RiverTimes flash cards

LEARN THE 9 TIMES TABLE

Easy, fast and fun way!

This document contains the Flash cards to print and cut out, a story for each multiplication and the RiverTimes memorization Method. Your child should know his/her tables up to the 8 times table. For the multiplications lower than 9x9 (for example 9x2), he/she must simply reverse the order of the numbers (2x9) to retrieve the answer he/she already learned in his/her 2 times table. This avoids having to memorize 2 different cards for the same multiplication.

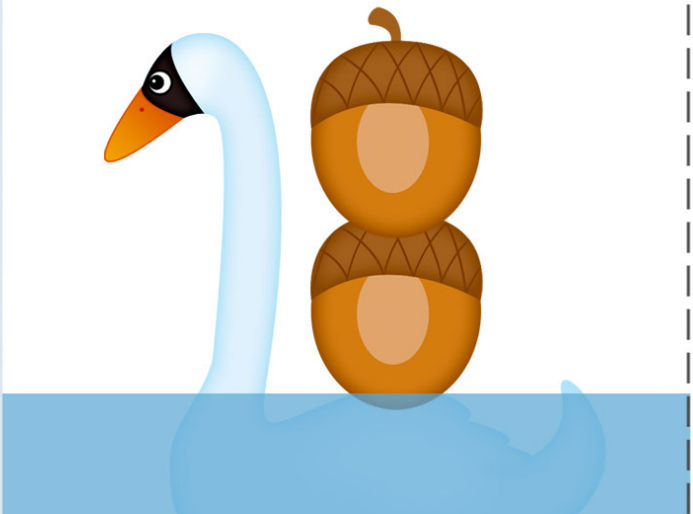
9 x 2 = 2 x 9 *(2 times table)* **9 x 3 = 3 x 9** *(3 times table)* **9 x 4 = 4 x 9** *(4 times table)*

9 x 5 = 5 x 9 *(5 times table)* **9 x 6 = 6 x 9** *(6 times table)* **9 x 7 = 7 x 9** *(7 times table)*

