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

$\times$ ___

Keep It, Toss It

Game for ANY set of multiplication facts

1. Spin the spinner and multiply the number on the spinner by _____.
2. Decide if you want to keep the product or toss it.
3. You can spin a total of 10 times. You can only keep 5 products.
4. Add the 5 products to get your score.

Player's Name: _____   **Player's Name:** _____

Keep It	Toss It
	Add your 5 Keep Its to find your score.

Keep It	Toss It
	Add your 5 Keep Its to find your score. ←

Multiplication Bingo Directions (for ANY multiplication fact):

1. Write multiples of _____ in the boxes on the bingo game board. Some multiples can be written more than once.
2. Spin the spinner and multiply the number on the spinner by _____.
3. Cover the product that matches on your game board.
4. Only 1 number can be covered during a turn.
5. The first player to cover a row vertically, horizontally, or diagonally wins.

Multiplication BINGO

Beat the Calculator

✪ Spin the spinner 2 times (see page 1).

✪ Write each number on a white board or paper in the format on the next page.

✪ Take turns doing the following:

Mental Math	Calculator
Player 1 chooses a round and spins the spinner.	Player 2 has the calculator ready.
Player 1 multiplies the 2 **factors** (2 numbers you spin) mentally and says the **product** (answer) with the correct # of zeros.	Player 2 tries to be faster than player one by typing both **factors** into the calculator to multiply and find a **product** quicker.
Whoever is faster, wins that round & gets 1 point. **You can choose to switch roles.**	
Player 2 chooses a round and spins the spinner.	Player 1 has the calculator ready.
Player 2 multiplies the 2 **factors** (2 numbers you spin) mentally and says the **product** (answer) with the correct # of zeros.	Player 1 tries to be faster than player one by typing both **factors** into the calculator to multiply and find a **product** quicker.

Make a "Beat the Calculator" Recording Sheet

Round 1: ___0 x ___ = ?

Round 2: ___ x ___0 = ?

Round 3: ___0 x ___0 = ?

Example Rounds:

Round 1: spins 3 and 2 → 30 x 2 = ?

Round 2: spins 7 and 4 → 7 x 40 = ?

Round 3: spins 9 and 5 → 90 x 50 = ?

Top-it
(This game is similar to the regular card game "war" - see rules below)

- Shuffle a deck of <u>single digit</u> cards.
- <u>Divide the deck of cards evenly</u> between two players with the numbers face down.
- Each round <u>both players</u> flip over 2 cards.
- They must each <u>multiply</u> the numbers.
- Whoever has the biggest <u>product</u> (answer) wins all of the cards for that round.
- If the answers are equivalent you have a "war". This means both players should lay down 4 additional cards and find a new answer for the last 2 cards to see who gets to keep ALL the cards played during that round.

The Product Game

<u>Materials</u>:
- Game board
- 2 <u>different</u> sets of game pieces (see ideas below)
  - 2 different types of cereal
  - 2 different color bits of paper
  - 2 different coins
- 2 paperclips or other marker to move along the bottom of the board.

<u>Rules</u>:
1. Player 1 puts a paper clip on 2 **factors** along the bottom of the game board & multiplies them to cover the **product** (answer) with their game piece.
   - ➤ The first turn is the only turn anyone will move TWO paper clips along the bottom.
2. Player 2 gets to move ONE paper clip to a different **factor** OR put them both on the same **factor**. Then they multiply the 2 clipped **factors** in order to cover the **product** (answer) on the grid with their game piece.
3. Next it is Player 1's turn to move ONE of the paperclips (**factors**) to make a new **product**. Player 1 covers the new answer (**product**) with their game piece. The it is player 2's turn to do this etc.
4. Players continue to take turns moving ONE paperclip and then covering the **product**.
   - ➤ If a **product** is already marked, the player does NOT get to mark anything for that turn.

The winner is the first person to mark 4 **products** in a row (up, down, across or diagonal) – similar to the game "connect 4".

Play the "Product Game" online @ https://www.nctm.org/Classroom-Resources/Illuminations/Interactives/Product-Game/ or use the game board below.

The Product Game

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

Factors:

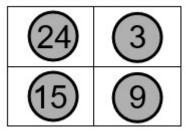| 1	2	3	4	5	6	7	8	9

Corners Directions (to practice 3's):
1. The player who spins the lowest number goes first.
2. Players take turns spinning the spinner (see page 1) and multiplying the number by 3.
3. They find a space on the board with that product and place their counter or chip on it.
4. The first player to make the corners of a square wins.

