IDL Multiplication Table Checker User Guide

What is the MTC?

The Multiplication Tables Check is a government initiative designed to observe the proficiency of UK primary school children with the 2 to 12 times tables. Currently optional for schools to participate in, it will become mandatory soon. With that in mind and to provide an all-purpose multiplication revision tool – we present the IDL MTC!

The IDL Multiplication Table Checker

The main purpose of this program is to help pupils revise their times tables in preparation for the mandatory Multiplication Table Check. In addition, it serves as a versatile and useful aid to multiplication for all primary users. As with all IDL products it is designed to be accessible, audio-visual and primarily to assist learners with SEND.

Using the MTC

Once the button has been added to the user's homepage, they will have access to this screen from which all modes of the MTC can be reached.

There are two MTC buttons that can be added to a user's profile by an administrator: **MTC Lessons** and **MTC Practice.**

MTC Lessons

A learner will work through four modules of 7 lessons each and a test. Each lesson will quiz them on the multiplication facts within that boundary, increasing in difficulty as they progress with mixed positions and order.

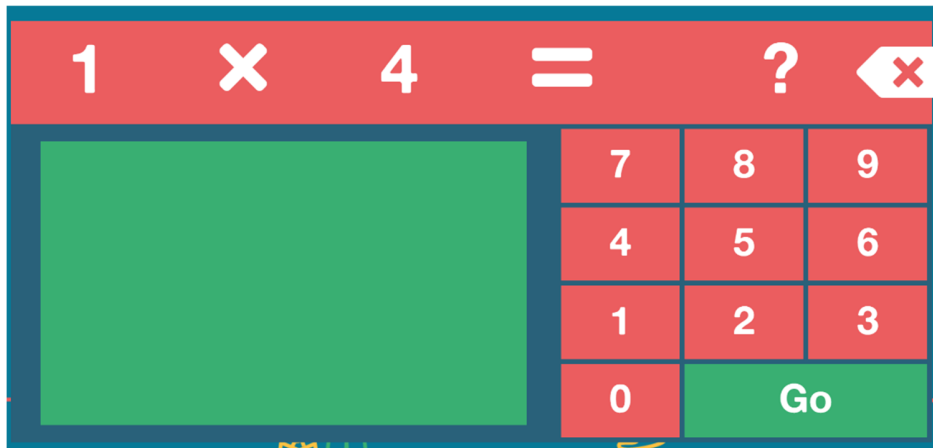**The levels at which each table appears are:**

Level 1 – 1, 2, 5, 10

Level 2 – 3, 4, 11

Level 3 – 6, 7, 8

Level 4 – 9, 12

Each question will be read out before the timer begins. To reduce stress in learners, we use a green coloured box to represent the countdown – it will grow smaller as time passes. Reducing the amount of information on screen at any given time is to promote confidence in the learner as well as help dyscalculic students.

The later lessons in each module contain a mixture of times tables, their order of appearance and require higher pass marks. A full breakdown of these lessons can be found at the end of this guide.
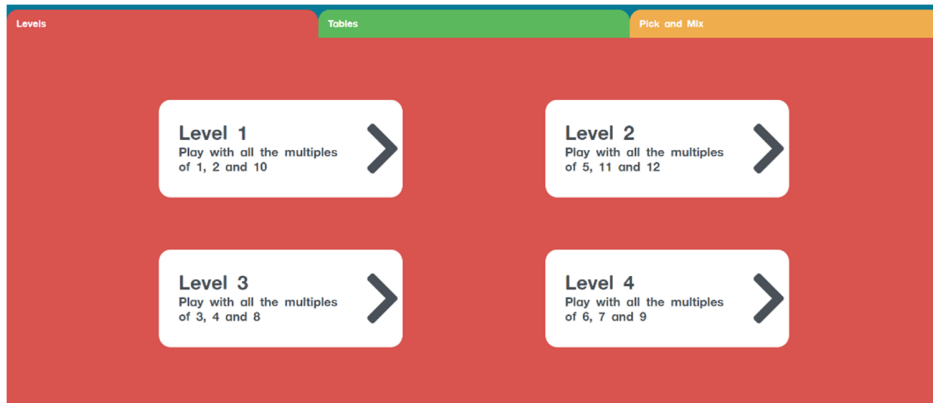
At the end of each module, the learner undertakes a review to measure their knowledge. Whilst each lesson requires a certain pass mark, the review draws upon all multiplication tables in that module. Should they fail to pass this test they will begin the module from the start.