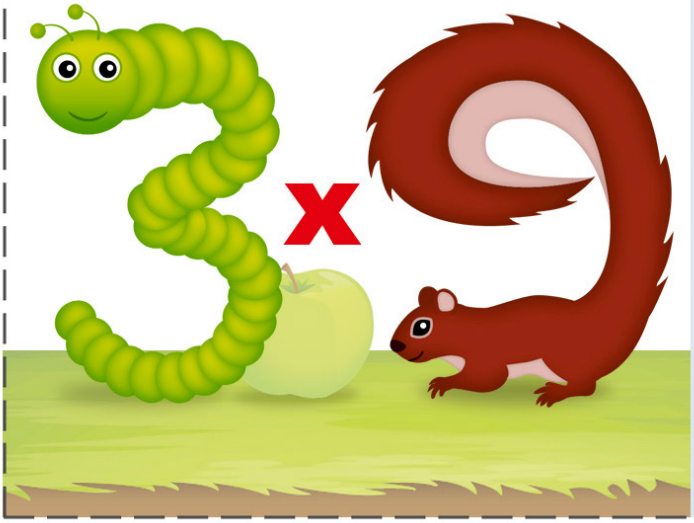
9 x 8 = 8 x 9 *(8 times table)*

2 x 9

18



3 x 9



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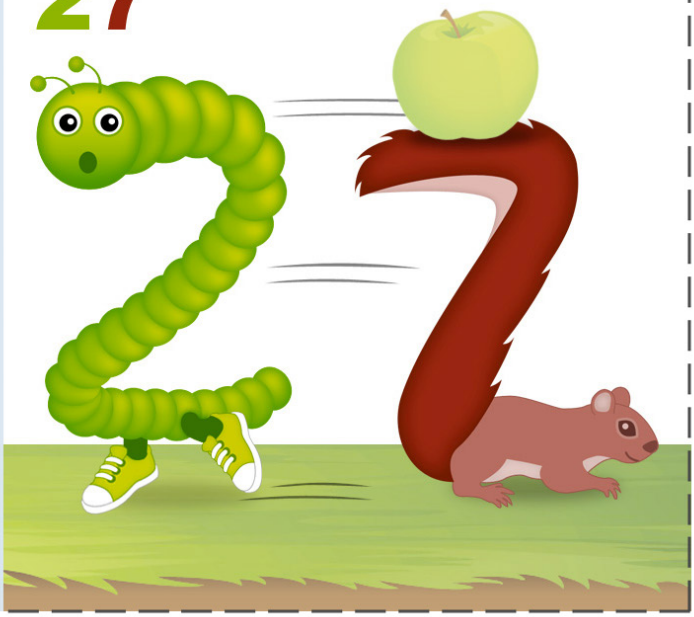
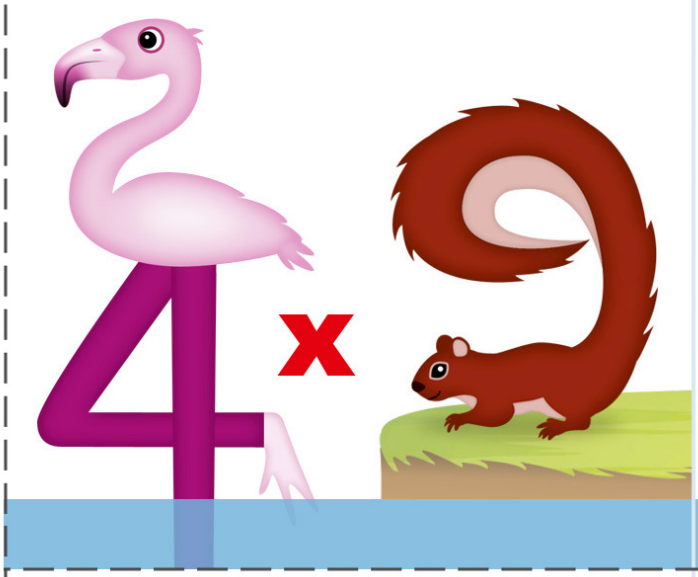


4 x 9



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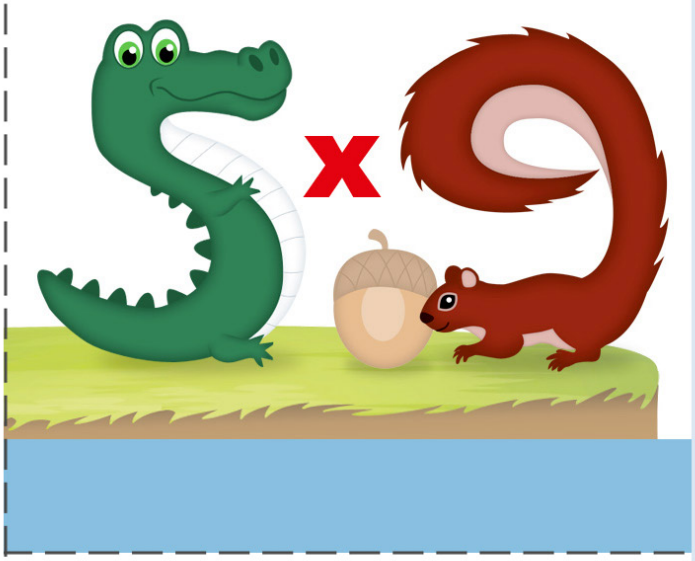
5 x 9



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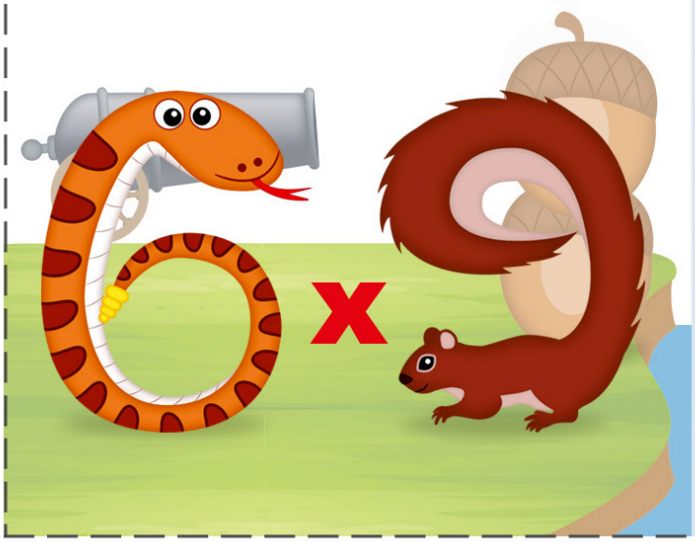
6 x 9



