Multiplication Connect Four

Materials:
- Number blocks
- Different colored counters

Directions:
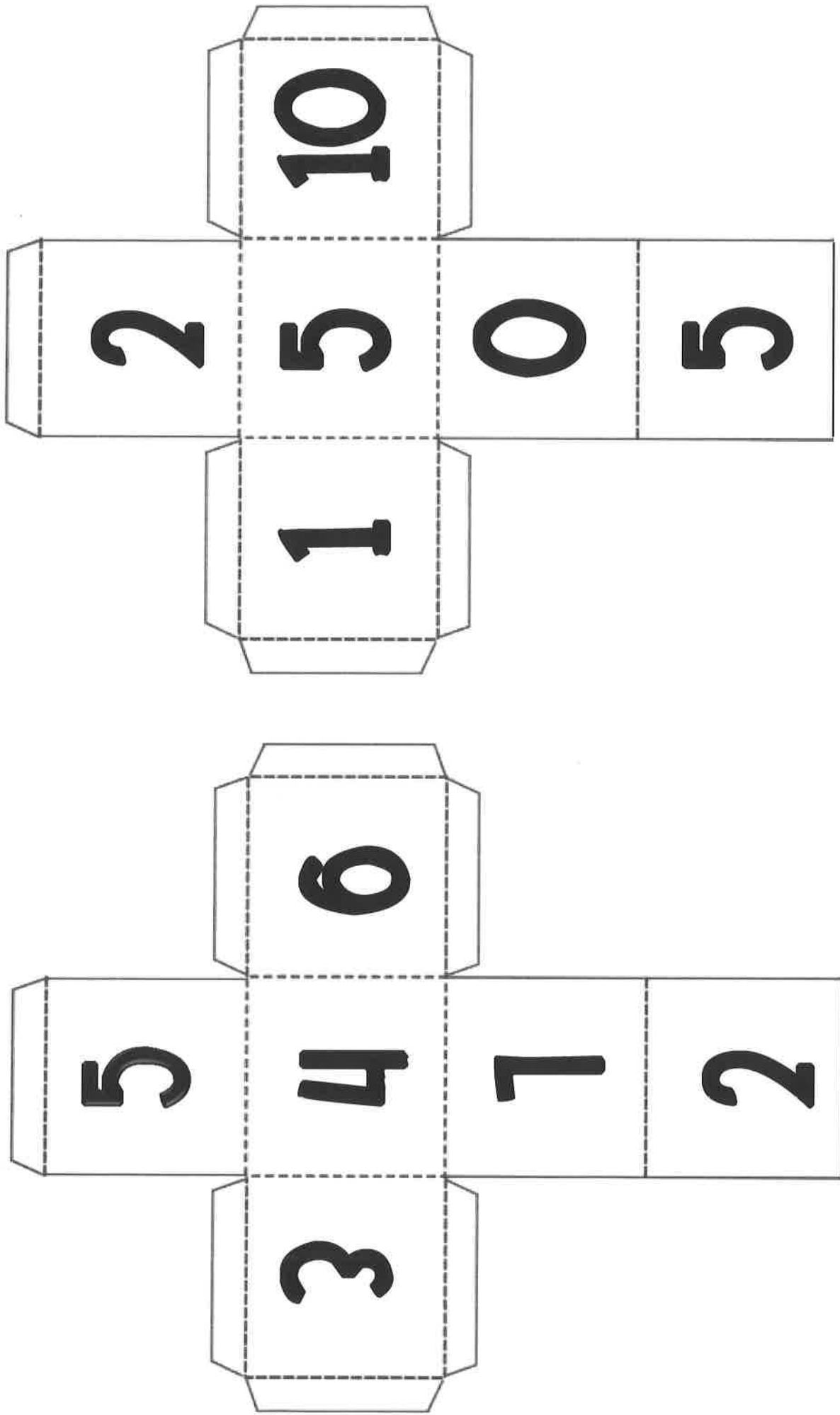- Roll 2 blocks
- Multiply the numbers on the blocks.
- Put your colored counter on the answer.
- The first person to make a connect four is the winner

Multiplication Connect Four

6	1	10	0	4	8	6	12
8	60	3	6	25	10	15	30
12	6	15	3	8	20	18	25
7	35	7	4	20	15	50	60
8	14	8	20	14	5	0	30
5	12	30	25	15	6	10	35

Board 1

X0,1,2,5,10

2 5 0 5

10

1

5 4 1 2

6

3

Multiplication War

You will need: A deck of cards

1. Divide the deck evenly among the two players. Face cards are worth 10. The cards are to be face down in the stack so players are not able to see the card value.
2. Each player draws two cards from the top of the stack and lays them down. The two cards drawn must then be multiplied together. For example, if I drew a 5 and an 8, I would say aloud 5 X 8= 40. If my partner drew a 2 and a 6, he/she would say 2 X 6= 12. Because the produce of 40 is greater than 12, I would take all four cards presented.
3. If both players draw the same product, that is a called a "war." In this case, both players draw two more cards and multiply them to find the product. The greater product will then take all 8 cards.
4. You can win several ways. You can time yourselves and after 15 minutes, the player with the most cards wins. Or you can play until one player loses all his/her cards.

