

Stanbridge Lower School



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12th September 2022

Dear Parents and Guardians,

As you may know, part of the maths curriculum is for children to learn their times tables up to 12x12, and to be able to recall these rapidly from memory. To support children with learning their times tables, we have invested in a web-based app called Times Tables Rock Stars. TTRS supports children with learning and revising the tables in a fun, game-style way. You can access this app through the internet at <https://play.ttrockstars.com> or by downloading the Times Tables Rock Stars app from your app store. If you have previously downloaded the app, please make sure you update it changes have been made to the programme. If you have previously used the website, please visit play.ttrockstars.com/reset to load the latest version in your device's browser. Your child will have a personal login and password, which will be sent home with their maths homework.

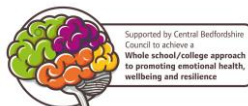
During this week your child will complete a starting check of their current understanding of times tables, called a *Gig*, in school with their maths teacher. Gig games will only be available once each month. Please leave these to be completed in school rather than at home. At this time, their teacher will also show the children how to access the site, and give them a tour of the different game types, or refresh their memory if they have used the program before.

Teachers will be setting Sessions as part of your child's maths homework. This means a specific game mode will be set for an allocated amount of time and your child will be locked out of other areas until they have completed the sessions. Sessions set in the Garage or Arena games will focus on the times tables that your child is currently being taught, set by the teacher. They will start off with one table, before combining as children learn more tables and become more confident. Towards the end of the year, children will have all of the tables they have learnt to date set for them.

A 'little and often' approach is best; therefore teachers will be setting a small practice session of 3 minutes each day. This may be split across more than one game mode, for example 2 minutes in the Garage game and 1 minute on the Studio game. We recommend that children play at least 5 times a week, and this will be monitored by your child's teacher. Certificates will be awarded in our celebration



"We believe in our children"



assembly each week for the 3 children from Years 2, 3 and 4 who have played the most minutes that week.

Please encourage your child to complete their times tables practice as independently as possible. There are various different settings you can alter, such as hiding the timer or score if your child is becoming anxious about practicing their tables. These can be found by clicking on your child's rock name and choosing settings, or also by clicking on the timer or score as your child is playing.

You can view your child's progress by clicking on their rock name, and selecting Stats. This will show you how often your child is playing under the Effort tab, how quickly your child can recall their tables under Fluency, how quickly they are answering times tables questions up to 12x12 on average under Studio, their previous Gig scores under Gigs and their Session history under Sessions.

Attached to this sheet is an explanation of the different game modes for your information. Through practicing in the different games, children will earn coins which they can use to purchase upgrades for their rock star avatar. These coins can only be earned through practising, and are not an in-game purchase.

Some of you may already have a TTRS account for your child that you have purchased yourselves. We would prefer you to switch to your child's school account for any future practice, to allow us to track their progress and ensure homework Sessions are being completed.

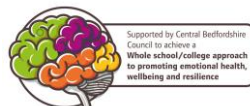
We hope the children enjoy this fun approach to learning their tables, and we can't wait to see who will become a Times Table Rock Star!

Yours sincerely,

Mrs Brewer
Maths Subject Lead



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What are the different Game Modes?

Single Player

<p>Garage 10 coins per correct answer</p>	<p>Players answer the tables selected by their teacher.</p> <p>Important: if you feel your child is overwhelmed by the number of tables they're practising, please speak to their teacher. We suggest to teachers to select one table per week with small combinations every third or fourth week.</p>
<p>Gig 10 coins per correct answer</p>	<p>Available once a month, your child has 5 minutes to answer up to 100 multiplication questions. The gig ends when the time is up or all the questions have been answered, whichever comes first.</p> <p>Important: Please do not complete Gigs at home, your child will complete these in school.</p>
<p>Jamming 4 or 8 coins per correct answer</p>	<p>The only game mode without a timer, your child chooses the table and the operation (\times or \div or both) they want to practise. Answer 10, 20 or 30 questions.</p>
<p>Studio 1 coin per correct answer</p>	<p>Here your child earns their Rock Status, which is based on their Studio Speed. The faster they are the better their status. Studio Speed is the average of their most recent 10 Studio games. Suitable for confident players.</p>
<p>Soundcheck 5 coins per correct answer</p>	<p>Soundcheck games ask 25 multiplication questions (up to 12×12), allowing 6 seconds for each question. Suitable for confident players.</p>

Multi Player

<p>Festival 1 coin per correct answer</p>	<p>Children compete against others from around the world, with their identities protected behind their rock names. Suitable for confident players.</p>
<p>Arena 1 coin per correct answer</p>	<p>Children race against other members of their class who are logged in and choose the same arena name at the same time. Like Garage, Arena games ask questions that are either set by the teacher.</p>
<p>Rock Slam 1 coin per correct answer</p>	<p>Players challenge their schoolmates or teachers to answer as many questions as they can in 60 seconds, setting a score for the challengee to beat. Pupils don't need to be online at the same time, the challenge will appear the next time the pupil logs in.</p>
<p>Tournaments</p>	<p>Battle of the Bands - groups of children within the same school (usually classes, year groups or teams) compete to have the highest average score per player.</p> <p>Important: Each correct answer (in any game mode) earns 1 point towards the team's total in addition to the coins earned. For example, in Garage games each correct answer is worth 1 point for the team and 10 coins for the player.</p> <p>Top of the Rocks - think of this as a Battle of the Bands <i>between</i> schools. The winning class or school is the one with the most correct answers per person. Players' identities are always protected behind their "Rock Names."</p>

Learners with different needs

How can I hide the timer?	Start a game and press ⚙️ > Hide Practice Clock. You could also play a game in Jamming.
How can I increase the length of Garage games?	Single player > Garage > press the little arrow below "play solo" > choose 1, 2 or 3 minutes.
The tables are too hard	Make sure your child is playing in Garage or Arena game modes. If this does not resolve the issue, please speak to your child's teacher. Remember that Jamming mode allows the child to choose the tables themselves.
My child gets anxious	Try the three above plus: setting mini goals (e.g. complete 2 minutes today, get 1 more point in the next game, pass 1 level); having a break from online play (come back in a couple of days); and reminding them of Baz's words: "A good rock star stays chillaxed by accepting they make mistakes."
My child has visual impairments; what settings are available?	Head to the Profile page where you can: change the colour scheme; reduce the visual stimuli with Declutter mode; increase the font size or switch to a dyslexia-friendly font called Lexie. play.ttrockstars.com is also screen reader compatible.
Can I turn off division?	Yes in Jamming mode but not in the other games. The reason for that is that 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, please speak to their teacher about starting with the 10s only and for advice on how to help at home.

Troubleshooting

My child's coins and/or Studio speed have suddenly dropped	Another child may have logged in as your child. Please reassure your child that this can be rectified. Contact their teacher who can set a new password, refund any coins, delete Studio games and talk to the class about online safety.
My child plays too much	Set firm TTRS time limits; reward healthy choices; take away devices before bed.
My child's name is showing on a school leader board.	Please ask your child's teacher to change the settings at their end so that rock names show on the leaderboards instead of real names.
What does the 0/3 mean?	If this symbol appears over a game tile (e.g. over Garage) it means the teacher has set your child a certain number of minutes to practise in that game mode for homework. Once they complete those minutes the other games unlock.