

This document contains everything you need to easily learn the 2 Times table:

- Flash cards to print and cut out
- A story for each multiplication
- RiverTimes memorization Method

The effectiveness of this method is based on creating an association between an animal and a specific color for each number, and a funny story to help your child memorize the result.

<p>2×2</p> 	<p>4</p> 
<p>2×3</p> 	<p>6</p> 

2 x 4



8



2 x 5



10



2 x 6



12



2×7



14



2×8



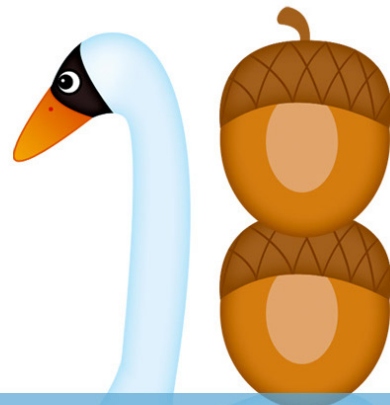
16



2×9



18



Stories to tell:

2 x 2

Multiplication card: The swan in the shape of a 2 meets another swan in the shape of a 2 and they fall in love at first sight!

Result card: They immediately decide to take a romantic trip and go for a cruise on the river in the boat in the shape of a 4.

You know now that $2 \times 2 = 4$.

2 x 3

Multiplication card: The swan in the shape of a 2 meets the caterpillar in the shape of a 3. The caterpillar would like some help to cross the river with his apple.

Result card: The swan takes the apple and the caterpillar on his back, the caterpillar coming out of the apple forms a 6.

You know now that $2 \times 3 = 6$.

2 x 4

Multiplication card: The swan in the shape of a 2 meets the pink flamingo with the legs in the shape of a 4. The swan admires the color of the flamingo and asks him how he can have such a nice color.

Result card: The pink flamingo explains to the swan that his pink color comes from magical cherries that he eats (the cherries form an 8).

You know now that $2 \times 4 = 8$.

2 x 5

Multiplication card: The swan in the shape of a 2 meets the crocodile in the shape of a 5 who would like to lend his soccer ball to his crocodile friend who lives on the other side of the river. The crocodile asks the swan to help him because the crocodile can't swim.

Result card: The swan agrees to help him and takes the ball on his back to bring it to the other crocodile. When he carries weight, the swan sinks and only his neck is visible above the water (taking the shape of a 1). The soccer ball on his back represents the 0.

You know now that $2 \times 5 = 10$.

2 x 6

Multiplication card: The swan in the shape of a 2 meets the snake in the shape of a 6 who wants some help to cross the river.

Result card: The swan takes the snake on his back. When he carries weight, the swan sinks and only his neck is visible above the water (taking the shape of a 1). For the crossing, the snake unfolds and takes the shape of a 2 and, as he is a joker, he tickles the swan's neck with his tongue.

You know now that $2 \times 6 = 12$.

2 x 7

Multiplication card: The swan in the shape of a 2 meets the toucan in the shape of a 7 who would like some help to cross the river because the toucan can't fly.

Result card: The swan takes the toucan on his back. When he carries weight, the swan sinks and only his neck is visible above the water (taking the shape of a 1). During the crossing, the toucan gets seasick (his head turns green). As he's sick, the toucan puts his wing in front of his mouth, taking the shape of a 4.

You know now that $2 \times 7 = 14$.

2 x 8

Multiplication card: The swan in the shape of a 2 meets the octopus in the shape of an 8. The octopus tells the swan that he wants to go scuba diving.

Result card: The swan tells the octopus that he knows a very nice place to go scuba diving and proposes to the octopus to take him there. The octopus climbs on the swan's back. When the swan carries weight, he sinks and only his neck is visible above the water (taking the shape of a 1). The octopus has put on his mask and snorkel, his head and snorkel form a 6.

You know now that $2 \times 8 = 16$.

2 x 9

Multiplication card: The swan in the shape of a 2 meets the squirrel in the shape of a 9. The squirrel asks for help to bring its acorns to the other side of the river, where there is his secret hiding place containing his reserve of acorns.

Result card: The swan agrees to help the squirrel and takes the acorns on his back. When it carries weight, the swan sinks and only his neck is visible above the water (taking the shape of a 1). The 2 acorns on his back form an 8.

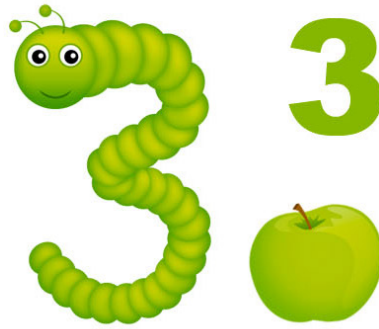
You know now that $2 \times 9 = 18$.



The swan

Personality: Helpful

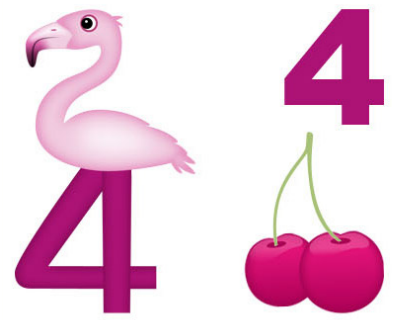
Features: He helps the animals that can't swim to cross the river.



The caterpillar

Personality: Fearful

Features: If there's no hole to hide in, he puts on his magic sneakers to get away quickly.



The pink flamingo

Features: His pretty pink colour pleases a lot to other animals. He offers them cherries and other magical food.



