

Instructions for using the Times Tables Space Adventure

1. General information

The puzzles are essentially extremely straightforward to use by simply printing them out and giving them to your child. However, the whole package has many options in the way it can be used. These instructions give details of the various facets within the product.

2. The Puzzles

There are 12 puzzles within the Times Tables Space Adventure. Each of the puzzles has three tasks for your child to complete. Four different times tables can be used to complete each puzzle. This allows you to decide which times table your child will focus on. The table below shows which times tables are used with which tests.

Puzzle 1	2	6	10	7
Puzzle 2	3	7	11	8
Puzzle 3	4	8	12	6
Puzzle 4	5	9	2	7
Puzzle 5	6	10	3	12
Puzzle 6	7	11	4	6
Puzzle 7	8	12	5	7
Puzzle 8	9	2	6	12
Puzzle 9	10	3	7	8
Puzzle 10	11	4	8	6
Puzzle 11	12	5	9	7
Puzzle 12	8	12	3	4

For example, if your child needs to revise the 6, 7 and 8 times tables they could use the puzzle versions highlighted in yellow. Since the puzzles are not sequential, your child could revise the six times table first using puzzles 1, 5, 8 and 10, then the sevens using puzzles 4, 6, 7 and 11, and finally revise the eights by using puzzles 2, 3, 9 and 12.

3. The Universe's Criminal Mastermind

The puzzles can be used in isolation or to find the "Universe's Criminal Mastermind". You have the option to get your child to complete 4, 6 or 12 puzzles to find out who the criminal mastermind is. A combination of any of the sheets could be used but the ones named in the table on the next page will have one criminal as the definite "criminal mastermind".

Number of puzzles needed to complete the “criminal mastermind” sheet	Puzzles that should be used
4	1, 2, 3 and 4 or 5, 6, 7 and 8 or 9, 10, 11 and 12
6	1, 2, 3, 4, 5 and 6 or 7, 8, 9, 10, 11 and 12
12	All puzzles

The “criminal mastermind” sheets are simple to complete. Once the culprit for each crime has been found, your child needs to cut out their picture and stick it on the sheet. Once they have completed all of the puzzles then the criminal that appears most is the “criminal mastermind”.

4. Mission Files

As your child completes the puzzles they are instructed to cross off the innocent suspects from the mission files. Once your child has eliminated all but one person from the mission file they have found the guilty party. The white space left after the word “Commander” is for your child to write their name. The number of the mission file is the same as the puzzle number.

5. Tasks

The tasks have instructions on them which explain to your child what they need to do. They may need to be explained to younger children who are completing the puzzles. Some of the tasks have coloured backgrounds and your child needs to use highlighters/felt tips to colour the paths.

6. Language

The language used in the puzzles has been kept as simple as possible to allow many children to access the puzzles independently. However, where the vocabulary does not affect the understanding of the tasks, such as the names of aliens, spaceships and hideouts, more complex vocabulary has been used. The names of the spaceships are the names of star constellations, plus words indicating movement. The moon names are all names of bodies in the Solar System. The names of the characters are all entirely fictitious, and bear no relationship to any person, living or dead.

7. Merge files All of the puzzles are provided as individual sheets. However, in each puzzle’s folder there is also a file entitled “merge”. These are files containing one copy of every document that is in that folder in order to make printing less time consuming.

Thank you for purchasing the Times Tables Space Adventure. We hope that you, and your child, will enjoy using them for many years to come.