Multiplication SQUARES

How to Play

Preparation and Materials:

1. Print out the Multiplication Squares board. You will need one board per game.

   - **PAPER-SAVING TIP:** Laminate the board and use thin dry erase markers to play. That way, students can erase their marks and use the same board each time.

2. Get 2 dice.

3. Get a different colored marker for each player.

Object of the Game: To be the player who captures the most squares.

Playing the Game:

1. Each player rolls one dice. The player with the highest roll goes first.

2. The player rolls both of the dice on the table and multiplies the two numbers together. For example, if the player rolls 6 and 4, he/she multiplies 6 and 4 to get 24.

3. The player looks for the product of the two dice on the squares board, and draws ONE line by connecting any two dots that are surrounding that number, as shown below. The player's marker is used to draw the line between the dots.
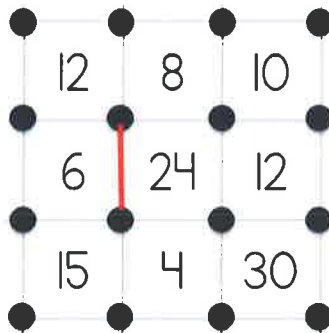
For a roll of 6 and 4, the player may find one of the 24s on the squares board. The player may connect any two dots on any side surrounding the 24.

How to Play (continued)

4. After the player draws his/her line, that player's turn is over and the next player's turn begins.

5. Players are always striving to draw a line that will complete a square. When one player draws a line that completes a square, that player colors in the square with his/her marker and gets to take another turn with the dice.
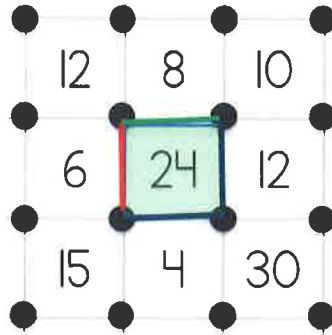
The player with the green marker drew the top line that completed the square around the 24 and colored the square green to show that he captured that square.

Note: The player with the green marker could have rolled a product of 8 (above the 24). Because the player's line on the 8 would have completed the 24 square, he still would get to capture the 24 square.

6. If a player rolls a product that has no more available lines left on the board, the player's turn is over and play continues with the next player.

7. The game ends when all dots on the board have been connected (or when the teacher calls time). The player with the most captured squares is the winner.

Multiplication

SQUARES

4	10	24	3	12	4	25	2	15	20
20	30	36	8	15	5	18	30	12	9
18	5	1	24	20	25	6	1	24	8
12	16	25	6	36	3	36	5	4	24
2	9	24	18	12	8	10	4	15	12
5	15	4	30	6	24	12	2	18	3
8	20	36	5	15	4	30	1	3	12
24	6	20	2	18	25	15	6	20	10
3	30	10	30	15	9	6	5	18	4
12	5	16	24	8	3	30	12	10	16

Who will capture the most squares?

Looking to practice multiplication facts through 12? Check out our full 'Squares' version! http://bit.ly/MultSquares

Time to Multiply

Materials
♦♦♦♦♦♦♦♦♦

one shuffled deck of cards (including jokers for 0) with face cards removed
scrap paper and pencils
calculators (optional)

The Way to Play
♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦

1. One player stacks the cards facedown in a pile.

2. Player 1 draws two cards, multiplies the numbers, and says the product.

3. Player 2 takes a turn in the same way.

4. The player with the greater product finds the difference between those two products. The player records the difference as the number of points earned for the round. The used cards are placed in a discard pile. If it's a tie, neither player earns points for the round.

5. Play continues in the same way until all the cards have been used. The player with the most points at the end of the game wins.

Example:

Player 1 multiplies $7 \times 5 = 35$ Player 2 multiples $10 \times 6 = 60$
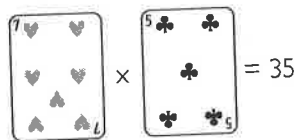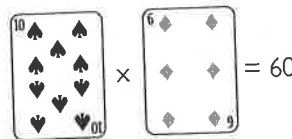
Player 2 earns 25 points. $(60 - 35 = 25)$

♠ Variation ♣

To play a game that reinforces speed, each player draws two cards without looking at them. Each player turns over one of the cards. At the same time, each player turns over the second card and multiplies the two numbers. The first player to say the correct product wins all four cards. If it's a tie, neither player wins the cards. Play continues in the same way until there are no cards left. The player with more cards wins.

The Greatest Product

Students multiply two-digit numbers by one-digit numbers.