Corners

3	6	15	30	21	3	12	6
15	27	24	12	9	9	30	24
12	21	6	18	27	6	27	12
6	24	30	9	21	18	24	9
15	21	6	15	12	15	6	15
27	21	27	6	24	3	27	24
18	30	12	18	15	9	21	6
3	27	30	3	6	27	3	27
18	12	9	24	9	18	24	18

Example of corners:

(24)	(3)
(15)	(9)

Fancy Fours

1. Players take turns spinning the spinner (see page 1) and multiplying the number by 4.
2. Record the number and the product (x's answer) in one of your rows.
3. After 3 rolls, add your products. The player with the greatest sum (+ answer) wins the round.
4. The first player to win 2 rounds wins the game.

Name: _____   Name: _____

Round 1

4 × ____ = _____	4 × ____ = _____
4 × ____ = _____	4 × ____ = _____
4 × ____ = _____	4 × ____ = _____
My Sum _____	My Sum _____

Round 2

4 × ____ = _____	4 × ____ = _____
4 × ____ = _____	4 × ____ = _____
4 × ____ = _____	4 × ____ = _____
My Sum _____	My Sum _____

Round 3

4 × ____ = _____	4 × ____ = _____
4 × ____ = _____	4 × ____ = _____
4 × ____ = _____	4 × ____ = _____
My Sum _____	My Sum _____

Capture

1. Players take turns spinning the spinner (see page 1) and multiplying the number by 6.
2. Cover a space that matches the product.
3. If there are no matching spaces left, the player loses his or her turn.
4. The player who has captured the most spaces at the end wins.

CAPTURE 6	CAPTURE 42	CAPTURE 12	CAPTURE 48
CAPTURE 18	CAPTURE 54	CAPTURE 24	CAPTURE 60
CAPTURE 30	CAPTURE 36	CAPTURE >30	CAPTURE <30

Missing Numbers

- Take turns spinning the spinner (see page 1)
- Record the digit you spin on one of the lines to complete a multiplication fact.
- After completing the fact, read the fact to your opponent.
- If the digit card can't be used you lose your turn.
- The first player to complete every equation on their own side wins.

$7 \times \underline{} = 7$

$7 \times 2 = 1\underline{}$

$\underline{} \times 3 = 21$

$7 \times \underline{} = 28$

$7 \times \underline{} = 35$

$\underline{} \times 6 = 42$

$7 \times 7 = 4\underline{}$

$7 \times 8 = 5\underline{}$

$7 \times \underline{} = 63$

$7 \times \underline{}0 = 70$

$\underline{} \times 7 = 7$

$\underline{} \times 7 = 14$

$3 \times \underline{} = 21$

$4 \times 7 = 2\underline{}$

$\underline{} \times 7 = 35$

$7 \times \underline{} = 42$

$\underline{} \times 7 = 49$

$\underline{} \times 7 = 56$

$9 \times 7 = \underline{}3$

$10 \times 7 = 7\underline{}$

1. Spin 3 times (see page 1) & multiply by 8.
2. Write the 3 products (answers) on your score sheet.
3. Choose 2 of the products to add 2 to get a sum close to 80.
4. The player closest to 80 wins the round. (It can be above or below 80)
5. The first player to win 2 rounds wins the game.

Target 80

Player 1

Round 1

3 products: _____ _____ _____

Products added _____ + _____

Sum: _____

Closest to 80: **Yes** or **No**

Round 2

3 products: _____ _____ _____

Products added _____ + _____

Sum: _____

Closest to 80: **Yes** or **No**

Round 3

3 products: _____ _____ _____

Products added _____ + _____

Sum: _____

Closest to 80: **Yes** or **No**

Player 2

Round 1

3 products: _____ _____ _____

Products added _____ + _____

Sum: _____

Closest to 80: **Yes** or **No**

Round 2

3 products: _____ _____ _____

Products added _____ + _____

Sum: _____

Closest to 80: **Yes** or **No**

Round 3

3 products: _____ _____ _____

Products added _____ + _____

Sum: _____

Closest to 80: **Yes** or **No**

Nine Cross

1. Spin the spinner (see page 1) & multiply by 9.
2. Write the product in the correct space on your game board.
3. The first person to complete a row or column wins.
4. Look for patterns in the answers to the 9's. Do you notice anything about the 2 digits?

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