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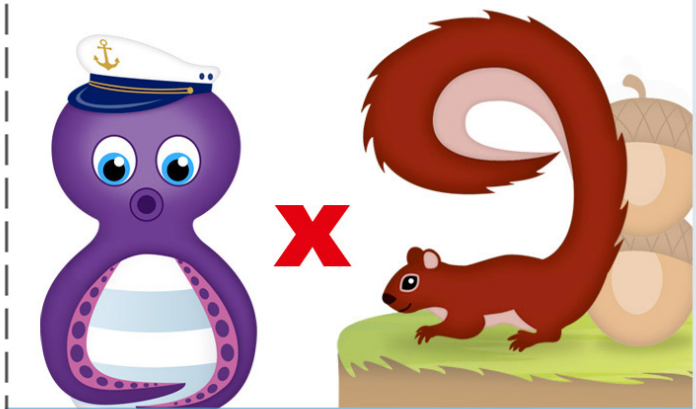
7 x 9

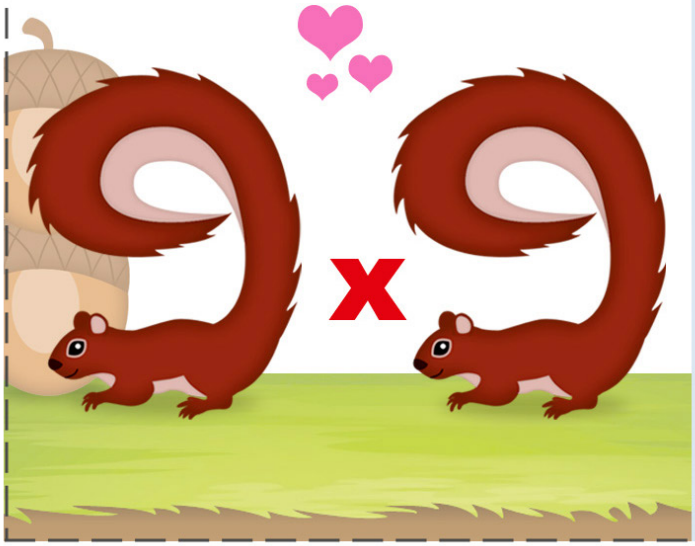
63

8 x 9



72

9 x 9



81

Stories to tell:

9 x 2 (= 2 x 9) *Don't forget that 9 x 2 is the same as 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 x 9 = 18.

9 x 3 (= 3 x 9) *Don't forget that 9 x 3 is the same as 3 x 9*

Multiplication card: The caterpillar in the shape of a 3 meets the squirrel in the shape of a 9.
Result card: The caterpillar is scared and runs away thanks to his magic sneakers (turning into a 2). The squirrel takes the opportunity to steal the apple from the caterpillar and goes away carrying the apple on his tail in the shape of a 7.
You know now that 3 x 9 = 27.

9 x 4 (= 4 x 9) *Don't forget that 9 x 4 is the same as 4 x 9*

Multiplication card: The pink flamingo with legs in the shape of a 4 meets the squirrel in the shape of a 9. The squirrel admires the color of the pink flamingo and tells him that he would also like to have this pretty color.
Result card: As the pink flamingo knows that squirrels don't like cherries, he gives the squirrel magical acorns (the hats of the 2 acorns form a 3). When the squirrel climbs on one of the acorns, his body and tail turn pink. The magical acorn and the pink tail of the squirrel form a 6.
You know now that 4 x 9 = 36.

9 x 5 (= 5 x 9) *Don't forget that 9 x 5 is the same as 5 x 9*

Multiplication card: The crocodile in the shape of a 5 meets the squirrel in the shape of a 9. The crocodile lost his ball but he would still like to go play soccer with his crocodile friend that lives on the other side of the river. The crocodile asks the squirrel if he agrees to lend him his acorn to replace his soccer ball.
Result card: The squirrel agrees and the crocodile crosses the river by boat. Once arrived on the other bank, he gets off the boat (in the shape of a 4) with the acorn and then the crocodile (in the shape of a 5) leaves to join his friend for a game of soccer.
You know now that 5 x 9 = 45.

