Multiplication Activities

Rock ‘n Roll

You will need:

- Number cube labeled 1-6
  (A template to make a cube is at the back of this packet.)
- 36 counters

- Paper
- Pencil

Preparation:

- None

How to Play:

- The first player rolls the number cube to find out how many groups of counters to make, then rolls again to find out how many counters to put in each group.

  Example: If a player rolls a 2 and then a 5, he or she makes 2 groups with 5 counters in each group.

- After the group is made, the player finds the total number of counters and then writes a multiplication sentence.

- Players take turns rolling the number cube, making the groups, and writing the multiplication sentences.
Multiplication Activities

Flip It

You will need:

- A deck of playing cards

Preparation:

- Remove the jokers and face cards from the deck of playing cards.
- Shuffle the cards.

How to Play:

- One player deals out all the cards face-down.
- Each player flips over a card from his or her pile.
- Players call out the product of the two numbers flipped over.
- The first player to call out the correct answer gets to collect the two flipped-over cards.
- If a player calls out the wrong answer, the other player gets the cards.
- Play continues until all the cards have been flipped over.
- The winner is the player with the most cards at the end.


Multiplication Activities

Dots

You will need:
- Die
- Paper
- Pencil

Preparation:
- None

How to Play:
- The first player rolls the die and says the number rolled.
- Player 1 draws that number of circles on the paper.
- Player 1 rolls the die again and says the number rolled.
- Player 1 draws that number of dots in each circle.
- Player 1 writes a multiplication sentence to match the drawing.

Example:
Player rolls a 2 and draws 2 circles.
Player rolls a 4 and draws 4 dots in each circle.
Player writes \(2 \times 4 = 8\).

- Player 2 continues the game.
- After 5 rounds, total all of the dots. The player with the most dots wins.
Multiplication Activities

Multiplication Egg-o

You will need:

- Empty egg carton
- Counters
- Marker
- Paper
- Pencil

Preparation:

- Write numbers from 0 to 10 in the cups of the egg carton, using a marker. You will need to write one of the numbers two times.

How to Play:

- Player 1 puts two counters in the egg carton, closes the carton, and shakes.
- Player 1 opens the carton to see where the counters landed.
- Player 1 multiplies the two numbers to find the product.
- Player 1 records the number on paper.
- The next player takes a turn.
- At the end of each round, the player who has the highest product for that round earns one point.
- The winner is the first player to earn 5 points.
**Multiplication Activities**

**Dicey Times**

**You will need:**
- Paper
- Pencil
- 2 dice

**Preparation:**
- None

**How to Play:**
- Player 1 throws two dice. On a piece of paper, the player records the amounts shown on the dice by drawing a simple picture.

  **Example:**
  *When 2 and 3 are rolled, the player draws 2 groups of 3 things, such as 2 rows with 3 triangles in each row. Then the player writes $2 \times 3 = 6$ under the picture.*

- Player 2 repeats the activity.

- After each player has had six turns, each player adds the six totals. The winner is the player with the largest total.
Multiplication Activities

War

You will need:
- A deck of playing cards

Preparation:
- Players will need to identify the values of these cards:

  \[
  \begin{align*}
  Ace &= 1 \\
  Jack &= 0 \\
  Queen &= 11 \\
  King &= 12 \\
  \end{align*}
  \]

How to Play:
- Players shuffle the cards, then deal them out evenly. Players stack cards face-down in front of themselves.

- Both players turn over the top card at the same time. They multiply the numbers on the two cards and then shout out the answer. The winner puts both cards in his or her winning pile.

- If a tie occurs, players keep turning cards until someone wins the pile.

- When all of the cards have been played, players count their cards. The winner is the player with the most cards.
**Multiplication Activities**

**Box-It**

**You will need:**
- Graph paper with 1/4-inch squares
- Pencil
- One die

**Preparation:**
- None

**How to Play:**
- The object of the game is to draw the biggest box.
- Players take turns rolling the die. The first throw determines how long the box will be.
- The second throw decides how high the box will be.

**Example:**
*Player rolls a 5, then draws a line that is five boxes long on the graph paper.*
*Player then rolls a 3 and draws a line that is three boxes high, connecting it to one end of the first line.*
*Player draws the lines that will complete the box.*

- The winner is the player with the biggest box. To double-check the size of the boxes, count the number of squares inside. Then *multiply* the first number by the second number.
Multiplication Activities

The Product Game

You will need:
- 2 markers to cover numbers at the top of the game board
- Game board (Game board is in back of this packet.)
- Markers for players to cover products (Or players may cross out with an “X” and “O.”)

