



Year 2

Just To Let You Know

27th March 2026

Dear Parents & Carers,

This week:

We have had a great last week of term, a particular highlight was **Pause day!** On pause day the children enjoyed acting out the Easter story, painting some beautiful Easter cards, and creating wonderful Easter gardens! Thank you for sending in all the equipment to help make these.

We also had our dinosaur exhibition this week, the children loved laying out their dinosaur work to show you all their hard work. We are so proud of them and all their efforts over the last term.

On Thursday we had our Easter service at the church, it was lovely to hear the children share about their Easter gardens.

English:

This week in English we spent time learning about Mary Anning's life and discoveries and then practiced our comprehension skills to answer questions about what we had read.

Maths:

In Maths we have begun our Measurements unit, we have learnt about cm and m and measured lots of objects around the school using metre sticks and rulers!

<https://whiteroseeducation.com/parent-pupil-resources/maths/home-learning?year=year-2-new>

TTRS:

We sent home the children's TTRS logins a couple of weeks ago. If you are happy for your child to practice their times tables in this way then please ensure they are playing on the Garage mode. This will mean they are completing timetables that we have set for them which correspond with what we are teaching in school. If they become very confident with these, they can then explore other game modes. Attached to this JTLYK is some further information for you about TTRS and Numbots.

Upcoming Dates:

Tuesday 14th April - start of summer term.

Thank you for all your support and we hope you have a wonderful Easter break!

Emma (Chestnut class) emmaw@htpd.surrey.sch.uk

Toby (Walnut class) tobys@htpd.surrey.sch.uk

Parent Guide



We recommend a “little and often” approach; 3 minutes practice a day, 4 or 5 times a week is a good target.

What are the different Game Modes?


Single Player

Jamming 4 or 8 coins/correct answer	The only game mode without a timer, players chose the table and operation (\times or \div or both) they want to practise. Answer 10, 20 or 30 questions.
Gig 10 coins per correct answer	Gig games last 5 minutes and contain up to 100 questions, which come in ‘waves’, starting with the 10s, then the 2s, 5s, 3s, 4s, 8s, 6s, 7s, 9s, 11s and 12s. Novices are not expected to get past the 5s. Gigs provide the child (and their teacher) with a simple measure of their current skills, which is why learners should concentrate fully for the whole Gig as they won’t get another try until next month.
Garage 10 coins per correct answer	Players are given a personalised set of 6 multiplication questions (and their matching division questions) in each round. The questions they get keep adjusting to provide the best fit for every learner’s needs. This is probably the best game made for improving their recall while they’re still learning.
Studio 1 coin per correct answer	Here your child earns their Rock Status, which is based on their Studio Speed. The faster they are the better their status. Studio Speed is the average of their most recent 10 Studio games. Suitable for confident players.
Soundcheck 5 coins per correct answer	Soundcheck games ask 25 multiplication questions (up to 12×12), allowing 6 seconds for each question. Suitable for confident players.


Multi Player

Festival 1 coin per correct answer	Children compete against others from around the world, with their identities protected behind their rock names. Suitable for confident players.
Arena 1 coin per correct answer	Children race against other members of their class who are logged in and choose the same arena name at the same time. Arena games use the same smart question algorithm as Garage games.
Rock Slam 1 coin per correct answer	Players challenge their classmates or teachers to answer as many questions as they can in 60 seconds, setting a score for the challenge to beat. Pupils don’t need to be online at the same time.
Tournaments	Battle of the Bands – groups of children within the same school (usually classes, year groups or teams) compete to have the highest <i>average</i> score per player. Top of the Rocks – like a Battle of the Bands <i>between</i> schools. The winning class or school is the one with the most correct answers per person. Important: Each correct answer (in any game mode) earns 1 point towards the team’s total in addition to the coins earned. For example, in Garage games each correct answer is worth 1 point for the team and 10 coins for the player.

Learners with different needs

How can I hide the timer?	Start a game and press  > Hide Practice Clock. You could also play a game in Jamming.
How can I increase the length of Garage games?	Single player > Garage > press the little arrow below "play solo" > choose 1, 2 or 3 minutes.
The tables are too hard	Make sure your child is playing in Garage or Arena game modes. If this does not resolve the issue, please speak to your child's teacher. Remember that Jamming mode allows the child to choose the tables themselves.
My child gets anxious	Try the three above plus: setting mini goals (e.g., complete 2 minutes today, get 1 more point in the next game, pass 1 level); having a break from online play (come back in a couple of days); and reminding them of Baz's words: "A good rock star stays chillaxed by accepting they make mistakes."
My child has visual impairments; what settings are available?	Head to the Profile page where you can: change the colour scheme; reduce the visual stimuli with Declutter mode; increase the font size or switch to a dyslexia-friendly font called Lexie. play.ttrockstars.com is also screen reader compatible.
Can I turn off division?	Yes, in Jamming mode but not in the other games. The reason for that is that practising multiplication and division at the same time supports the recall of both and is the most successful approach. If your child is finding division confusing, please speak to their teacher about starting with the 10s only and for advice on how to help at home.

Troubleshooting

My child's coins and/or Studio speed have suddenly dropped	Another child may have logged in as your child. Please reassure your child that this can be rectified. Contact their teacher who can set a new password, refund any coins, delete Studio games and talk to the class about online safety.
My child plays too much	Set firm TTRS time limits; reward healthy choices; take away devices before bed.
My child's name is showing on a school leader board.	Please ask your child's teacher to change the settings at their end so that rock names show on the leaderboards instead of real names.
What does the  mean?	If this symbol appears over a game tile (e.g., over Garage) it means the teacher has set your child a certain number of minutes to practise in that game mode for homework. Once they complete those minutes the other games unlock.