If you have any concerns about your child accessing the check, you should discuss this with your child's teacher.



When?

The MTC will take place during the first two weeks of June, immediately after half term (week commencing 1st and 8th June 2026).

The children will use an iPad they are familiar with and will be sat with their class teacher. It will take place in their normal classroom environment in small groups, allowing them to focus.

We have found in previous years that children really enjoy the check as they see it as an opportunity to show the progress they have made in times tables across the year.



How will the scores be used?

School will have access to all their pupils' results, allowing those pupils who need additional support to be identified.

Will I receive feedback on my child's check?

Yes, we will share your child's score with you via the End of Year School Report.

There is no pass mark for the check.

What can we do to help the children?

➤ MTC PREP SCHEDULE ✖

SEPTEMBER

GARAGE
(mins per week)
21

21 minutes a week is the magic number for achieving top MTC scores.

OCTOBER

GARAGE
(mins per week)
21

AUTUMN OUMTC*



NOVEMBER & DECEMBER

GARAGE
(mins per week)
21

JANUARY & FEBRUARY

SOUNDCHECK
(games per week)
3

GARAGE
(mins per week)
18

SPRING OUMTC*



MARCH

SOUNDCHECK
(games per week)
5

GARAGE
(mins per week)
16

APRIL

SOUNDCHECK
(games per week)
3

STUDIO
(games per week)
3

GARAGE
(mins per week)
15

MAY

SOUNDCHECK
(games per week)
6

STUDIO
(games per week)
15

SUMMER OUMTC*



JUNE


SOUNDCHECK
(games per week)
21

*The OUMTC is our own mini MTC and it is in semi test conditions. It will give you a good idea of how your students will perform on the real thing. Take part in three OUMTCs throughout the year to give you a baseline, benchmark and time to respond to the results




TTRS

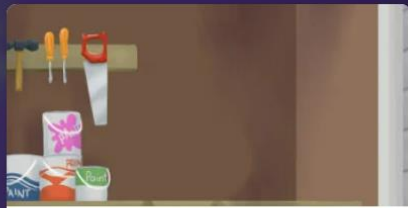





JAMMING
Take it easy




GIG
Perform once a month



GARAGE
Complete your heatmap



STUDIO
Get a rock status



SOUNDCHECK
Beat the clock

Encourage daily (3 minutes) use of Garage (at least 21 minutes per week) until Christmas.

Check your child's heatmap with them to identify any times tables facts they could work on.

*You can find the steps to finding your child's heatmap at the end of the slides 😊

You've been set:

10

You won't immediately get all these questions from these tables.

In each game, you will focus on the facts you need the most to help you get high scores and complete your heatmap sooner.

	10	2	5	3	4	8	6	7	9	11	12
10	10×10	10×2	10×5	10×3	10×4	10×8	10×6	10×7	10×9	10×11	10×12
2	2×10	2×2	2×5	2×3	2×4	2×8	2×6	2×7	2×9	2×11	2×12
5	5×10	5×2	5×5	5×3	5×4	5×8	5×6	5×7	5×9	5×11	5×12
3	3×10	3×2	3×5	3×3	3×4	3×8	3×6	3×7	3×9	3×11	3×12
4	4×10	4×2	4×5	4×3	4×4	4×8	4×6	4×7	4×9	4×11	4×12
8	8×10	8×2	8×5	8×3	8×4	8×8	8×6	8×7	8×9	8×11	8×12
6	6×10	6×2	6×5	6×3	6×4	6×8	6×6	6×7	6×9	6×11	6×12
7	7×10	7×2	7×5	7×3	7×4	7×8	7×6	7×7	7×9	7×11	7×12
9	9×10	9×2	9×5	9×3	9×4	9×8	9×6	9×7	9×9	9×11	9×12
11	11×10	11×2	11×5	11×3	11×4	11×8	11×6	11×7	11×9	11×11	11×12
12	12×10	12×2	12×5	12×3	12×4	12×8	12×6	12×7	12×9	12×11	12×12

The questions with a thick border are the ones we have selected from your heatmap for you to practise in the next game. Once you get quicker on these, the questions will change.



