



A Parent Guide to Times Tables Rockstars



Why Times Tables Rockstars?

The platform helps children to develop their confidence with the core multiplication and division facts that underpin so many areas of their mathematical learning. Using fun, engaging visuals and child-friendly options (like dressing up their own rockstars) this platform encourages children to practice their times tables and develop their fluency.

How to access it?

Children can access Times Tables Rockstars by downloading the app or by logging in through the browser on a phone, iPad, tablet or laptop.

School Expectations

How often? (Year group expectation)

We expect all children to complete around **10 minutes of TTRS each school day**. Short, regular practice is best – **little and often**.

What does my child need to do each week?

Teachers will set and explain the weekly TTRS expectations in class (for example: a number of games/set sessions, a particular multiplication table, or a specific mode like Garage).

Your child should:

- Log in at home using their school username and password.
- Complete the games or practice their teacher has set as a minimum each week.

Teachers will monitor how often children log in and how they are progressing with their times tables.

How will my child's participation be recognised?

- Children will be **praised in class** for regular use and good effort on TTRS. Most active classes in every year group will be recognised for their achievement and receive the TTRS trophy.
- Teachers may award **certificates, shout-outs or class rewards** for:
 - Consistent weekly participation.
 - Improved accuracy and speed.
 - Meeting or exceeding their weekly target.

Please contact your child's class teacher if:

- You are not sure what your child is expected to do each week.
- You cannot log in or have lost login details.
- You do not have a suitable device or internet access at home.



How to log on?

All children will have the log in details to TTRockstars and Numbots in their reading record. To log on:

1. Click the school log on.
2. Select 'Student'.
3. Enter the school postcode (IG11 7DR) and select Gascoigne Primary School from the list.
4. Enter your child's username and password (found in their reading record).

This is a screenshot of the 'LOG IN' page on the TTRockStars website. It features a purple background with cartoon rock stars. A search bar is open, showing a list of schools. The first option is 'Gascoigne Primary School, Barking' with the postcode 'IG11 7DR'. At the bottom, it says 'TT Rock Stars is up to date Version 4.25.1204.1131'.This is a screenshot of the login page for Gascoigne Primary School. The header says 'GASCOIGNE PRIMARY SCHOOL, BARKING' and 'Change School'. Below this is a 'Username*' field with a person icon. There are two options for login: 'PASSWORD' with a padlock icon and 'PIN' with a Numbots character icon. The word 'or' is placed between the two options.

