Free times tables and math practice for kids, made by code, not AI

Peabody blog · Math · updated 2026-10-18

Peabody's free math practice for 2nd to 5th grade climbs a step with every right answer and eases off after a miss. Times tables, fractions and more, with no AI involved.

Peabody (peabody.kids) includes free math practice for kids from 2nd grade up: times tables, adding and taking away, place value, fractions, decimals and more. Every problem is made and marked by plain code, not AI. Each right answer makes the next problem a little harder, and each miss makes it a little easier, so practice stays at the edge of what a child can do. A wrong answer gets a worked answer with a picture. It's free through the end of 2026, with no sign-up.

Peabody is mostly known as a free AI story generator, but math sits right beside the library, and the two share the same idea: short, regular practice with a clear stop.

Why math is made by code

AI is great at writing stories. It's the wrong tool for arithmetic. A model can make a mistake in a sum, and a child deserves a right answer every time.

So Peabody's problems are generated by code from a seed, checked by code, and explained by code. The same seed always makes the same problem, so the answer is always checkable. That also means math practice costs nothing to run, which helps keep Peabody free.

Pick a grade, follow the path

At the top of the math page, a child picks their grade: 2nd, 3rd, 4th, or 5th & up. The pick is remembered on that device.

Each grade is a path of parts, done in order: 13 parts for 2nd grade, 19 for 3rd and 17 for 4th. A part opens when the one before it is finished, and finished parts can be practised again any time.

A part has:

- a few lines that teach it, in plain words;
- one worked example;
- a short run of problems.

The climb: harder when right, easier when wrong

Inside a part there are ten steps. Every right answer climbs one step, and the next problem is made a little harder. Every miss slips back one step, never below the start, and the next problem is a little easier. Peabody says so out loud: "The next one is a bit harder," or "the next one will be a bit easier."

The climb shows as a row of dots, never a score. Reaching the top step finishes the part.

This keeps a child working where practice helps most: not so easy it's boring, not so hard it's discouraging.

What each grade covers

- 2nd grade: place value, adding and taking away to 100, skip counting, even and odd, comparing numbers to 1,000, coins, telling time.
- 3rd grade: equal groups, times tables (to 10 × 10), sharing (division), missing numbers in × and ÷, multiplying by tens, rounding, adding and taking away to 1,000, area, perimeter, naming fractions, fractions on a number line.
- 4th grade: place value to a million and rounding, multiplying bigger numbers, dividing with remainders, factors and primes, equivalent fractions, comparing fractions, adding like fractions, mixed numbers, decimal place value, comparing decimals.
- 5th & up: a few recommended practice picks rather than a full path, for now.

Times tables: all 144 facts

For multiplication facts, Peabody keeps a record of every fact from 1 × 1 to 12 × 12: whether it was right, and how long it took. Practice leans toward the facts that were missed or slow, and never asks the same fact twice in a row.

With a free grown-up account, grown-ups see a heat grid of all 144 facts:

- not tried yet;
- missed last time;
- slow (over about six seconds);
- right, but not quick yet;
- quick once;
- quick twice in a row.

It's a clear picture of which facts are automatic and which need a few more goes, without a single percentage.

Fractions that count every right answer

In fraction practice, equivalent answers count: if the answer is 5/6 and your child types 10/12, that's right. A wrong answer gets a picture that shows why, like a bar split into parts, so the mistake becomes something to look at, not just a red mark.

A clear stop

Math sessions end on their own, after a set number of problems or minutes. There's no "one more round" and no timer racing the child. Kids earn points for finishing a round, but never for speed, and there's no leaderboard.

Tips for times tables at home

1. A few facts, most days. Practice spread over several days is remembered better than the same amount in one sitting.
2. Start with the friendly ones. ×1, ×2, ×5 and ×10 make the rest feel smaller.
3. Use the flips. 3 × 7 is the same as 7 × 3, which halves the list.
4. Say them in the car. "What's 6 × 4?" at a red light is real practice.
5. Notice slow, not just wrong. A fact your child gets right after counting on fingers isn't automatic yet. That's the one to come back to.

For the order to learn the facts in, and the debate over timed tests, see the math fact fluency guide for parents. Wondering whether an AI chatbot could do this job? What an AI math tutor can and can't do answers that honestly.

Try it

Open peabody.kids, tap into Peabody, then tap Math in the bar at the top. Pick a grade and start the first part. No sign-up, no email. For a quick check first, the times tables test asks about 20 facts from the tables you pick and shows a chart of the ones your child knows. When math is done, the free library is one tap away.

Questions parents ask

Is Peabody's math practice free?

Yes. Peabody is free through 31 December 2026, including all math practice, with no sign-up.

Does Peabody use AI for math?

No. Every math problem is made, marked and explained by code. AI is used only to write stories and screen them for safety.

What grades is the math for?

2nd, 3rd and 4th grade each have a full path of parts, and "5th & up" has a few recommended practice picks. A child picks their grade at the top of the math page.

How does Peabody help with times tables?

It tracks every fact from 1 × 1 to 12 × 12, leans practice toward the facts that were missed or slow, and shows grown-ups with an account a heat grid of which facts are quick, slow or missed.

Does my child have to be fast?

No. There are no timers racing your child and no points for speed. Peabody does notice which facts are slow, so practice can come back to them.

Free at peabody.kids/blog/free-times-tables-practice