

2A: Loops & Groups

Names:

[Click this link to spin twice](#)

The first spin tells you how many loops (circles) to draw and the second spin tells you how many shapes to draw in each circle. Then write a multiplication equation with the 2 numbers and solve it. Take turns doing this.

Play 5 rounds and add up your totals after 5 rounds. The player with the highest score wins.

Get a record sheet from your teacher. It looks like this. Use it to draw your loops and groups. Or use the [pattern shapes app](#) to draw them, take a screenshot, and add it here.

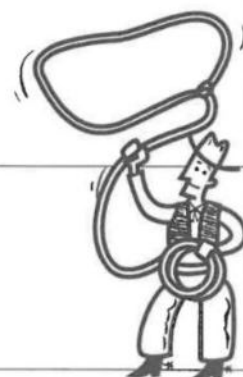


2A Loops & Groups Record Sheet

Player 1 _____ Player 2 _____

For each turn, record your loops and groups. Write a multiplication equation for each turn. Then use the space provided to find the sum of the 5 products.

1st Turn
2nd Turn
3rd Turn
4th Turn
5th Turn
Find the Sum



2A: Frog Jump Multiplication

Names: _____

[Click this link to spin twice](#)

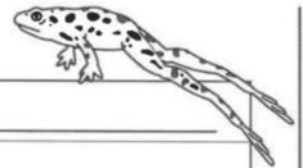
The first spin tells you how many jumps to make and the second spin tells you how much to jump by. Then write a multiplication equation with the 2 numbers and solve it. Take turns doing this.

Play 4 rounds and add up your totals after 4 rounds. The player with the highest score wins.

Get a record sheet from your teacher. It looks like this. Use it to draw your hops. Or use the [number line app](#) to show your hops, take a screenshot, and add it here.

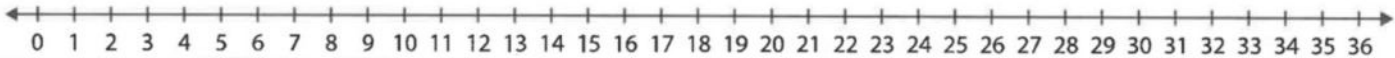


2B Frog Jump Multiplication Record Sheet

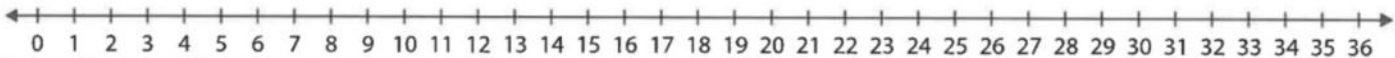


NAME _____

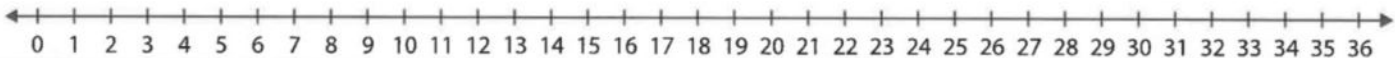
Round 1 _____ jumps of _____ I think I will land on _____ Multiplication equation: _____



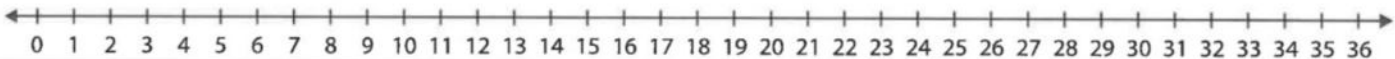
Round 2 _____ jumps of _____ I think I will land on _____ Multiplication equation: _____



Round 3 _____ jumps of _____ I think I will land on _____ Multiplication equation: _____



Round 4 _____ jumps of _____ I think I will land on _____ Multiplication equation: _____



My Score (Add all 4 products.)

My Partner's Score (Add all 4 products)

DATE _____

2D: Doubles Help

Names: _____

[Click this link for the first spinner](#)
[Click this link for the second spinner](#)

[Click this link for the](#)

Spin each spinner. Then write a multiplication equation with the 2 numbers and solve it. Take turns doing this in the correct columns.

Play until one person has written an equation in each column. The player who is the first to do this, wins.

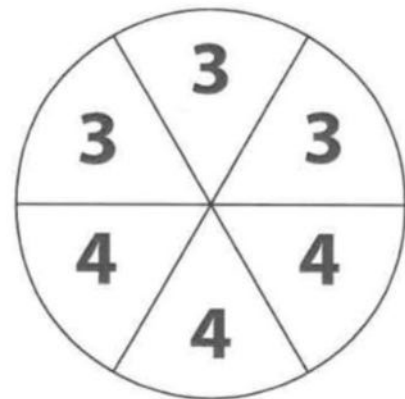
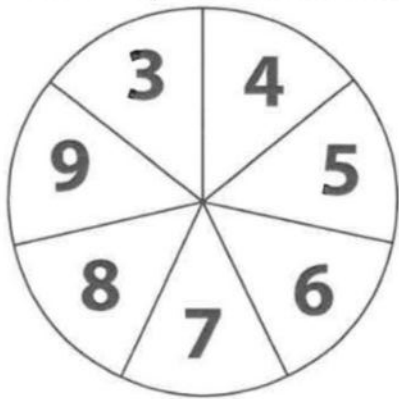
Get a record sheet from your teacher. It looks like this. Use it to write your equations. Or do it on here using different colors for each person playing.

NAME _____

DATE _____



2D Doubles Help Record Sheet



$2 \times 2 =$	$2 \times 3 =$	$2 \times 4 =$	$2 \times 5 =$	$2 \times 6 =$	$2 \times 7 =$	$2 \times 8 =$	$2 \times 9 =$
	$3 \times 2 =$	$4 \times 2 =$	$5 \times 2 =$	$6 \times 2 =$	$7 \times 2 =$	$8 \times 2 =$	$9 \times 2 =$