TTRS



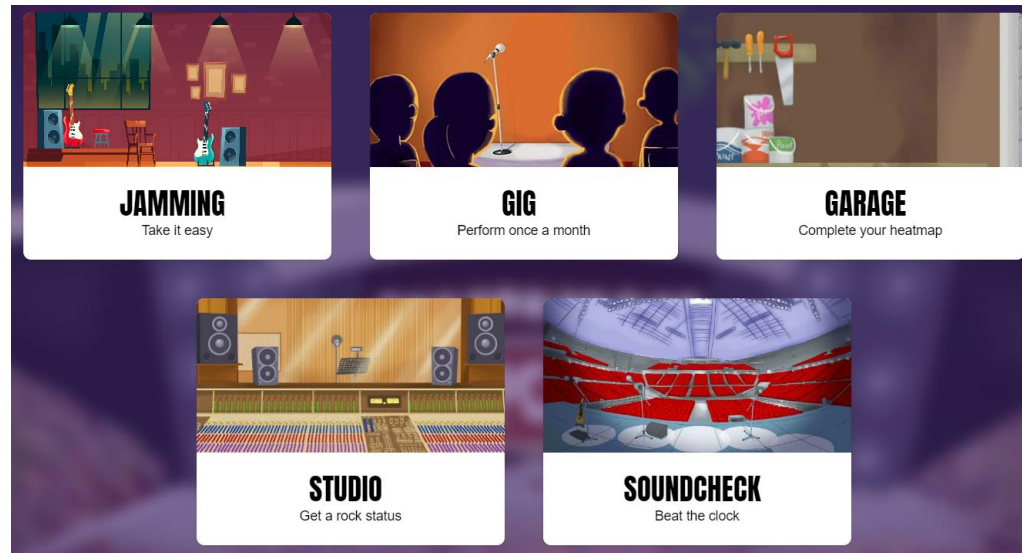
From Christmas onwards, we will start to use the Soundcheck area of TTRS.

Soundcheck is the TTRS emulator of the MTC.

The only difference is that the black dots along the top will turn to green or red when the children answer the questions.

In the real MTC, children will not know their results.

TTRS

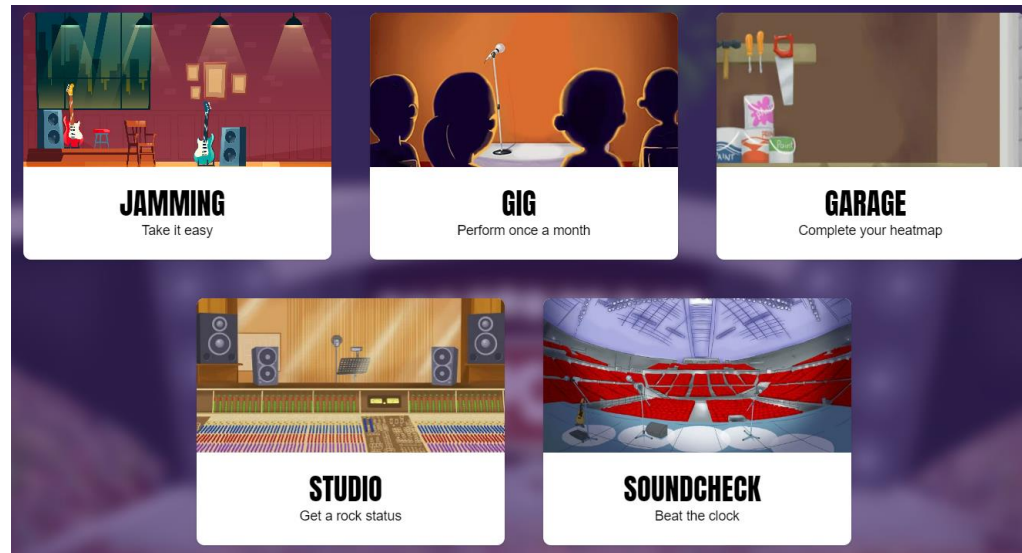


Children can play on Gig once a month.

