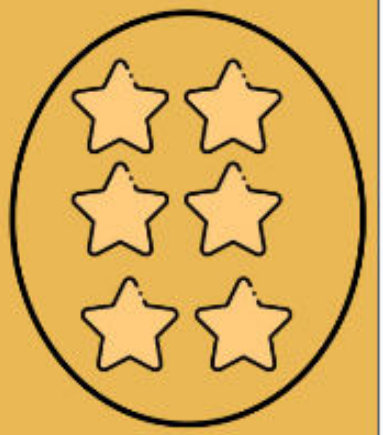
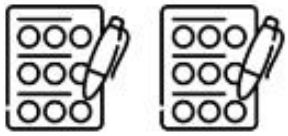
Loops & Groups



Materials:

1 die

recording sheets



Directions:

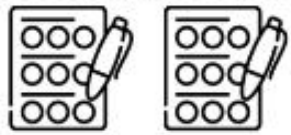
1. Player 1 rolls the die and draws that number of loops on their recording sheet.
2. Player 1 rolls the die again, and draws that number of shapes in each loop.
3. Player 1 records a multiplication equation to represent their picture and finds how many pictures there are in all (their product).
    - For example, if there are 4 loops and 3 pictures in each loop, Player 1 write 4 x 3 = 12.
4. Player 2 then takes their turn.
5. Play continues until you have both played 5 rounds.
6. After 5 rounds, each player adds up all their products, and the player with the highest total wins.

Frog Jump Multiplication

Materials:

1 die

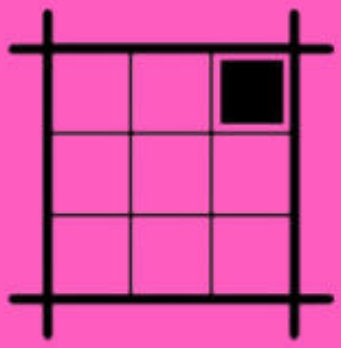
recording sheets



Directions:

1. Player 1 rolls the die for the number of jumps to take. Record it on the recording sheet.
2. Player 1 rolls the die again to find out how big their jumps will be. Then record that on the recording sheet.
3. Player 1 estimates the number they will land on after taking their jumps.
4. Player 1 draws their jumps on the number line.
5. Player 1 record their multiplication equation to show their jumps and their result.
   - Ex: 5 jumps of 4 ---> 5x4 = 20
6. Player 2 takes their turn.
7. Each player will play three rounds. To find your total score, add up the products from each multiplication equation. The player with the highest total wins.

Cover Up



2C

Materials: spinner overlay recording sheets

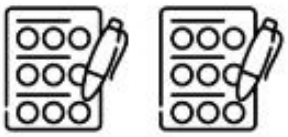
Directions:

1. Players take turns spinning the spinner. The player with the higher number goes first.
2. Player 1 spins both spinners and draws an array with those dimensions on the grid.
3. The player will write the total product on the array as well as an equation under the grid. Remember to explain how you found your product.
4. Then Player 2 will take a turn.
5. Keep playing until each player has four turns.
6. At the end of the game, add all products for each turn. The player closest to 100 wins.

Doubles Help

2D

Materials: spinner overlay recording sheets



Directions:

1. Players work together to complete the Doubles facts in the bottom row on the record sheet.

2. Players take turns spinning the second spinner. The player with the higher spinner goes first.

3. Player 1 spins both spinners to make a multiplication fact.

4. Player 1 solves the multiplication fact and writes an equation for that fact in the column on the sheet that shows the Doubles Fact that can be used to solve it.

5. Players take turns until one player has at least one equation in each column.

6. The first player to write at least one equation in each column wins.