

Life @ Crosshall

Times Table & Number Bond Recall

13th October 2026

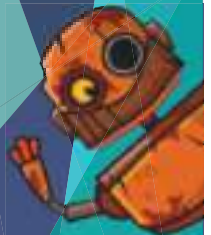


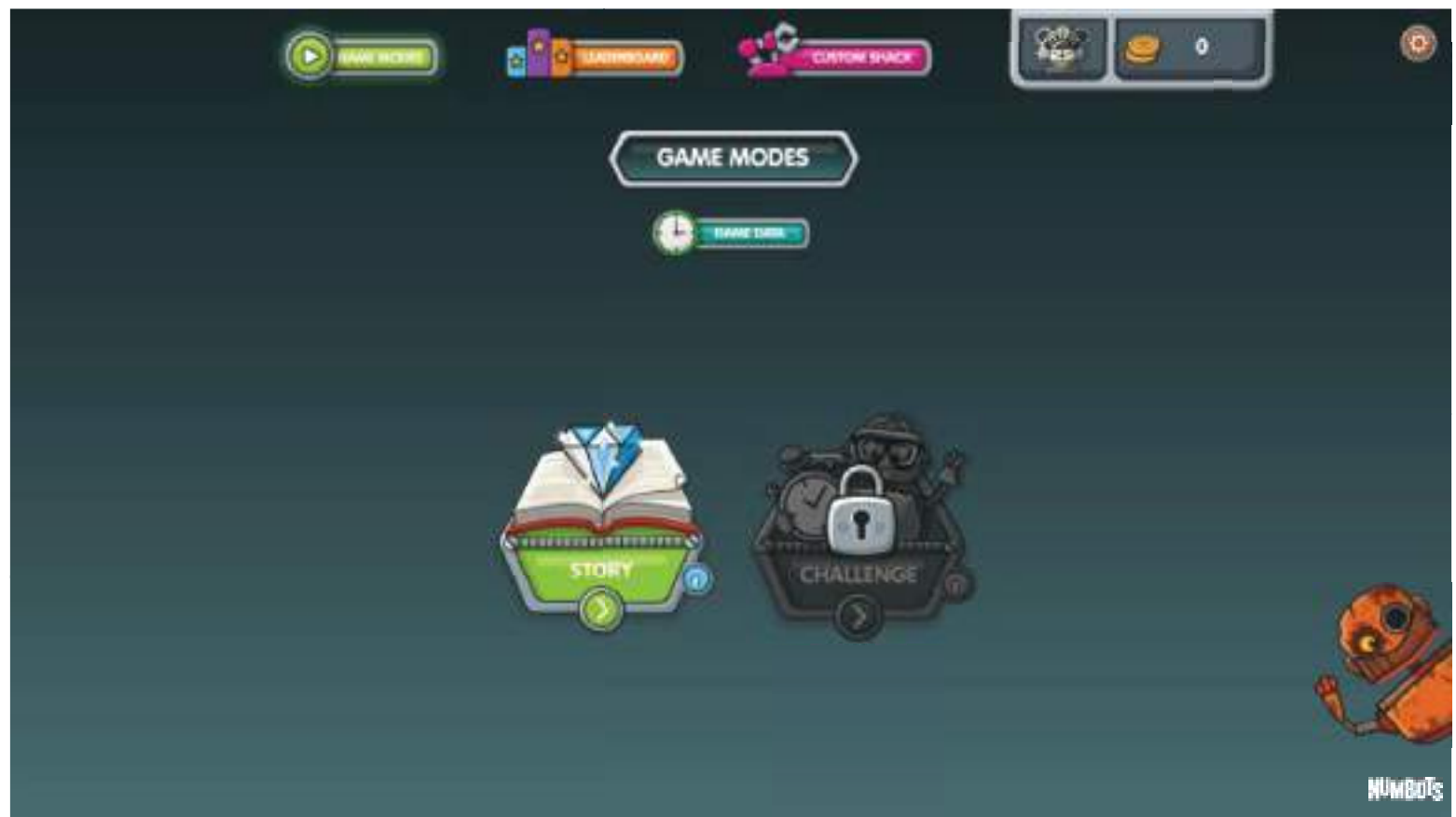
Why?

