

Year 4

Multiplication
Check
2025-26





What is the multiplication check?

- An on screen check consisting of 25 times tables questions. It is a statutory test for all Year 4 children across the country.
- It is a tool to check if pupils can fluently recall their multiplication tables up to and including 12×12
- It is used for the school to assess pupils that may require more support with learning tables.
- The DfE will create a report on overall results across all schools in England to measure improvements.
- Last year, 34% of pupils across England scored 25/25. At Hazelbury, 68% of pupils scored 25/25.






When are the multiplication tests?

- The multiplication checks will take place over a two week period starting from Monday 1st June 2026.
- Children will not all sit the test at the same time.
- All children in year 4 are required to take the test.





How will the multiplication check be carried out?

- Fully digital- it will be completed online
- Answers will be entered using a keyboard on a computer
- It will take no longer than 5 minutes per pupil
- There will be 25 questions with a 3 second pause for the children to answer.
- <https://play.edshed.com/en-gb/mtc>
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The questions

- Pupils are randomly given questions up to 12×12
- There are no questions from the $1 \times$ table asked.
- There will only be 7 questions from the 2, 5 and 10 times table.
- So your children must be fluent in their 3, 4, 6, 7, 8, 9, 11 and 12 times tables.
- Pupils will not see their results when they complete the check.
- The results will be sent to the school when all checks have been completed.





How can I help my child?

- Practice your children's times tables with them weekly.
- Please ensure that your child can recite them as in $1 \times 2 = 2$ rather than 2 4 6 8 etc.
- Ensure children are completing weekly homework
- Encourage children to use Times Table Rockstars and Maths Shed





Times tables learning styles: Every child is different

There's no single best way to learn times tables – and what works for one child might be totally wrong for another. It's all about finding what clicks for your child and building from there. They might:

- Need to see patterns (visual learner)
- Remember what they hear (auditory learner)
- Learn through doing (kinaesthetic learner)

So if chanting isn't working, try movement. If writing them out is getting dull, try colour or music.

Swapping things around keeps it interesting and helps different bits of the brain join in.

FUN WAYS TO PRACTICE TIMES TABLES AT HOME

Bingo.

You need: A couple of bits of A4 paper (or a whiteboard) and pens.

Draw out a grid of 6 squares and fill each square with a number in the 6 Times Table, or whichever tables needs some work. Pull out numbers, just on scraps of paper, 1 – 12. I pull out a 4 and ask “Have you got 4 x 6?” They give me the Yes/No answer, but also have to tell me the answer to the sum. Then we cross it off if we have it in our grid. So it continues until someone yells “Bingo”!

The Memory Game.

You need: A pack of Times Tables question and answer matching cards (soon to be available from The Homework Helpline!) or make your own – questions must be on some, and answers on the others.

Just like the memory game, put a set of cards face down on the table. Players pick up 2 cards and see if the question and answer match. If they do, you keep the pair. If they don't match, put them back face down, but try to remember what they are so you can find them easily next time! Keep going until all the pairs are found.

Snap.

You need: A set of Times Tables cards, as above, or make your own.

Just like the original game of Snap, but one person has questions and the other has answers. You each place a card down, face-up, at the same time. If the question matches the answer, you shout "SNAP!" and take both piles. The winner is the one with all the cards.

Find my pair.

You need: A set of Times Tables cards, as above, or make your own.

Shuffle the answer cards and split them into piles of 4 or 5 cards. Put a small pile in various corners of the house or garden. You then sit in a comfy chair and hand the child(ren) a question card. They then have to hurtle around the house/garden to find the matching answer and bring the pair back to you, at which point, you give them another question. The winner is the one with the most pairs.

Times Tables Tennis.

You need: nothing at all to do it verbally, or a ball to throw and catch, or a bat and ball.

Simply count out your tables, taking it in turns to say each one, so like tennis or ping pong, you bounce alternate numbers between you as you throw or bat the ball (or use just voices in the car).

Rock, Paper, Times Tables.

You need: Just your hands.

This works well for KS2 children and with only 2 players. Both players make a fist with both hands and 1, 2, 3... on the third count, each player holds out a number of fingers, eg. a 5 and a 6. The first player to shout out the answer to 5×6 is the winner.

Dice Games.

You need: 2 dice (6 sided is fine, but you can get dice with 10 or 12 sides, which really helps – I use [these ones](#) in my lessons.

Along the same lines as the Rock Paper game above, two people roll a dice each, and the fastest to multiply the numbers wins a point.

Card Games.

You need: A pack of normal playing cards, royal cards removed.

Again, along the same lines as above, 2 players split the cards and put down one each, at the same time. The first to call out the answer to the two cards multiplied together, wins both cards. The winner is the first to get all the cards!



Useful Websites

- <https://mathsframe.co.uk/en/resources/resource/477/Multiplication-Tables-Check>
- <https://trockstars.com>
- <https://mathsframe.co.uk/en/resources/resource/477/Multiplication-Tables-Check>
- <https://www.bbc.co.uk/teach/super movers/times-table-collection/z4vv6v4>

