

# 4 Times Tables Revision (A)

Monday	$4 \times 4 = \underline{16}$	$12 \div 4 = \underline{3}$	$4 \times 5 = \underline{20}$	$40 \div \underline{10} = 4$	$1 \times 4 = \underline{4}$	$\underline{40} \div 4 = 10$	$\underline{9} \times 4 = 36$	$28 \div 4 = 10$ True / <u>False</u>	$4 \times 4 = 16$ <u>True</u> / False
Tuesday	$10 \times 4 = \underline{40}$	$48 \div 4 = \underline{12}$	$4 \times 11 = \underline{44}$	$32 \div \underline{8} = 4$	$4 \times 12 = \underline{48}$	$\underline{12} \div 4 = 3$	$4 \times \underline{11} = 44$	$8 \div 4 = 2$ <u>True</u> / False	$5 \times 4 = 21$ True / <u>False</u>
Wednesday	$2 \times 4 = \underline{8}$	$28 \div 4 = \underline{7}$	$4 \times 10 = \underline{40}$	$16 \div \underline{4} = 4$	$10 \times 4 = \underline{40}$	$\underline{24} \div 4 = 6$	$\underline{2} \times 4 = 8$	$24 \div 4 = 6$ <u>True</u> / False	$4 \times 2 = 8$ <u>True</u> / False
Thursday	$9 \times 4 = \underline{36}$	$16 \div 4 = \underline{4}$	$4 \times 12 = \underline{48}$	$48 \div \underline{12} = 4$	$4 \times 7 = \underline{28}$	$\underline{36} \div 4 = 9$	$4 \times \underline{8} = 32$	$16 \div 4 = 4$ <u>True</u> / False	$11 \times 4 = 43$ True / <u>False</u>
Friday	$8 \times 4 = \underline{32}$	$32 \div 4 = \underline{8}$	$4 \times 3 = \underline{12}$	$28 \div \underline{7} = 4$	$2 \times 4 = \underline{8}$	$\underline{20} \div 4 = 5$	$\underline{12} \times 4 = 48$	$4 \div 4 = 4$ True / <u>False</u>	$4 \times 9 = 34$ True / <u>False</u>
Saturday	$7 \times 4 = \underline{28}$	$36 \div 4 = \underline{9}$	$4 \times 4 = \underline{16}$	$8 \div \underline{2} = 4$	$4 \times 3 = \underline{12}$	$\underline{4} \div 4 = 1$	$4 \times \underline{1} = 4$	$48 \div 4 = 15$ True / <u>False</u>	$6 \times 4 = 27$ True / <u>False</u>
Sunday	$5 \times 4 = \underline{20}$	$8 \div 4 = \underline{2}$	$4 \times 6 = \underline{24}$	$4 \div \underline{1} = 4$	$9 \times 4 = \underline{36}$	$\underline{28} \div 4 = 7$	$\underline{10} \times 4 = 40$	$12 \div 4 = 5$ True / <u>False</u>	$4 \times 10 = 40$ <u>True</u> / False