Accurate memorisation and recollection are fundamental to the MTC and so only by rote learning can they be expected to pass. The final review contains all multiplication tables and will take the longest so you may wish to plan accordingly.

- If the user logs out during any of these lessons, their progress will be recorded and they can pick up where they left off.
- Any multiplication table with which a user is struggling will be flagged on their profile for administrators and teachers.
- If they enter an answer but do not press the accept button before the time runs out, the program will still accept their answer.
- **Literacy Colours** will carry over into the MTC, using the preferred colours from their profile for dyslexic/dyscalculic students.

MTC Practice

Our MTC program provides three different learning routes for users in addition to the scaffolded learning. When you click the **MTC Practice** button you will be directed to this screen with each mode accessible through a tab at the top of the screen.
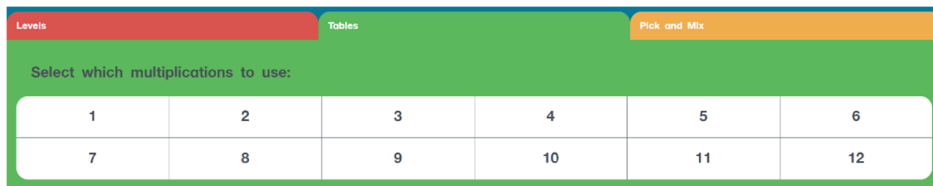
Lessons

Replay the multiplication tables in the 4 modules from the structured exercise, ideal for general revision or a plenary activity.

Tables

This mode is designed to closely match the MTC test a learner will actually take. Since the user interface has already been modelled on the real MTC to build their confidence, this part of the program will prepare them for answering questions under similar conditions. A window of six seconds per question is allocated and the range will cover the entire 2-12 times table.

Select the multiplication tables you want to practice and press the '**Table**' button beneath to get started. Each question will have the standard 6 seconds to answer, starting after the audio has finished playing.

'Pick and Mix' Practice Mode

The third feature of the program consists of a MTC test model identical to the previous but containing several options to customise the questions. Users can set which multiplication tables the questions are drawn from and how many questions there are as well. This is intended to target specific areas of weakness in their learning or as a classroom activity at the start or end of a lesson. As in other modes, the question will be read out before the timer begins.

Results

At the end of each exercise, learners will be shown a screen with the questions they were asked, the answer they entered and the correct answer if required.

A record of their test results and progress can be found alongside their other metrics from Literacy and Numeracy. This enables you to drill down and isolate specific multiplication problems which your learners are struggling with.

Full Lesson Breakdown

Module	Lesson	Time (s)	Order	Table bank	Question count	Pass mark	%
A	1	10	ascending	1,2	24	18	75%
	2	10	ascending	5	12	9	75%
	3	10	ascending	10	12	9	75%
	4	10	ascending	2,5,10	36	32	88%
	5	10	random	1,2	24	20	84%
	6	10	random	5	12	10	83%
	7	10	random	10	12	10	83%
	8	6	random	2,5,10	36	32	88%
B	1	10	ascending	3	12	9	75%
	2	10	ascending	4	12	9	75%
	3	10	ascending	11	12	9	75%
	4	10	ascending	3,4,11	36	30	83%
	5	10	random	3	12	10	83%
	6	10	random	4	12	10	83%
	7	10	random	11	12	10	83%
	8	6	random	3,4,11	36	32	88%
C	1	10	ascending	6	12	9	75%
	2	10	ascending	7	12	9	75%
	3	10	ascending	8	12	9	75%
	4	10	ascending	6,7,8	36	32	88%
	5	10	random	6	12	10	83%
	6	10	random	7	12	10	83%
	7	10	random	8	12	10	83%
	8	6	random	6,7,8	36	32	88%
D	1	10	ascending	9	12	9	75%
	2	10	ascending	12	12	9	75%
	3	10	ascending	9,12	24	20	84%
	4	10	random	9	12	10	83%
	5	10	random	12	12	10	83%
	6	10	random (a)	9,12	24	20	84%
	7	10	random	6,7,8,12	30	28	94%
	8	6	random	3,4,5,6,7,8,9,12	60	56	94%