



Times Tables Heroes

Master times tables from 2 to 12 with these exciting games. Practise 2, 5 and 10 times tables with Multiplication Bingo, or flip over the board and save the city with the Times Tables Heroes!

Contents

- 1 jigsaw double-sided board • 21 shield cards • 4 character playing pieces • 4 character stands • 3 spinner boards
- 3 two-part plastic spinners (separate plastic arrows from bases and attach to spinner boards) • 1 two-piece times tables checker • 4 superhero reference cards

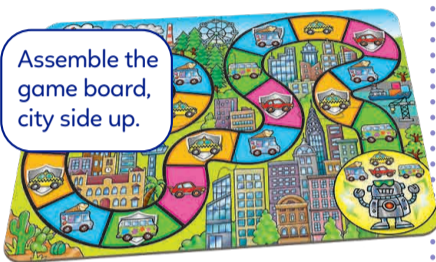
Game 1

Hero City Game

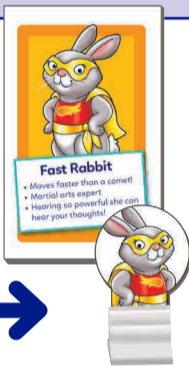
Move your superhero around the board by solving times tables and moving to the vehicle the spinner points to. Solve disasters if you land on a shield and race to reach the evil robot first!

Setting up the game

Assemble the game board, city side up.



Each player chooses a superhero reference card and matching character piece. Slot the character into a character stand and place it on the yellow star start space.



Place the shield cards in a pile on the table, face down.



Assemble the spinners and place them where everyone can reach them.



Place the times tables checker where everyone can reach it.



1 Choose your level of difficulty

Use the green spinner for an easier game, practising the 2, 5 and 10 times tables.



Use the red spinner for a more challenging game, practising all the times tables.



Different players can use different spinners in the same game.

2 Spin the spinners

Spin your chosen spinner and the square spinner, then work out the answer to the two numbers multiplied together.



$$7 \times 2 = ?$$

3 Check your answer

Shout out your answer, then use the times tables checker to see if you are correct.

Place the viewer over the times tables grid so that the first number is visible on the far left. Then find the second number along the top of the viewer. The arrow will point to the answer!



Note: Beginners can use the checker to help them throughout rather than just for checking.

4 Move your character

If the times tables checker shows you are correct, move your superhero to the next space on the board which shows the same vehicle the square spinner is pointing to.



If the grid shows you are incorrect, stay where you are. Play passes to the next player.



E.g. If the spinner points to an ice cream van, move to the next ice cream van.

5 If you land on a shield

Shield spaces are bonus spaces!

If you land on a shield behind a vehicle space, pick up a shield card and describe the disaster shown on the back (use the guide opposite to help).

Use your imagination to describe how your superhero could help using their superpowers. Then, move the number of spaces shown on the card.

Return the card face down to the bottom of the pile. Play then passes on.

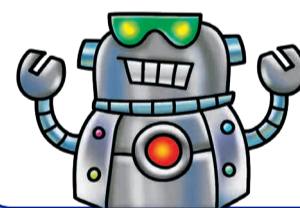


E.g. either move forwards 1 space or 3 spaces

6 The winner

The winner is the first player to reach the evil robot.

How will you defeat it?



Game 2

Multiplication Bingo

Use this basic game to practise your 2, 5 and 10 times tables.

More Boards!

You can download advanced bingo boards and extra shield cards at:

www.orchardtoys.com/timestablesheroes



Setting up the game

- Each player takes a bingo board (the reverse of the Hero City game board).
- Place the green and red spinners and times tables checker where everyone can reach them.
- Place the shield cards in a face down pile. These will be used to cover your numbers.
- The other items are not used in this game.

To play

- The youngest player begins by spinning the green and red spinners.



- Shout out the numbers the spinners point to, e.g. if they point to 5 and 2, shout "5 x 2?".

$$5 \times 2 = ?$$

- Work out the answer and shout it out loud (check if you are correct by using the times tables checker).

10!

- All the players look to see if they have this number on their bingo board. If they do, they place a shield card over the number.



For extra fun, describe how you would solve the disaster on the shield card!

- The next player spins the spinners and play continues in this way until one player has covered three numbers in a row (down, across or diagonally).

This player is the winner and they can shout out "Three in a Row!"