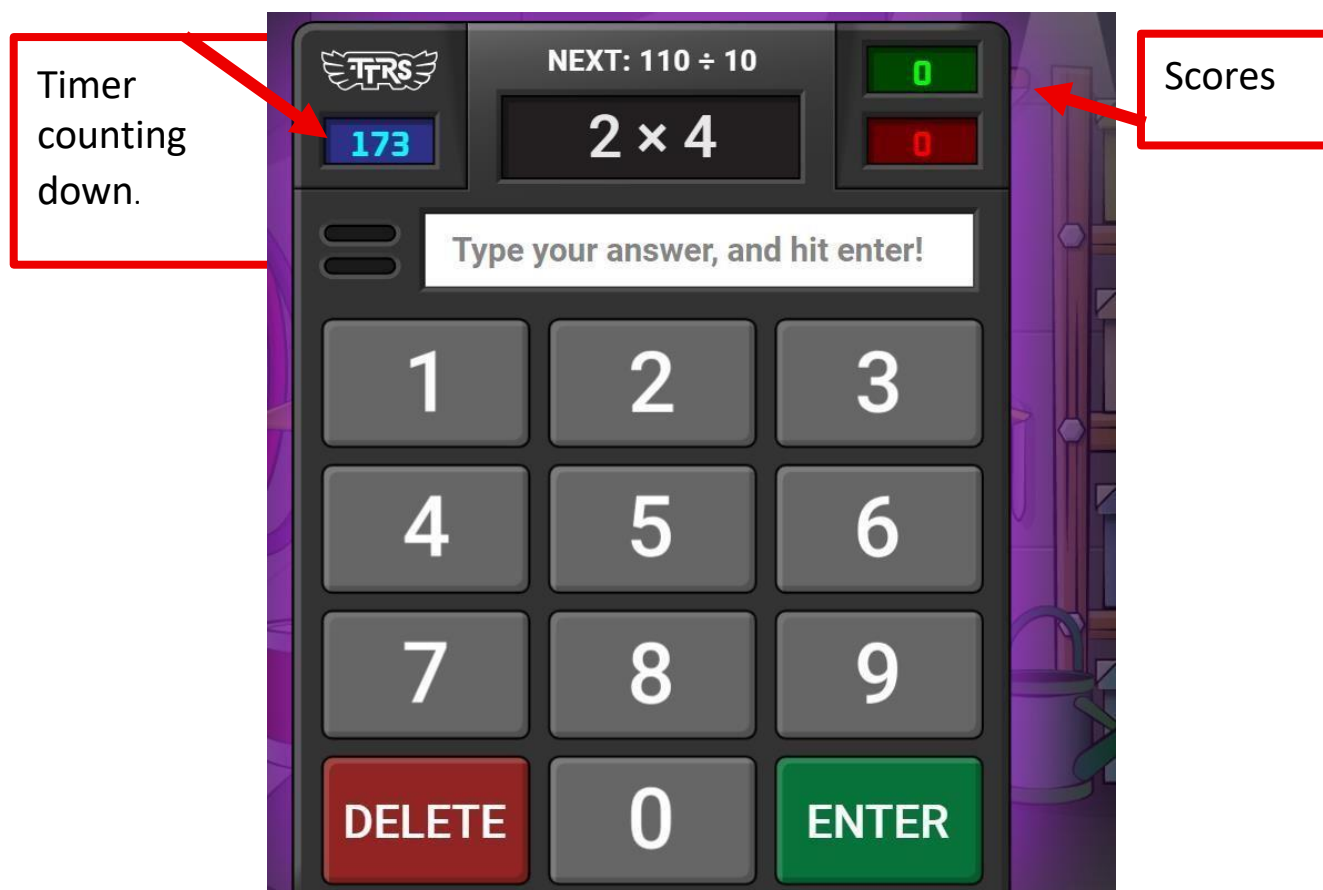
What do the game modes look like?

Garage:

Players are given a personalised set of 6 multiplication questions (and their matching division questions) in each round. The questions adjust to provide the best fit for every learner's needs. This is one of the best game modes for improving their recall while they're still learning.

Garage is where we will be focusing the children's attention from Year 2 – Year 6. Children can choose to access this game mode, but it will also be set by class teachers to focus your child's time on the times tables relevant to them.

Children earn 10 coins per correct answer.





Jamming:

A game mode with a timer. Children can choose the times table that they want to practice. They can choose multiplication or division questions (or both) and can answer questions in sets of 10, 20 or 30. Children will earn either 4 or 8 coins per correct answer.

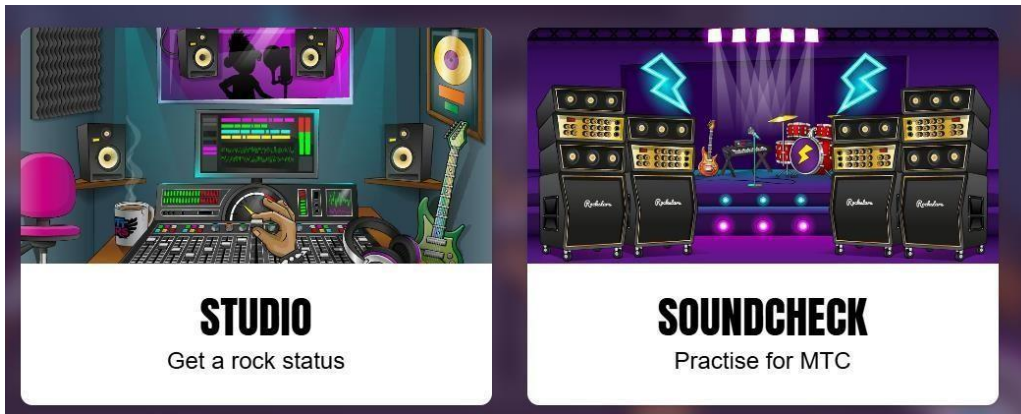
Gig:

In this game mode, games last 5 minutes and contain up to 100 questions, which come in 'waves'. It starts with the 10s, then the 2s, 5s, 3s, 4s, 8s, 6s, 7s, 9s, 11s and 12s.

