At Woodston, we use TTRockstars, an online platform where your child can practise their times tables. We use this platform for children in Year 2 (starting in January), Year 3, Year 4, Year 5 and Year 6.

It facilitates your child to:
- Work on times tables that have been set specifically for them.
- Improve their speed.
- Play against their friends and other children.

There are different game modes which focus on different skills, tables and speed. Please see the image below for further information.

What are the different Game Modes?

Single Player

Garage 10 coins per correct answer	Players answer the tables selected by their teacher or by TTRS' Auto trainer. **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. If your child is on Auto, they will practise the one table chosen for them* in small chunks of 4 questions at a time. Our algorithm selects the table after a Gig game.
Gig 10 coins per correct answer	If your child is on Auto training they will periodically play Gig games to assess which table is best for them to practise in the Garage. **Important**: players must give each Gig performance their full concentration to demonstrate their tables skills. They may be returned to an earlier table if not.
Jamming 4 or 8 coins/correct answer	The only game mode without a timer, your child choses the table and the operation (× or ÷ or both) they want to practise. Answer 10, 20 or 30 questions.
Studio 1 coin per correct answer	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.
Soundcheck 5 coins per correct answer	Soundcheck games ask 25 multiplication questions (up to 12×12), allowing 6 seconds for each question. Suitable for confident players.

Multi Player

Festival 1 coin per correct answer	Children compete against others from around the world, with their identities protected behind their rock names. Suitable for confident players.
Arena 1 coin per correct answer	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 or by TTRS' Auto trainer.
Rock Slam 1 coin per correct answer	Players challenge their classmates 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.
Tournaments	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. **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.
	Top of the Rocks – think of this as a Battle of the Bands *between* 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."

You can see how your child is progressing with their times tables if you click onto Me> My Stats > Fluency. Here a heatmap will load which shows the accuracy and speed of your child for each of the times table facts.