How to Play:
- Game is for two players.
- Players alternate turns.

Game #1
- The first player covers two numbers at the top of the board with markers and then covers the product with a marker.
- At each succeeding turn, each player may move either one or two markers at the top of the board, and the player covers the corresponding product with a marker.
- The first player to get four in a row wins.

Game #2
- The first player covers two numbers at the top of the board with markers and then covers the product with a marker.
- At each succeeding turn, each player may move only one marker at the top of the board, and the player covers the corresponding product with his or her marker.
- The first player to get four in a row wins.
Multiplication Activities

Mirror, Mirror

You will need:
- A set of like objects (paper clips, counters, etc.)
- Small mirror
- Paper
- Pencil

Preparation:
- None

How to Play:
- Player places a set of like objects on the table (such as 4 paper clips or 7 pencils).
- Player holds the mirror in front of the objects to see the reflected image.
- Player counts how many objects there are in all (those on the table and those in the mirror).
- After each set of objects is counted, the player writes the multiplication sentence that matches the problem.

Example:
Player has 4 objects. The mirror reflects 4 objects. There are two groups of 4, so the multiplication sentence would be written as $2 \times 4 = 8$. 
Pass the Peas, Please!

You will need:
- Plastic cup
- Dried peas
- Game board (Game board is in back of this packet.)
- Paper
- Pencil

Preparation:
- Make a game board on sturdy paper. Draw four columns of four rows, as shown below.
- Write numbers from 0 to 9 in the squares on the game board. Some numbers can be repeated.

How to Play:

<table>
<thead>
<tr>
<th>5</th>
<th>8</th>
<th>0</th>
<th>2</th>
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<tbody>
<tr>
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<td>4</td>
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<tr>
<td>9</td>
<td>1</td>
<td>5</td>
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</tbody>
</table>

- Each player begins by writing 100 on his or her paper.
- The dried peas are placed in the cup. Player 1 tosses the peas onto the game board.
- Player 1 multiplies the two numbers that the peas land on.
- Player 1 subtracts the product from 100 and records the remaining difference on his or her paper.
- Player 2 takes a turn.
- In the following turns, players subtract the products of the two numbers from the remaining number on their paper.
- The first player to reach zero wins.
Cross-Line Multiplication

You will need:
- Paper
- Pencil

Preparation:
- None

How to Play:
- For a given multiplication fact, draw rows and columns for the numbers.
- Count the number of intersections (line crossings) to find the answer to the problem.

Examples:

3 x 4 = 12
There are 3 lines down and 4 lines across.

3 x 5 = 15
There are 3 lines down and 5 lines across.
**Spin a Product**

**You will need:**
- Spinner (See How to Make a Spinner at back of this packet.)
- Paper
- Pencil
- Paper clips

**Preparation:**
- Cut out the spinner.
- Assemble the spinner with the pencils and paper clips.

**How to Play:**
- Players take turns spinning the spinner two times.
- The two numbers that the spinner lands on are multiplied.
- Players write the answers on paper to keep score. Answers (products) are added with each turn.
- The first player to reach a predetermined number wins.

**Variation:**
- Use the game format to practice addition facts. The two numbers can be added instead of multiplied.
Multiplication Activities

Corner Count

You will need:
- Paper
- Pencil
- Scissors

Preparation:
- Cut out ten 3” x 3” squares.
- Label each square with one of these numbers: One, two, three, four, five, six, seven, eight, nine, and ten

How to Play:
- Begin with the square marked one. Turn the square over and count the corners. The square has four corners, so write a 4 on it.

  One square has four corners, so \(1 \times 4 = 4\).

- Find the square marked two, and turn it over. Count the corners on the square, and add them to the corners of the first square. (Start counting at 5 on the second square.) Put an 8 on the square.

  Two squares have eight corners, so \(2 \times 4 = 8\).

- Continue with the remaining squares to find the products of the 4s times table.
Directions to make a cube
1. Label squares 1 to 6; 2. Cut along edges; 3. Fold along the interior lines to make a cube; 4. Glue the tabs into place.
## The Product Game

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HOW TO MAKE A SPINNER

Materials Needed:

- 8” x 11” piece of tag board (can be from a cereal box) or cardboard (can be from a corrugated box)
- Glue and scissors
- Paper clip
- Pencil

Directions:

Cut out the circle below and glue it to tag board/cardboard. Place the end of the paper clip on the center dot of the circle. Place the point of the pencil on the center dot inside the paper clip so that the paper clip can spin freely around the pencil and land on one of the numbers in the circle.