Children earn 10 coins per correct answer.

TABLES You choose 30 questions		MODE Play solo No timer		COINS 4 per correct answer	
8 per correct answer Multiplication and Division		4 per correct answer Multiplication only		4 per correct answer Division only	
10 questions		20 questions		30 questions	
10	2	5			
3	4	8			
6	7	9			
11	12	13			

Choices in Jamming mode:



Studio:

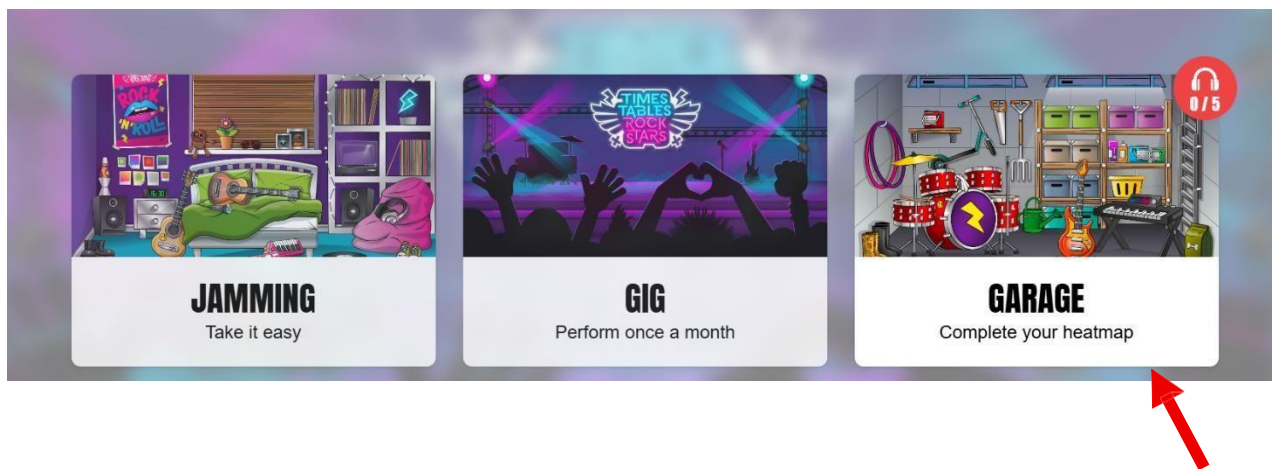
This is where your child earns their Rock Status, which is based on their Studio Speed. The faster your child is, the better their status. Children earn 1 coin per correct answer.

Soundcheck:

A game mode that asks children 25 questions on times tables up to their 12 x tables. The children have 6 seconds to answer each question. This mirrors the Multiplication Tables Check that Year 4 children complete in June. Children earn 5 coins per correct answer.

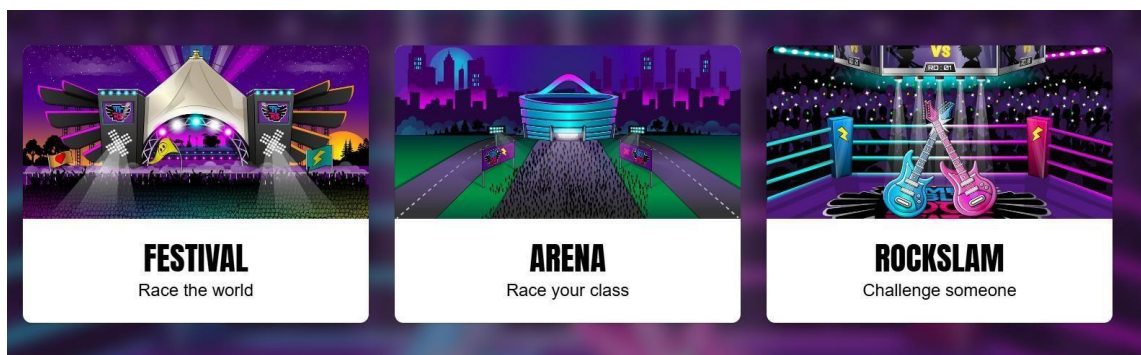
Why do the game modes look like this?

If the headphone symbol appears over a game mode, and one game mode seems to stand out more than the others, this means that your child's teacher has directed your child's attention to a specific game mode for a certain period of time. Once this time is completed, your child is free to choose their game mode again.