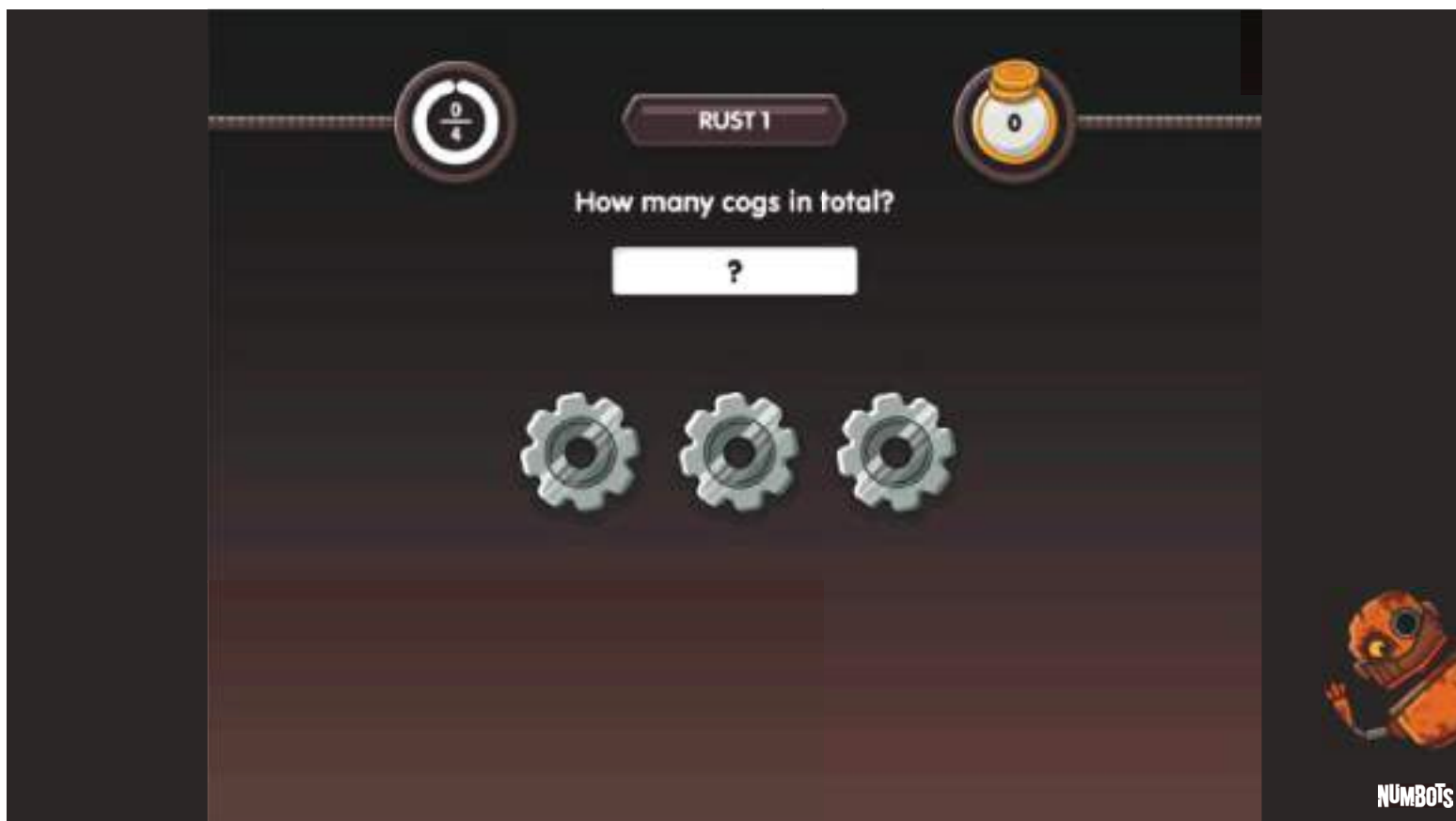
- NumBots focuses heavily on:
 - Number bonds within 10, 20 and 100
 - Addition and subtraction facts
 - Understanding place value
 - Mental calculation strategies
- ⇒ Children who can recall these facts automatically have far less cognitive load when tackling more complex maths in Years Three and beyond.

