Parent and Carer guide

How should TTRS be used?

Little and often is key

Around three minutes, four or five times a week, works well. This is a guide rather than a strict rule, so if your child plays for a little longer now and then, that's fine. The important thing is to find a routine that works for them.

Every game mode helps children build their times tables knowledge, so there is no single "right" way to play. Children love the variety of ways to learn, so encourage them to explore!

Getting started - Single player games

If a child is brand new to TTRS, we recommend starting in Jamming and Garage, as these games are best for kicking off their journey to becoming a times tables Rock Star!

Jamming

A great place to begin.

- Choose which times tables and operations (multiplication, division or both) to practise.
- No timer.
- Focus is on getting each answer right and building confidence with the facts.

Start small. On the Jamming home screen, children can choose one or two times tables they already feel fairly sure of, using multiplication only. Confidence grows quickest from success!

Garage

A great place to progress.

- Questions are fully personalised to each child's current level of knowledge.
- As children play, their heatmap gradually changes from red to green.
- The greener the heatmap, the more "fluent" (a combo of accuracy and speed) they are on each question.

Garage games have a timer which helps the game know which facts are secure, and which need more practice. Some children take time to feel confident answering quickly. If your child finds the timer distracting at first, just tap it, to hide it.

Did you know?

Answering accurately and quickly is a useful skill that takes practice to develop:

A lot of maths that your child learns at school will require multiplication and division to solve or understand. So remembering times tables off by heart helps them give more attention to harder maths problems. While they're still learning the tables, a healthy approach for most children is to aim for a personal high score once a week.

Mistakes are part of the process:

Everyone gets answers wrong while they're learning and that's totally normal. On TTRS, every answer (right or wrong) will help the system to choose which facts to practise next. So encourage children to have a go and celebrate their effort as well as their knowledge. You could say:

"Getting it wrong is how your brain learns it."

"Look how many you know now that you didn't before!"

Division is essential to learning multiplication:

Practising multiplication and division at the same time supports the recall of both and is the most successful approach. If your child is finding division confusing at first, try starting with the Jamming game mode in multiplication-only mode. Alternatively, please speak to their teacher about starting with the 10s only and for advice on how to help at home.

Playing alongside others

In Festival, Arena and Rock Slam, students can answer tables questions alongside classmates or other TTRS users. Some students enjoy this competitive element of TTRS, but taking part is entirely their choice, and students won't be disadvantaged if they choose to stick to single player games.

Schools can also organise optional activities such as Battle of the Bands, where students work together towards a shared achievement.

Students play under Rock Names, not their real names, and there is no chat facility.

Children with different needs

When logged in as a child, click the avatar, then "Settings" to access a variety of options:

Hiding the timer

- Some children can find it distracting, so hiding it can support their focus.

Speak answers & hear questions

- Useful for when it's not preferred to type answers.

Simplifying the game screen

- Toggle on Declutter Mode to remove items from the game screen.

Font size and font

- Increase the font size and switch to a dyslexia-friendly font called Lexie.

Colour theme

- Includes high-contrast colour palettes.

The TTRS website is also compatible with screen readers.

Supporting digital wellbeing

TTRS includes several features to help schools and families manage how and when children use the platform.

Daily play limit

- Outside school hours, a daily limit will avoid lengthy sessions.

Curfew

- Helps students take a break by limiting the times when they can log in to TTRS.

View the settings that apply to your school by logging in as your child, clicking on their avatar, and selecting "Wellbeing" from the menu.

Continue the learning without the screen

Write five or six facts on a piece of paper and quiz each other for two minutes in the car or while you're making dinner. Let your child quiz you, and get one wrong on purpose so they can see that mistakes are no big deal and are part of how we learn.

Online safety & privacy

TTRS takes children's online safety and privacy seriously.

No chat facility

- TTRS does not have a chat or direct messaging facility. Students cannot send messages to other players through the platform.

Rock Names

- Leaderboards are turned off as default. However, if turned on by the school, students are represented by their Rock Names rather than their real names.

Children's Code

- TTRS is designed for children and in line with the requirements of the ICO Children's Code (Age Appropriate Design Code).

See more in our Privacy Notice:
mathscircle.com/privacy-notice