The crocodile

Hobbies: Soccer

Features: He can't swim.



The snake

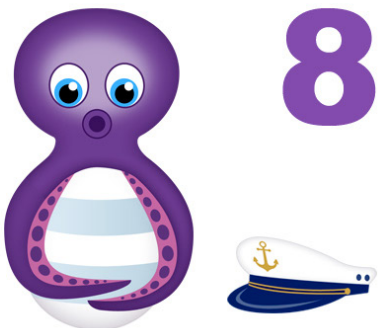
Personality: Joker, cunning

Features: He annoys the other animals with his jokes.



The toucan

Features: He can't fly, he's clumsy and he's prone to seasickness.



The octopus

Hobbies: Sailing on the river, scuba diving

Features: He likes to enjoy the sun perched on his buoy.



The squirrel

Hobbies: Stockpile acorns for the winter

This **Method for Fast memorization of Multiplication tables** has many advantages:

- **Easy and Fun:** The children love it and ask for more, learning the tables is no longer a chore!
- **Fast:** It only takes 4 days (1 hour in total) to fully learn one of the times tables!
- **Efficient:** The method works for the majority of children, even those for whom conventional methods have failed!

1- Presentation of the RiverTimes Flash Cards:

There are 2 types of cards in this document:

- **The Animals cards:** They describe the personalities, hobbies and other characteristics of each animal.
- **The Flashcards divided into 2 parts:**
 - * **Multiplication part** (on the left): It represents the numbers of the multiplication, i.e., the meeting between two animals.
 - * **Result part** (on the right): It represents the result of the multiplication, i.e., the story resulting from this meeting between the two animals.

A **funny story** with animals is associated with each multiplication. All of these stories take place **on a riverbank**, that's the world of RiverTimes! Animals that can't swim are **on the bank**, while animals like flamingos, swans and octopuses are **in the water**. **Each story is always consistent** with the personality, hobbies and other characteristics of each animal, and this allows the children to quickly remember the result of the multiplication.

2- Making of the cards:

Print the pages containing cards, glue them on a cardboard support and then cut out each card following the dotted lines.

3- The RiverTimes Method step by step:

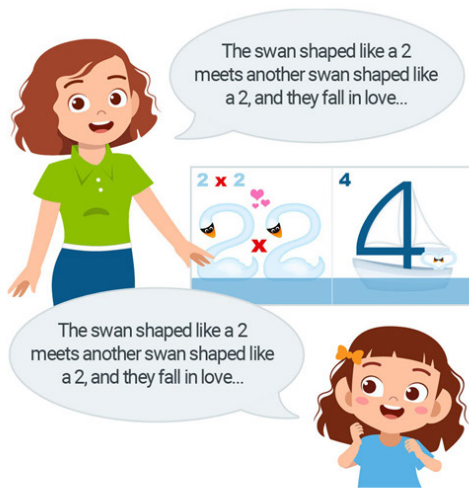
Choose one of the times tables and follow the method **step by step**. Here, we took the example of the 2 Times table to illustrate the process.



DAY 1: Discover the Animals

Duration: 5 to 10 minutes

Introduce each animal to the child (using the Animal cards) so he/she can get acquainted with their personalities, their hobbies, etc. **This step is important** because when children are better acquainted with the characteristics of each animal, they will find it **easier to remember** the end of the story and therefore the result of the multiplication. At the end, don't hesitate to ask them questions about the animals to make sure that they have remembered. **This first step is usually very quick and children often can't wait to discover the adventures of the animals.** If a child asks you what happens next to the animal, don't hesitate to move onto the step planned for Day 2.



DAY 2 + DAY 3: Memorization of Multiplications

Duration: 15 to 20 minutes / day

Learning can now begin. Let the child discover all the multiplications of the chosen table, one by one.

1- Show the first Flash card and tell the story of this multiplication ($2 \times 2 = 4$ in the case of the 2 Times table). Start with the story of the Multiplication half of the card and tell the beginning of the story. Then tell the end of the story corresponding to the Result half of the card.

2- Reformulation by the child: While leaving the card visible in front of the child, ask him/her to tell the story back to you in turn.

By telling the story, the child will memorize it better. When it's done, continue with the next multiplication ($2 \times 3 = 6$ in the case of the 2 Times table) and so on until the last multiplication of the table ($2 \times 9 = 18$ in the case of the 2 Times table). For DAY 3, repeat identically, always for the same table.



ONE WEEK LATER: Revision

Duration: 5 to 10 minutes

It is important to revise the table a week later, this will anchor the multiplication in the child's memory permanently. This step will also allow you to verify that the child has memorized the table during the previous steps.

1- Fold the flash card in 2 to obtain a double-sided card: multiplication on one side and result on the other (You can keep it folded using a paper clip for example).

2- Show the child the multiplication side only (without telling the story) and ask him/her to give the result out loud.

By remembering the story in his head, the child will easily visualize the result of the multiplication. If a child has trouble with one of the multiplications, show him/her the back of the flash card with the picture of the result.



THE FOLLOWING DAY: Training

Duration: 5 minutes

Training is essential to make the response to the multiplication automatic and thus accelerate the response time by the child. This step proceeds without using the cards.

Say out loud a multiplication and ask the child to give just the result. Proceed in this way for all the multiplications of the table, 2 or 3 times. If he succeeds, you can move onto the next times table! But if the child still has hesitations, repeat the training for a few days but no more than 5 minutes per day. Let's not forget that learning mustn't become a chore!