NUMBOTS

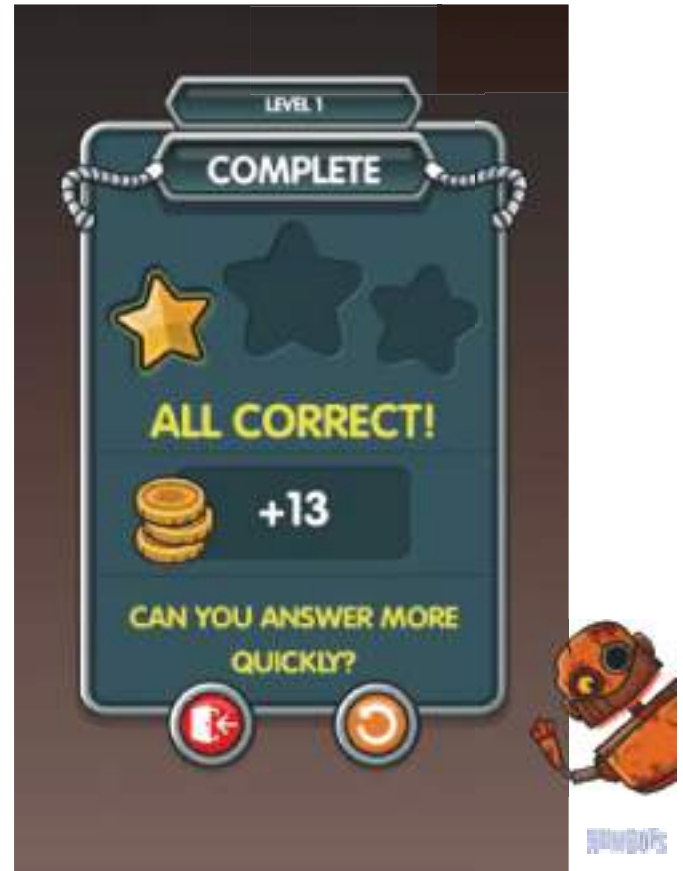
Life @ Crosshall







At the end of the game you will see how many stars you have earned.



In this game I scored 1 star.



Therefore I need to have another go at that level.

