

# TIMES TABLES

# ROCKSTARS

## Goal

When it comes to times tables, speed AND accuracy are important – the more facts your child remembers, the easier it is for them to do harder calculations.

Times Table Rock Stars is a fun and challenging programme designed to help students master the times tables!

To be a Times Table Rock Star you need to answer any multiplication fact up to  $12 \times 12$  in less than 3 seconds!

## Logging in to Times Tables Rock Stars

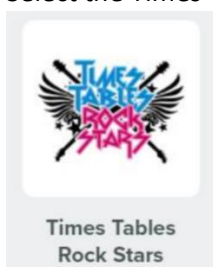
1. Log into Times Tables Rock Stars via wonde.

<https://edu.wonde.com/login>

- 2.

The screenshot shows the Wonde login interface for Mayespark Primary School. It includes a search bar for the school, a QR code for Magic Badge login, and a field for email or username. Callouts indicate that KS1 students use the Magic Badge service and KS2 students use the email/username field.

3. Select the Times Table Rockstars icon.



## Game Modes

### Single Player

**Garage** - the questions will only come from the times tables the teacher has set for the week. It will include multiplication *and* division questions.

As pupils start to answer questions, TT Rock Stars works out which facts they take longer on and will give them more of these questions to answer. The Garage is best for getting quicker at a few facts. Players get 10 coins per question.

**Studio** - the questions in the Studio can be anything from  $1 \times 1$  up to  $12 \times 12$ .

TT Rock Stars calculates the mean response time from their last 10 games in the Studio and translates that time into a Rock Status.

$\leq 1$  sec/qu = **Rock Hero**

$\leq 2$  secs/qu = **Rock Legend**

$\leq 3$  secs/qu = **Rock Star**

$\leq 4$  secs = **Headliner**

$\leq 5$  secs/qu = **Support Act**

$\leq 6$  secs/qu = **Breakthrough Artist**

$\leq 7$  secs/qu = **Unsigned Act**

$\leq 8$  secs/qu = **Gigger**

$\leq 9$  secs/qu = **Busker**

$\leq 10$  secs/qu = **Garage Rocker**

$> 10$  secs/qu = **Wannabe**

If you don't play in the Studio you don't get a Rock Status.

Players earn 1 coin per question and the Studio is the place for them to set their best time across all the tables.

**Soundcheck** – When you play Soundcheck, you get 20 questions each with a 5-second time limit. The questions are multiplication only and evenly weighted in terms of difficulty each time you play. Players earn 5 coins per correct answer.

### Multiplayer

**Rock Arena** - The Arena allows players to compete against all other members of their Band (their Bandmates would need to join the same game in order to compete together).

A new Arena game starts every 15 seconds and once the clock starts they race to answer more questions than the others. In the Arena, questions will only come from the times tables the teacher has set for the week, similar to the Garage. They earn 1 coin per correct answer.

**Rock Festival** - The Rock Festival games are open to players from around the world. Like the Arena, there is no limit to the number of players who can join a game; however, unlike the Arena, questions are selected at random from  $1 \times 1$  to  $12 \times 12$ .

Pupils might choose the Rock Festival if they were playing at home (and therefore couldn't easily synchronise playing against a classmate) or wanted to compete against others not in their Band. They earn 1 coin per correct answer.

# Mobile App



The mobile app is available to download on all iOS and Android devices. This allows students to play on portable devices when outside of the classroom. With the app you can play all 4 game types, customise your avatar, shop for your avatar and view leader-boards. You can also play offline meaning if you are in an area with poor internet connection or do not have internet access you can still practise.



The main features of the mobile apps bolt-on are;

- Included free in family subscription meaning no extra charges.
- Quick load feature so no long waits to get started.
- Designed for touchscreen devices, so very easy to use.
- Play offline to conserve data allowances.
- Available on iOS and Android for easy accessibility.

