Automatic Training Mode

Let TT Rock Stars train your learner

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With Automatic Training Mode (ATM) enabled, your learners will go through our pre-programmed levels when they play in the Garage or Arena. As well as saving you time, ATM will shorten the time it takes for your learner to become a Rock Star!

Background

Over the years, we have accumulated billions of times tables answers from children around the world. From that data, we've formed a sophisticated understanding of how pupils internalise each multiplication and division fact and how they begin to understand the underlying concepts. We then deconstructed all the tables up to, and including, the 12s and reassembled them several times, until we created a highly effective sequence to learning the answers.

How does it work?

Learners play in the Garage or the Arena and begin with our first set of questions (1x10 up to 4x10). When they can answer at a rate of 20 per minute, we'll introduce the next set of questions. As learners progress, ATM brings in commutativity, missing number questions and division facts. So the first 9 levels, look like this:

Level 1 : 1×10 to 4×10
Level 2 : 10×1 to 10×4
Level 3 : A mix of 1 and 2

Level 4 : 10×?=10 to 10×?=40
Level 5 : ?×10=10 to ?×10=40
Level 6 : A mix of 4 and 5

Level 7 : 10÷10 to 40÷10
Level 8 : 10÷1 to 40÷4
Level 9 : A mix of 7 and 8

Then the process repeats for 5×10 to 8×10 and once more for 9×10 to 12×10 before moving onto the next table and starting the process again.

Once they have a few tables under their belt, ATM combines them for a while, to consolidate recall, and then brings in a fresh table. The process repeats - all the while giving plenty of opportunity to revisit prior learning, by interleaving earlier tables and giving due weight to the facts we know learners struggle with the most - until your learner has become a Rock Star at all the tables!

Frequently Asked Questions

How do you move on a level?

By getting an average speed of 3 seconds or less per question, by answering at least 20 questions correctly a minute (i.e. 20 correct answers in a 1 minute game, 40 in 2 minutes, or 60 in 3 minute games).

My learner isn't moving up a level, even though they're scoring at the right rate. Why is that?

The differences between each level can be so subtle that pupils often don't realise they have moved on a level. For example, from Level 1 to Level 9, a child will focus on the first four questions of the ten times tables, only. Each level will ask those same four questions, in a slightly different format.

If a pupil isn't sure whether they've moved on, they can check which level number they're now on, on the main Garage play screen.

My learner is fairly secure at the tables, so why are they taking a long time to progress through the levels?

Garage games last for 1, 2 or 3 minutes, depending on how long the child has chosen. Therefore, if they pass it on their first attempt, the fastest a child can progress through a level is in one minute (20 questions correct in 1 minute) and longest is three minutes (60 correct answers in 3 minutes).

Therefore, if a child has passed 10 levels on the first attempt, they could have taken anywhere between 10 and 30 minutes.

If a child is taking longer than expected to climb through the levels or is becoming disengaged, check that they've set their Garage games to 1 minute long. In theory, they could then pass almost 60 levels an hour - however you'll notice their level pass rate slows down when they reach questions that challenge them more.

Do all learners have to start with the 10s?

At the moment, yes they do. For that reason, ATM is particularly well suited to times tables novices of any age.

As a future development for TT Rock Stars, we'll get players to do a diagnostic quiz to work out where to place them on the training mode.

Find out how to set the Automatic Training Mode up for your class, here:

How to set Automatic Training Mode

Did this answer your question?

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