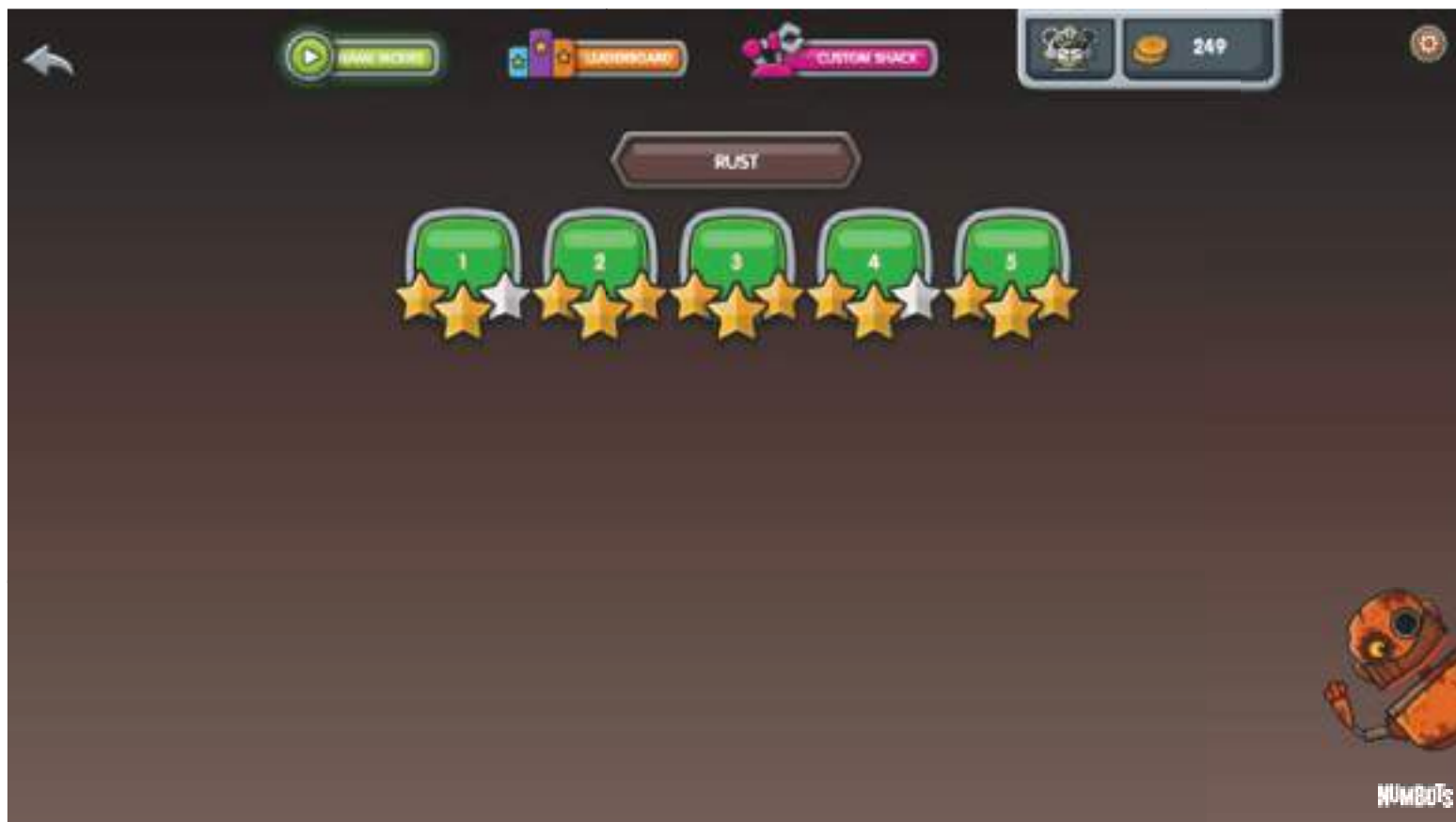


This time I scored 2 stars.



That means I can play
the next level!







In every stage, you'll find parts to upgrade Rusty...

Iron



Tin



Copper



Story Controls

- ⚙ You may find that a teacher has used 'Story Controls' to set where a child will begin or how long they have to answer questions.
- ⚙ At CJS, we assign all pupils in Year Four onwards Levels 5 & 6 only.
- ⚙ For pupils who require it, we will assign them 2x or 3x longer to answer questions.





Game interface showing a math problem. The top bar includes a timer (0/6), a diamond counter (DIAMOND 1), and a coin counter (0). The question is "What is the missing number?". Below the question, a number line shows 65. A bar is divided into two parts: 35 and a missing number (represented by a question mark).