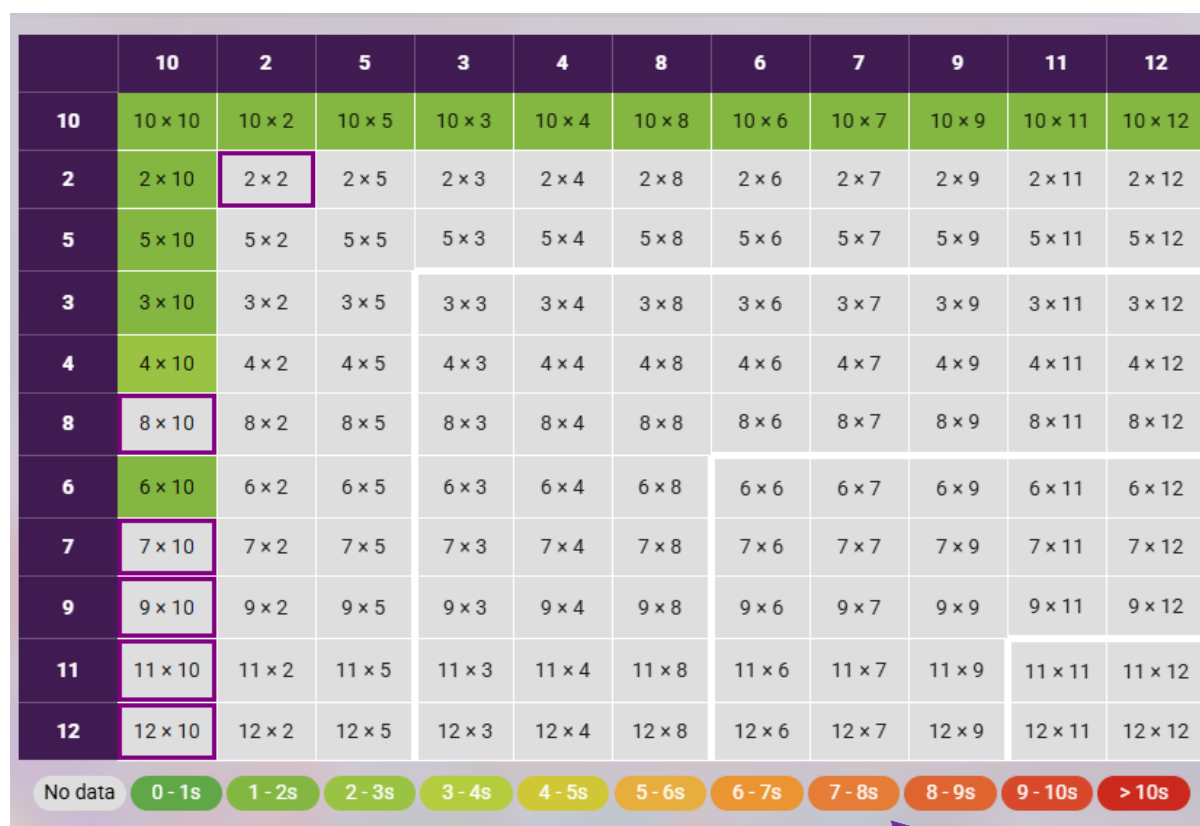


Online Multi-Player:

There are also options for your child to take part in games with other Times Table Rock Star players. Festival allows them to compete against other players around the world. Arena is a race against their classmates and Rockslam allows your child to set a score for someone else to beat!



Heatmaps:



Scale

Heatmaps track your child's fluency for each times table. The aim is for the whole heatmap to go green (which means they are answering questions in less than 6 seconds).

If questions are grey (like in the image above) it means that your child has not yet been asked that question, so TTRockstars does not have any data.

If your child's heatmap is showing shades of orange or red, it suggests that your child is taking a little too long to answer a question. TT Rockstars will continue to present these questions to your child until they are quick enough, and the tile turns green.

A small scale at the bottom of the heatmap shows you what each colour represents.

Avatars:

The avatar characters allow all children to track their own progress as they build up their confidence and speed in garage. Each character is linked to the average speed it takes to answer the focus questions in the session

Children can earn coins through the different game modes and spend them in the store. Children can dress up in their character, buy new guitars or unlock different hairstyles.