Each pupil's Gig results combine with the results from other games they play and jump start their heatmap. This kicks off their learning journey by moving learners to the best point from which to continue in games like Garage.

- Gig games contain 100 questions.
- Gig games are limited to 5 minutes.
- If a player answers all 100 questions before 5 minutes is up, the game ends early.
- If a player doesn't answer all 100 questions before 5 minutes is up, the game ends.

TTRS

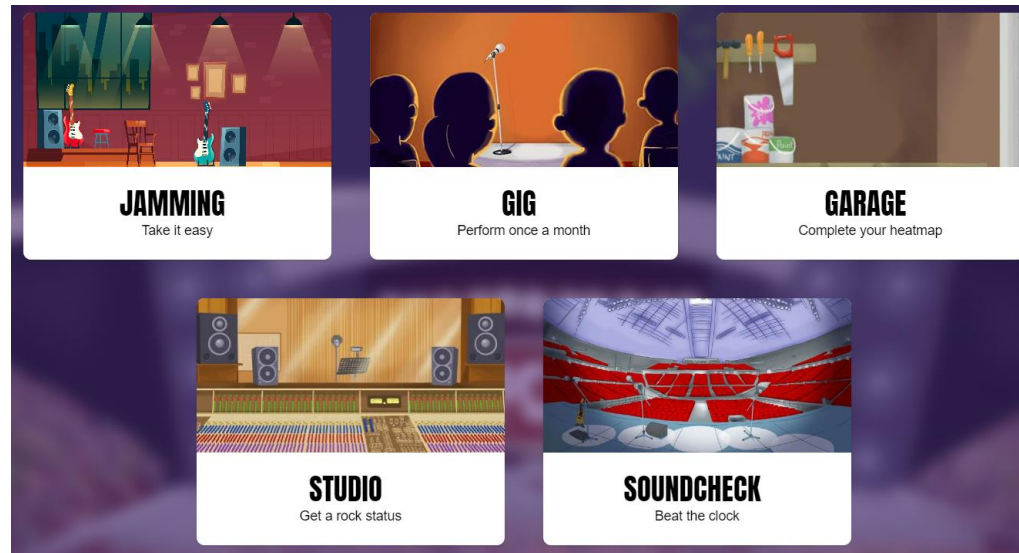


Studio is your child's Rock Status

We would not encourage your child to play on Studio until they are fluent in all times tables facts.

Studio gives your child a Rock Status based on their speed per question. The quicker your child gets, the higher their Rock Status becomes. If your child can answer times tables questions in less than 1 second they will become a Rock Hero and receive a badge 😊

TTRS



Jamming

Children can choose which times table, whether they want just multiplication or division questions, or both and how many questions they want to answer in this section. There is also no time limit. Perfect for building confidence in a times table.

You could use your child's heatmap at home to decide which tables to practice in Jamming.

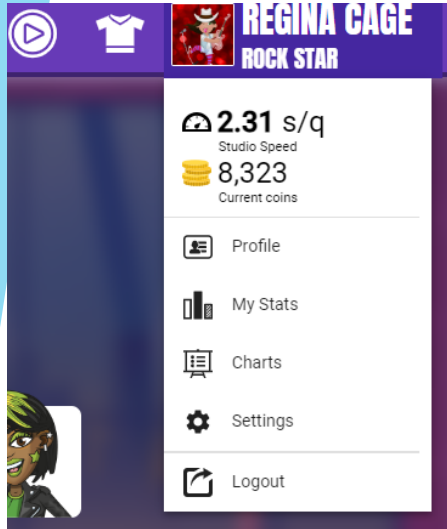


Any Questions?

How to find your child's heatmap



Click on their character and select My Stats



Select Fluency (you may have to scroll down the page as the Effort tab will be automatically selected) and your child's heatmap will be there