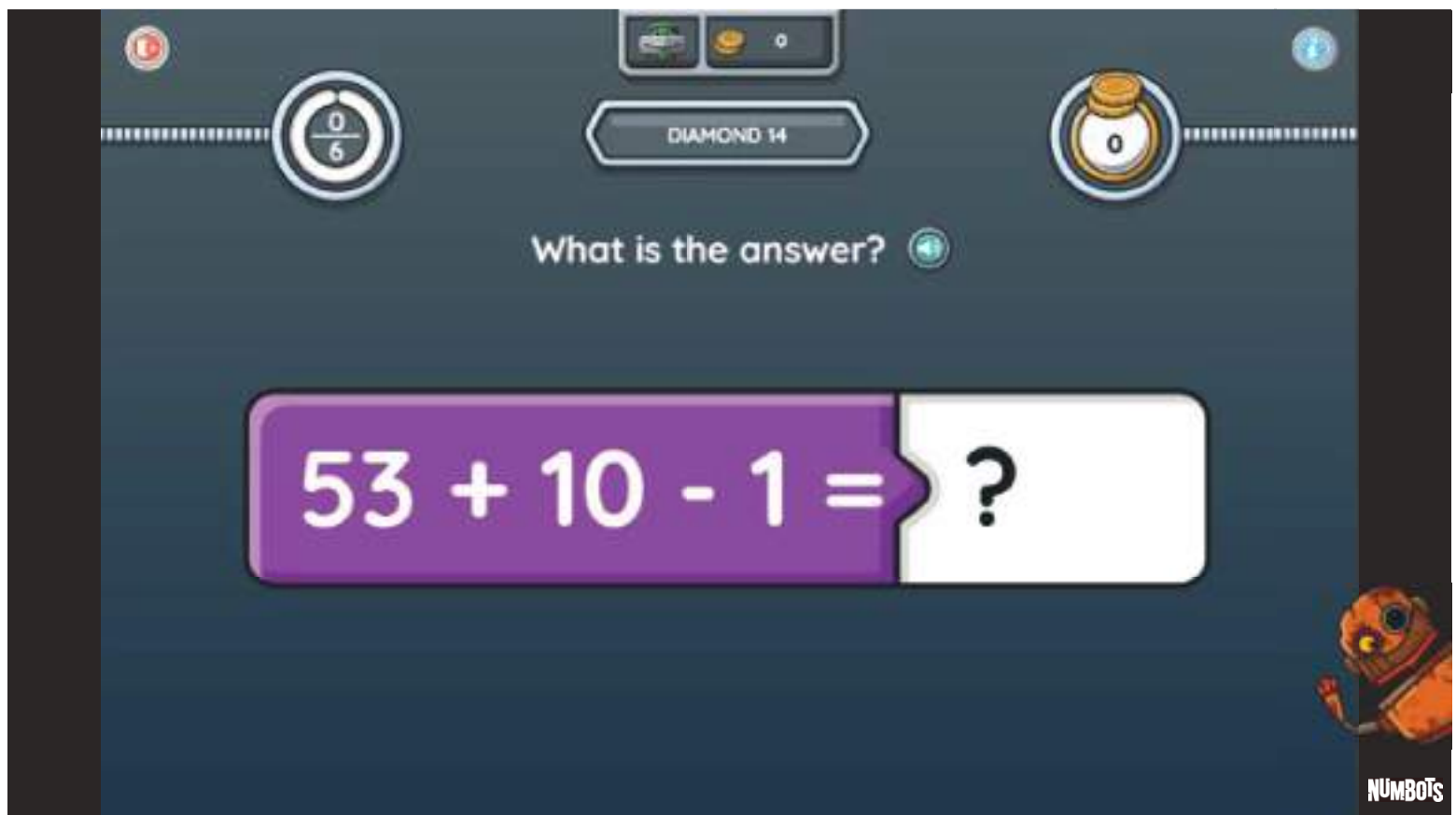
What is the missing number?

65

35

?

NUMBOTS



Game interface showing a math problem. The top bar includes a timer (0/6), a diamond counter (DIAMOND 14), and a coin counter (0). The question is "What is the answer?". Below the question, a bar is divided into two parts: the expression $53 + 10 - 1 =$ and a missing number (represented by a question mark).

What is the answer?

$53 + 10 - 1 =$

?

NUMBOTS

Unlock Challenge Mode...



NUMBOTS

100

... and win trophies!



NUMBOTS

100

Collect Badges



NUMBOTS

Appear on Leaderboards



NUMBOTS

Upgrade your Bot in the Custom Shack...



100

NUMBOTS

We'll also be awarding certificates!



100

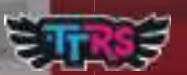
NUMBOTS

Why?

- 👤 **TTRS is specifically designed to:**
 - 👤 Increase speed of recall
 - 👤 Improve accuracy
 - 👤 Build automaticity
 - 👤 Familiarise pupils with timed retrieval
- ⇒ Children who can recall these facts automatically have far less cognitive load when tackling more complex maths in Years Five and beyond.



IF MATHS WERE A HOUSE



ALL THE EVEN MORE FUN STUFF

GRAPHS, SHAPES & ALGEBRA

FRACTIONS AND %

$\times$ $\div$

$+$ $-$

COUNTING



Times tables (like adding and subtracting) need to be strong for your maths house to stay up.



PLAY IN 8 DIFFERENT GAME MODES!



JAMMING



BEST FOR
TAKING YOUR
TIME TO GET
THE RIGHT
ANSWER



GIG



BEST FOR ONE
GREAT
PERFORMANCE
EACH MONTH.



GARAGE



BEST FOR
COMPLETING
YOUR
HEATMAP.



STUDIO



BEST FOR
GETTING A
ROCK STATUS.



SOUNDHECK



BEST FOR
ANSWERING 25
QUESTIONS,
6 SECONDS
EACH.



FESTIVAL



BEST FOR
RACING
PLAYERS
AROUND THE
WORLD



ARENA



BEST FOR
RACING
PLAYERS IN
YOUR CLASS.



ROCK SLAM



BEST FOR
CHALLENGING A
FRIEND OR
TEACHER.



