



Maths  
Age 7-11

# Active times tables

- Number processes



Learning through Landscapes

## Overview

By practising times tables and number processes in a fun and active manner, pupils will be more engaged in their learning. These activity ideas can be tailored to suit any level of mathematical understanding and will help improve confidence in mental maths too.

## Resources

- A ball
- A large open space
- Chalk or whiteboards (for writing number sentences)

## Activity ideas

*Ball Function Game:*

1. Decide a times table for the ball to represent, e.g.  $\times 4$ .
2. The thrower says a number while throwing to another person, e.g. 5.
3. The catcher must shout the answer as they catch the ball, e.g. 20 ( $5 \times 4$ ).

*Jumping Equations:*

1. Challenge pupils to jump 3 times, then hop 4 times.
2. Ask how many times a foot touched the ground and express as an equation e.g.  $(3 \times 2) + 4 = 10$ .
3. Ask what the calculation would be if 5 students holding hands do the same?  $5(3 \times 2 + 4) = 50$
4. Explore creating different number sentences through various movements.

*Stables Times Tables:*

1. In a circle, start counting from 1 around the group.
2. Choose an animal sound to make when a number is in the 3 times table, e.g. the pupil must moo instead of saying the number.
3. Once that's mastered, choose a sound for when a number is in the 4 times table, e.g. baa like a sheep.
4. What will you do if a number is in both times tables?

## Suggested outcomes for learning and play

We understand you will tailor this activity to the learning needs of your pupils. Here are some of the learning outcomes and extension ideas that other practitioners have used this lesson idea to reach.

- To build confidence in mental maths
- To improve fluidity of times table recall
- To express equations and number processes as number sentences

Here are some more activity ideas to help bridge the gap between the indoors and the outdoors for your pupils:

Subject area	Topic	Ideas for further exploration
Physical education	Ball skills/ agility	Link these active games to skills needed in PE e.g. balance, jumping, throwing, catching etc.
Maths	Number	Adapt the games to explore other areas e.g. doubling, halving, square/prime numbers
Literacy and language	Phonics	Allow the ball to represent a sound - pupils must shout out words with that sound in as they catch
	Synonyms	The ball represents a synonym. The thrower says a word and the catcher must say a synonym
	Antonyms	The thrower says a word and the catcher says the antonym

If you would like to develop your outdoor learning knowledge and skills, take a look at our range of training courses: [ltl.org.uk/outdoor-learning-training](http://ltl.org.uk/outdoor-learning-training)