

Multiplication and Division
Year 3&4 Open Classroom
Tips for Parents



Key vocabulary



The **multiplicand** is the size of the group.

The **multiplier** is the number of groups.

The **product** is the total number of objects in all.

$$2 \times 3 = 6$$



2 groups of 3



2 multiplied by 3

The multiplicand is 3.

The multiplier is 2.

The multiplicand is 2 .

The multiplier is 3.



Division



Division involves both equal sharing and grouping.

$$6 \div 3 = 2$$

6 Easter eggs are shared between 3 children. How many eggs do they get each?



Sharing between three

There are 6 Easter eggs. How many children could have 3 eggs each?



Grouping in threes

Division

Key vocabulary

$$8 \div 2 = 4$$

dividend divisor quotient

How can we help our children to become fluent in their knowledge of multiplication and division facts?

- Skip count forwards and backwards in groups while tapping on fingers.
- Build up gradually until children are confident with all the multiples.
- Develop strategies. Use known facts to work out tricky ones, eg
 - 6x is one group more than 5x
 - 9x is one group less than 10x.
- Use a stopwatch to improve fluency.
- Quiz to improve recall of x and ÷ facts.
- Pick a favourite fact/ tricky fact.
- Use rhymes and songs. (There are lots on the internet!)
- Play games. Use dice and plating cards to develop calculations.
- Involve children in looking for groups of things in real life.

Turntable - a game for two or more players

This game is really good for becoming more fluent with a multiplication table that you have already begun to learn.

You will need:

A Numberlink Board™ and pen

A ten sided dice

1. Each player chooses the times table they would like to practise. The players can choose different times tables to practise if they want.
2. Each player puts their multiplicands on but none of their products.
3. The first player rolls the dice. The dice shows the multiplier, eg. if you roll a 6, that is 6 times your multiplicand. The first player writes that product in the correct place on your board. You can use the zero as 10.
4. The second player has a turn and puts their product on the board.
5. Take it in turns to roll the dice. If you roll a number twice, you have to rub the product off the board. If you roll a number a third time, you can put the product back on again.
6. The winner is the first person to put all the products on the board, or the person who has the most products on when the time set for the game is up.