COMPLETE ROCKING WORKSHEETS





NAME: _____

10s

DAZZLE

SCORE

BASELINE

CHECK 1

CHECK 2

60

NAME _____

DATE _____

MULTIPLICATION 1
Practice 10s

10 × 8 = _____ 100 × 10 = _____ 10 × 11 = _____ 10 × 9 = _____

10 × 5 = _____ 110 × 10 = _____ 10 × 4 = _____ 10 × 5 = _____

10 × 3 = _____ 80 × 10 = _____ 10 × 10 = _____ 10 × 3 = _____

10 × 4 = _____ 50 × 10 = _____ 10 × 8 = _____ 10 × 2 = _____

10 × 6 = _____ 70 × 10 = _____ 10 × 9 = _____ 10 × 12 = _____

10 × 9 = _____ 60 × 10 = _____ 10 × 1 = _____ 10 × 10 = _____

10 × 10 = _____ 20 × 10 = _____ 10 × 3 = _____ 10 × 11 = _____

10 × 7 = _____ 10 × 10 = _____ 10 × 12 = _____ 10 × 1 = _____

10 × 2 = _____ 90 × 10 = _____ 10 × 4 = _____ 10 × 5 = _____

10 × 1 = _____ 110 × 10 = _____ 10 × 9 = _____ 10 × 7 = _____

20 × 10 = _____ 70 × 10 = _____ 10 × 8 = _____ 10 × 8 = _____

40 × 10 = _____ 40 × 10 = _____ 10 × 7 = _____ 10 × 11 = _____

50 × 10 = _____ 30 × 10 = _____ 10 × 11 = _____ 10 × 10 = _____

90 × 10 = _____ 80 × 10 = _____ 10 × 7 = _____ 10 × 6 = _____

100 × 10 = _____ 50 × 10 = _____ 10 × 1 = _____ 10 × 9 = _____

120 × 10 = _____ 120 × 10 = _____ 10 × 12 = _____ 10 × 4 = _____

70 × 10 = _____ 100 × 10 = _____ 10 × 2 = _____ 10 × 3 = _____

60 × 10 = _____ 60 × 10 = _____ 10 × 5 = _____ 10 × 6 = _____

30 × 10 = _____ 10 × 10 = _____ 10 × 4 = _____ 10 × 9 = _____

10 × 10 = _____ 20 × 10 = _____ 10 × 6 = _____ 10 × 11 = _____

MISSING NUMBER 1
Practice 10s

10 × _____ = 50 10 × _____ = 20

10 × _____ = 30 10 × _____ = 30

10 × _____ = 60 10 × _____ = 10

10 × _____ = 120 10 × _____ = 50

10 × _____ = 100 10 × _____ = 70

10 × _____ = 90 10 × _____ = 40

10 × _____ = 110 10 × _____ = 80

10 × _____ = 70 10 × _____ = 120

10 × _____ = 40 10 × _____ = 100

10 × _____ = 30 10 × _____ = 90

10 × _____ = 10 10 × _____ = 60

10 × _____ = 110 10 × _____ = 30

10 × _____ = 80 10 × _____ = 110

10 × _____ = 50 10 × _____ = 10

10 × _____ = 10 10 × _____ = 20

10 × _____ = 40 10 × _____ = 70

10 × _____ = 60 10 × _____ = 50

10 × _____ = 70 10 × _____ = 80

10 × _____ = 90 10 × _____ = 90

10 × _____ = 120 10 × _____ = 100

DIVISION 1
Practice 10s

110 ÷ 10 = _____ 90 ÷ 10 = _____

90 ÷ 10 = _____ 80 ÷ 10 = _____

50 ÷ 10 = _____ 20 ÷ 10 = _____

40 ÷ 10 = _____ 60 ÷ 10 = _____

30 ÷ 10 = _____ 70 ÷ 10 = _____

60 ÷ 10 = _____ 60 ÷ 10 = _____

80 ÷ 10 = _____ 80 ÷ 10 = _____

40 ÷ 10 = _____ 20 ÷ 10 = _____

100 ÷ 10 = _____ 10 ÷ 10 = _____

110 ÷ 10 = _____ 40 ÷ 10 = _____

