



# Quick guide to teaching multiplication tables



Stage	Programme Content	Key knowledge required	Pearson Maths
<b>Level 1</b>	<p>Present multiplication &amp; division type problems – e.g. 3 cars with 2 people in each car. How many people altogether? Two people fit in each car, if there are six people, how many cars will you need? (Expect pupils to be able to solve by counting all) Teach skip counting sequences, 2's &amp; 5's &amp; 10's move to solving by using skip counting sequences.</p>	<p>Can count to at least 20 Make sets to at least 10 Recognize numerals to 20</p>	<b>Level 1</b> Unit 14
<b>Level 1 to Level 2</b> Teaching at stage 4 – 5 ( <b>not</b> counting)	<p>Expect multiplication &amp; division problems to be solved using skip counting sequences. Teach multiplication as repeated addition. Teach commutative property. Teach division as grouping. Teach division as sharing. Children learn <math>\times 2</math> from knowledge of doubles. Children learn <math>\times 10</math> from knowledge of place value.</p>	<p>Know doubles to 20 Count to at least 100 Recognise 2 &amp; 3 digit numbers Know place value with 2 digit numbers (at least)</p>	<b>Level 1</b> Unit 22 <b>Level 2a</b> Unit 2 <a href="#">Wilkie Way Mult/Div Bk 1</a> <a href="#">EN Games Sets 10,11,12</a>
<b>Level 2</b>  Exploring How multiplication works	<p>Begin to explore associative property (doubling &amp; halving strategy): <math>\times 5 / \times 10, \times 2 / \times 4 / \times 8</math> Begin to explore distributive property: <math>\times 3, \times 9</math> Children learn <math>\times 5, \times 3, \times 4, \times 9</math> Generalise the commutative property Explore solving division problems using multiplication</p>	<p>Knows <math>\times 2</math> &amp; <math>\times 10</math> tables Knows number of 10's in 2 digit numbers (at least) Knows multiplication as repeated addition</p>	<b>Level 2b</b> Unit 2 Unit 5 <a href="#">Wilkie Way Mult/Div Bk 2</a> <a href="#">MD Games Sets 1,2,3</a>
<b>Level 3</b>  Becoming early multiplicative	<p>Continue exploration of associative and distributive properties. <math>\times 6, \times 7, \times 8</math> Children learn all multiplication facts up to <math>10 \times 10</math> and related division facts. Use multiplication facts to solve multiplication and division problems.</p>	<p>Knows <math>\times 2, \times 3, \times 4, \times 5</math> &amp; <math>\times 10</math> tables Knows division as grouping or sharing Knows number of 10's in 3 digit numbers</p>	<b>Level 3a</b> Unit 2 <b>Level 3b</b> Unit 2 <a href="#">Wilkie Way Mult/Div Bk 2</a> <a href="#">MD Games Sets 4,5,6,7</a>
<b>Level 4</b>  Uses properties of multiplication and $\times / \div$ facts as tools	<p>Develop strategies learnt at stage 6 particularly with division. Explore division with remainders Extend use of distributive &amp; associative properties into multi digit numbers (involves deeper understanding of place value) Learn divisibility rules.</p>	<p>Knows all multiplication tables up to <math>10 \times 10</math> and related division facts. Understand relationship between multiplication &amp; division Understands <math>\times 10</math> factor of place value</p>	<b>Level 3b</b> Unit 2 <b>Level 4a</b> Unit 1 Chapter 2 <a href="#">Wilkie Way MD Games Set 8</a>
<b>Level 4+</b>	HCF, LCM, Decimal multiplication & division, powers and square roots	Place value knowledge is very secure with any size number, including decimals	<b>Level 4b</b> Unit 1 Chapter 1