Materials
◆◆◆◆◆◆◆◆◆

one shuffled deck of cards with tens, jokers, and face cards removed
scrap paper and pencils
calculators (optional)

The Way to Play
◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆

1. A player deals three cards to each player and stacks the remaining cards facedown in a pile.

2. Each player uses the three cards to create a two-digit number and a one-digit number with the greatest possible product.

3. The player with the greater product scores a point if the product is correct. Players check each other's work. (Calculators may be used.) If a player could have created a different problem with an even greater product, the player does not score a point.

4. Players place the used cards in a discard pile. A player deals three cards to each player and the next round is played in the same way.

5. When all the cards have been used, the discard pile is shuffled and play continues.

6. The first player to earn 5 points wins.

Example:

A player has these cards:
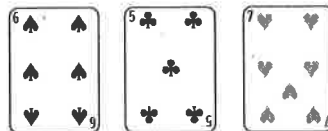
The player could create the following equations:
$65 \times 7 = 455$
$67 \times 5 = 335$
$57 \times 6 = 342$
$56 \times 7 = 392$
$75 \times 6 = 450$
$76 \times 5 = 380$

The player chooses $65 \times 7 = 455$.

♠ **Variation** ♣

Create a problem with the lowest product instead.

Factors and Products

Players: 2

Students practice multiplication facts and build an understanding of the commutative property of multiplication.

Materials

one shuffled deck of cards with tens, jokers, and face cards removed
Factors and Products Game Sheet (page 18), one per player
small markers that fit in the boxes on the game sheet, such as buttons or beans
   (transparent plastic markers work well)

The Way to Play

1 One player stacks the cards facedown in a pile.

2 Player 1 draws two cards. These are the factor cards. The player locates the factors on the top and left side of the game sheet. The player places a marker in the box where the two factors meet (the product) and places the two factor cards in a discard pile. A player may place only one marker per turn.

3 Player 2 takes a turn in the same way.

4 Players continue to take turns. If a product box has been covered, a player may not place another marker on it. If a player is unable to place a marker on a turn, the player places the two factor cards in a discard pile and the turn ends.

5 When all the cards have been played, a player shuffles the discard pile and stacks the cards facedown in a pile.

6 The first player to cover three products in a row—horizontally, vertically, or diagonally—wins.

Example:

Player 1 draws two cards.
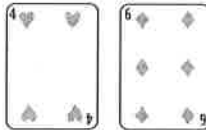
The player locates the factors 4 and 6 and covers the product (24) with a marker.
The player may place the marker on either product box.

Factors and Products Game Sheet

X	1	2	3	4	5	6	7	8	9
1	1	2	3	4	5	6	7	8	9
2	2	4	6	8	10	12	14	16	18
3	3	6	9	12	15	18	21	24	27
4	4	8	12	16	20	24	28	32	36
5	5	10	15	20	25	30	35	40	45
6	6	12	18	(24)	30	36	42	48	54
7	7	14	21	28	35	42	49	56	63
8	8	16	24	32	40	48	56	64	72
9	9	18	27	36	45	54	63	72	81

Factors and Products Game Sheet

X	1	2	3	4	5	6	7	8	9
1	1	2	3	4	5	6	7	8	9
2	2	4	6	8	10	12	14	16	18
3	3	6	9	12	15	18	21	24	27
4	4	8	12	16	20	(24)	28	32	36
5	5	10	15	20	25	30	35	40	45
6	6	12	18	24	30	36	42	48	54
7	7	14	21	28	35	42	49	56	63
8	8	16	24	32	40	48	56	64	72
9	9	18	27	36	45	54	63	72	81

Name _____ Date _____

Factors and Products
Game Sheet

X	1	2	3	4	5	6	7	8	9
1	1	2	3	4	5	6	7	8	9
2	2	4	6	8	10	12	14	16	18
3	3	6	9	12	15	18	21	24	27
4	4	8	12	16	20	24	28	32	36
5	5	10	15	20	25	30	35	40	45
6	6	12	18	24	30	36	42	48	54
7	7	14	21	28	35	42	49	56	63
8	8	16	24	32	40	48	56	64	72
9	9	18	27	36	45	54	63	72	81

FINDING FACTORS GAME BOARD
VERSION 2 (NUMBERS 1–50)

Copy the game board as needed to play the game (one game board for each game).

Player 1's Color _____   Player 2's Color _____

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35
36	37	38	39	40
41	42	43	44	45
46	47	48	49	50

Player 1's Score _____   Player 2's Score _____

The Factor Game

Each player needs a different color marker or crayon. The first player selects a number and circles it; the second player circles all the proper factors of the number in a different color. Play alternates, with the second player then selecting a number and the first circling the factors. Play continues until no factors are left for the remaining numbers. Players add the numbers they circled and the winner is the player with the larger score. Note: It's illegal to circle a number with no factors. Players who make an illegal move may add the number to their score, but lose their next turn to select a number.

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30

3

	0	1	2	3	4	5	6	7	8	9	10
0											
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											

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Addition/Multiplication Table