90 ÷ 10 = _____ 30 ÷ 10 = _____

70 ÷ 10 = _____ 10 ÷ 10 = _____

10 ÷ 10 = _____ 110 ÷ 10 = _____

50 ÷ 10 = _____ 100 ÷ 10 = _____

120 ÷ 10 = _____ 120 ÷ 10 = _____

30 ÷ 10 = _____ 70 ÷ 10 = _____

10 ÷ 10 = _____ 50 ÷ 10 = _____

60 ÷ 10 = _____ 60 ÷ 10 = _____



SET A ROCK
STATUS





WANNABE
OVER 10 SECONDS
PER QUESTION



GARAGE
ROCKER
UNDER 10 SECONDS
PER QUESTION





BUSKER
UNDER 9 SECONDS
PER QUESTION



GIGGER
UNDER 8 SECONDS
PER QUESTION





**UNSIGNED
ACT**
**UNDER 7 SECONDS
PER QUESTION**



**BREAKTHROUGH
ARTIST**
**UNDER 6 SECONDS PER
QUESTION**





SUPPORT ACT
UNDER 5 SECONDS
PER QUESTION



HEADLINER
UNDER 4 SECONDS
PER QUESTION





ROCK STAR
UNDER 3 SECONDS
PER QUESTION



ROCK LEGEND
UNDER 2 SECONDS
PER QUESTION





ROCK HERO

UNDER 1 SECOND PER QUESTION



Aislin heatmap as of 10 Oct 2026

	10	2	5	3	4	8	6	7	9	11	12
10	10 × 10	10 × 2	10 × 5	10 × 3	10 × 4	10 × 8	10 × 6	10 × 7	10 × 9	10 × 11	10 × 12
2	2 × 10	2 × 2	2 × 5	2 × 3	2 × 4	2 × 8	2 × 6	2 × 7	2 × 9	2 × 11	2 × 12
5	5 × 10	5 × 2	5 × 5	5 × 3	5 × 4	5 × 8	5 × 6	5 × 7	5 × 9	5 × 11	5 × 12
3	3 × 10	3 × 2	3 × 5	3 × 3	3 × 4	3 × 8	3 × 6	3 × 7	3 × 9	3 × 11	3 × 12
4	4 × 10	4 × 2	4 × 5	4 × 3	4 × 4	4 × 8	4 × 6	4 × 7	4 × 9	4 × 11	4 × 12
8	8 × 10	8 × 2	8 × 5	8 × 3	8 × 4	8 × 8	8 × 6	8 × 7	8 × 9	8 × 11	8 × 12
6	6 × 10	6 × 2	6 × 5	6 × 3	6 × 4	6 × 8	6 × 6	6 × 7	6 × 9	6 × 11	6 × 12
7	7 × 10	7 × 2	7 × 5	7 × 3	7 × 4	7 × 8	7 × 6	7 × 7	7 × 9	7 × 11	7 × 12
9	9 × 10	9 × 2	9 × 5	9 × 3	9 × 4	9 × 8	9 × 6	9 × 7	9 × 9	9 × 11	9 × 12
11	11 × 10	11 × 2	11 × 5	11 × 3	11 × 4	11 × 8	11 × 6	11 × 7	11 × 9	11 × 11	11 × 12
12	12 × 10	12 × 2	12 × 5	12 × 3	12 × 4	12 × 8	12 × 6	12 × 7	12 × 9	12 × 11	12 × 12

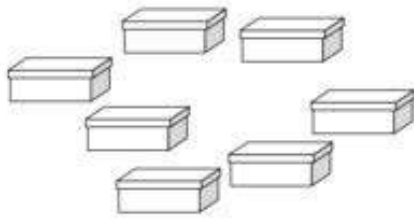


EARN COINS TO SPEND IN THE SHOP



End of Key Stage 1 | End of Key Stage 2

7



Sita puts **2** shoes in each of these boxes.

How many shoes are there altogether?

 shoes

29

$$80 - 4^2 =$$

1 mark

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NUMBOTS



End of Key Stage 2

4

Write the missing digits to make this subtraction correct.

$$\begin{array}{r} 7 \square 8 \\ - 16\square \\ \hline 546 \end{array}$$

16

Layla is saving to buy a game.

It costs £60

For every £4 that Layla saves, her mum gives her £1



How much must Layla save to reach her target?

Show your method

1 mark

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NUMBOTS



Questions?



Life @ Crosshall

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