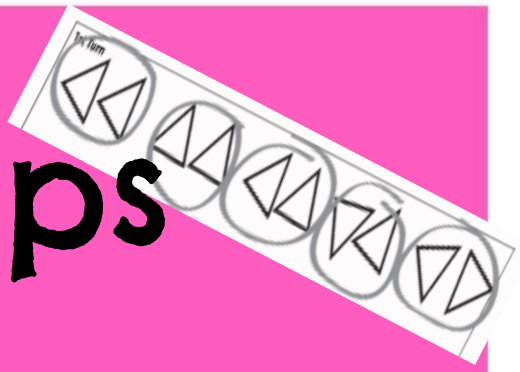
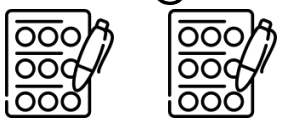
Loops & Groups



2A

Materials: 1 die  Numbered 1-6 pencils  Recording sheets 

Directions:

1. Player 1 rolls die and draws that number of loops. Player 1 rolls a 2nd time and draws that number of shapes in each loop. Player 1 records the multiplication equation represented by the picture.

2. Player 2 repeats step 1, but must use their own record sheet.

3. The game continues for 5 rounds.

4. At the end of the game, each player finds the sum of their products.

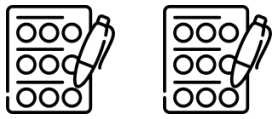
5. The player with the highest total is the winner.

Frog Jump Multiplication

2B

Materials: 1 die pencils recording sheets

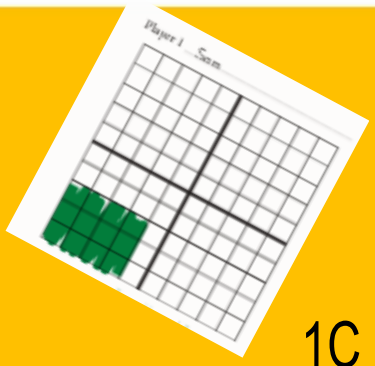
Numbered 1-6



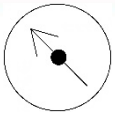
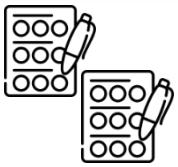
Directions:

1. Player who roles highest number starts.
2. Player 1 rolls die and records____jumps. Player 1 rolls again to record jumps of ____. The 1st number shows how many jumps and the 2nd number shows how big the jumps will be.
3. Player 1 predicts (determines) where they will land.
4. Player 1 makes the jumps and writes a multiplication equation.
5. Players take turns until each player has had four turns.
6. Players add their 4 products. Player with the highest sum is the winner.

Cover up



1C

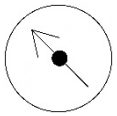
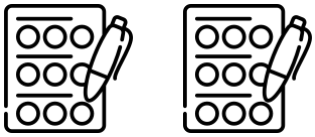
Materials: spinner  recording sheets 

Directions:

1. Player with highest spin goes first.
2. Player 1 spins spinner one then spinner two to get dimensions for an array (ex. 2x6). Player 1 draws an array with those dimensions on their grid
3. Player 1 writes a multiplication equation including the product for their array.
4. Player 2 then repeats steps.
5. Play continues until each player has had 4 turns. (If a player spins dimensions for an array that won't fit on the grid, that player loses that turn)
6. At the end, players add their products. The player closest to 100 is the winner!

Doubles Help

1D

Materials: Spinner  Recording Sheets 

Directions:

1. First, players work together to fill in doubles facts in the bottom row of each record sheet.
2. Player with the highest spin goes 1st.
3. Player 1 spins both spinners to make a multiplication fact.
4. Player 1 solves the fact and writes an equation for the fact in the column that the doubles fact can help (2x3 would go in the 2x2 column – player can use 2X2 to solve 2x3 because it is just one more 2).
5. Players take turns until one player has written at least one equation in each column. If a player spins a fact for a second time, they write the equation below the column.
6. The first player to write at least one fact in each column is the winner.