9 x 6 (= 6 x 9) *Don't forget that 9 x 6 is the same as 6 x 9*

Multiplication card: The snake in the shape of a 6 meets the squirrel in the shape of a 9. The snake saw that the squirrel had found acorns and he prepared a trick (you can see a cannon behind him).
Result card: The snake, turning into a 5, puts the acorns in the cannon and send them into

the boat in the shape of a 4 that was passing at the same time over the river (you can see the squirrel swimming away towards the boat to get his acorns).
You know now that 6 x 9 = 54.

9 x 7 (= 7 x 9) ***Don't forget that 9 x 7 is the same as 7 x 9***
Multiplication card: The toucan in the shape of a 7 meets the squirrel in the shape of a 9. The toucan saw that the squirrel found some acorns.
Result card: The toucan asks the squirrel if he would agree to give him one of his acorns and the squirrel agrees. By catching the acorn, the toucan, who is clumsy, falls on his bottom. This toucan, sitting on the ground and holding his acorn, forms a 6 and the hats of the other 2 acorns form a 3. You can see that the squirrel has already left to find more acorns.
You know now that 7 x 9 = 63.

9 x 8 (= 8 x 9) ***Don't forget that 9 x 8 is the same as 8 x 9***
Multiplication card: The octopus in the shape of an 8 meets the squirrel in the shape of a 9. The octopus decides to dock and greet the squirrel (you can see that the squirrel picked up some acorns).
Result card: By throwing its anchor to dock, the octopus cracks one of the squirrel's acorns. The squirrel prefers to run away in order to save the last acorn he has. The anchor stuck in the acorn forms a 7. The squirrel running away forms a 2.
You know now that 8 x 9 = 72.

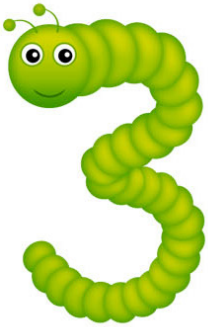
9 x 9
Multiplication card: The squirrel in the shape of a 9 meets another squirrel in the shape of a 9. They fall in love at first sight (you can see that the first squirrel picked up 2 acorns).
Result card: The first squirrel who is very in love decides to offer his 2 acorns to the second one. He shows him his present with his tail. The 2 acorns form an 8 and the tail of the first squirrel forms a 1.
You know now that 9 x 9 = 81.

2

The swan

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

3



The caterpillar

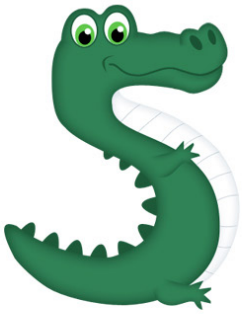
Personality: Fearful
Features: If there's no hole to hide in, he puts on his magic sneakers to get away quickly.

4

The pink flamingo

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

5



The crocodile

Hobbies: Soccer
Features: He can't swim.

6

The snake

Personality: Joker, cunning
Features: He annoys the other animals with his jokes.

7

The toucan

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

8

The octopus

Hobbies: Sailing on the river, scuba diving
Features: He likes to enjoy the sun perched on his buoy.

9

The squirrel

Hobbies: Stockpile acorns for the winter

The RiverTimes Method

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.

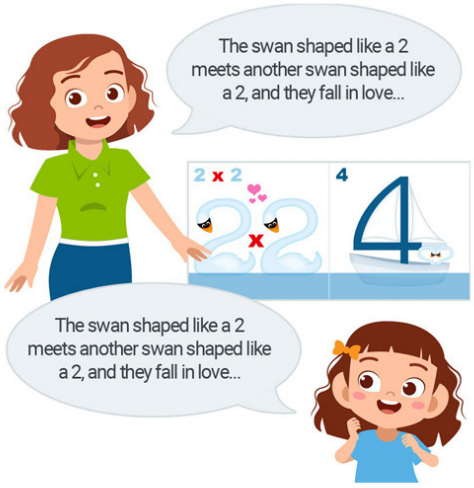
3- The RiverTimes Method step by step:

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 x 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 x 3 = 6 in the case of the 2 Times table) and so on until the last multiplication of the table (2 x 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!**