

Times Tables Tutor – the times tables worksheet wizard

Product outline

Note that this outline relates specifically to [Times Tables Tutor – the times tables worksheet wizard](#). All functions within [Reverse Times Tables Tutor – the division worksheet wizard](#), however, are virtually identical, so this outline can be used for this program as well.

Once the file is open, you will be on the front page which has all the instructions you need to use [Times Tables Tutor – the times tables worksheet wizard](#).

By pressing the big grey button at the top (the **Click here to go to the menu** button), you will be taken straight to the **Menu** page (see the screenshot of the **Menu** page on the website). There you will see the 62 buttons which drive [Times Tables Tutor](#). You will see that the main group of 60 buttons is arranged in 12 columns and five rows. The first column contains the five activation buttons for the 1 times tables, the second column contains all five buttons for the 2 times tables, and so on. The twelfth column contains the five activation buttons for the 12 times tables. The two buttons just below this grid of 60 buttons are super-test buttons which are explained below.

These buttons work as set out below:

1. Buttons highlighted in **olive green** (top row): Show all 12 tables for each of the 1 times to 12 times tables groups in order with answers (e.g. $4 \times 1 = 4$, $4 \times 2 = 8$, $4 \times 3 = 12$, ... $4 \times 12 = 48$)
2. Buttons highlighted in **orange** (second row): Test five tables selected at random from the 12 tables in each of the 1 times to 12 times tables groups (e.g. $9 \times 12 = ?$, $9 \times 2 = ?$, $9 \times 8 = ?$, $9 \times 1 = ?$ and $9 \times 3 = ?$)
3. Buttons highlighted in **pink** (third row): Test eight tables selected at random from each of the 1 times to 12 times tables groups (operates exactly the same as No 2, except it presents eight random selections instead of five)
4. Buttons highlighted in **light blue** (fourth row): Test all 12 tables for each of the 1 times to 12 times tables groups in sequence (e.g. $6 \times 1 = ?$, $6 \times 2 = ?$, $6 \times 3 = ?$, ... $6 \times 12 = ?$)
5. Buttons highlighted in **dark green** (fifth row): Test all twelve tables for each of the 1 times to 12 times tables groups in random order (e.g. $3 \times 11 = ?$, $3 \times 12 = ?$, $3 \times 3 = ?$, $3 \times 9 = ?$, etc).
6. The two buttons highlighted in **yellow** (below fifth row): Super-test buttons which test 20 and 50 tables respectively, randomly selected from all 12 tables in each of the 1 times to 12 times tables groups (e.g. $8 \times 7 = ?$, $4 \times 11 = ?$, $9 \times 12 = ?$, etc).

Apart from the **Show all tables in sequence** buttons in the top row (which reveal all 12 tables for each of the tables groups, together with answers), all other buttons present the user with blank (**sky blue**) answer cells. The cursor is already in the top answer cell in each case, but you can move into other answer cells by using either the up and down arrows or the mouse.

You will see that, when correct answers are entered, the answer cells turn **bright green** and **bright green**-highlighted check (tick) marks are shown to their right. If an incorrect answer is entered, the answer cell turns **red** and a **red**-highlighted cross appears to its right. Try it - enter a wrong answer and see what happens. You can then simply enter the correct answer into the cell (i.e. replace the incorrect answer) and the cell will go **bright green**.

You will also see that a scoreboard at the top keeps a running tally of how many correct answers have been returned out of the number attempted - e.g. **6** correct out of **7** attempted. If all problems

have been attempted and the answers are all correct, a yellow-highlighted **Perfect score!** banner will also appear.

At any stage, whether a particular set has been completed or not, you can leave the **Worksheet** and return to the **Menu** to select another set by simply clicking the **Click here to clear sheet and go back to menu** button in the top left corner of the **Worksheet**.

Because all random selections are drawn by a random number generator, you will virtually never get the same worksheet set in the same order. Try this by clicking on one of the random selection buttons (i.e. the 12 **five random** buttons, the 12 **eight random** buttons, the 12 **12 random** buttons or the two **super-test random** buttons), go through to the **Worksheet** and then go back to the **Menu** and click that button again. Do that several times and you will see that you always get a different selection and/or a different order.

This is the key to learning the times tables - by continually practising with this tool, your child will learn to answer times tables questions in any order. He or she will not just know the times tables in sequence, while uneasy when presented with them out of sequence. The key to thoroughly understanding, and indeed **mastering**, the times tables is to be able to answer any table when presented in any order. This is where [Times Tables Tutor](#) is such a powerful learning tool.

At any time, you can close the file by clicking on the **Close file** button in or near the top left corner of each page. Alternatively, you can click on the cross (**X**) in the top right corner or click **File** on the left of the Excel menu across the top of the screen and then click **Close**. If you choose either of these latter options, you will be asked whether you want to save changes. Always select **No** to this question and you will always come back to the front page when you next open the application.