Multiplication Race 1

What You Need

- 2 game markers
- Factor Cards
- Multiplier Cards
- Game Board

What You Do

- **1.** Place the **Factor Cards** and **Multiplier Cards** facedown in two piles.
- 2. Take turns. Begin with your game marker at START on the **Game Board**. Pick one card from each pile.
- **3.** Find the product. Your partner checks your answer. If you are correct and your gray card is 5 or 10, then move forward two spaces. If you are correct and your gray card is 0, 1, or 2, then move forward one space. If you are not correct, move back one space.
- **4.** When you land on a space with words, follow the directions. A Free Turn means you go again before your partner's turn.
- **5.** The winner is the first one to make it to FINISH.
- 6. Shuffle each set of cards. Play again.





I can multiply the factor and multiplier in any order and the product will be the same.



Go Further!

Each player picks one **Factor Card** and one **Multiplier Card**. Each player finds the product of the two cards. The player with the greater number moves forward one space.



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				MOVE AHEAD 2 SPACES		۲ ۲ ۲ ۲ ۲ ۲ ۲ ۲ ۲ ۲ ۲
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Center Activity 3.8 **

Use a Related Fact

What You Need

- 7 game markers in one color for Partner A
- 7 game markers in another color for Partner B
- Game Board

What You Do

- 1. Take turns. Pick a fact on the Game Board.
- 2. Write a related fact below it.
- **3.** Complete the first fact.
- **4.** Your partner checks your work.
- **5.** If your work is correct, cover that box with your game marker. If not, your turn ends.
- **6.** The first player with three game markers in a row wins.

Check Understanding Solve $48 \div \Box = 6$. Explain how a multiplication equation can help you.



Go Further!

Choose a fact from the **Recording Sheet.** On a separate sheet of paper, write two different related facts. Exchange papers with your partner to check.



Partner A	
Partner B	

Use a Related Fact

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₩ 7 × = 28	40 ÷ = 8	× 4 = 24 🙀
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Find the Missing Number

What You Need

- number cards (3–7)
- Recording Sheet

What You Do

- Take turns. Place all the cards facedown. Choose two cards as factors. Don't show them to your partner! If the two cards have already been used together, trade one card in and pick another.
- **2.** Think of the multiplication fact that uses the two numbers as factors. Pick any two of the three numbers from that fact.
- **3.** Fill in a multiplication and a division fact on the **Recording Sheet**, using only those two numbers.
- 4. Your partner completes each fact.
- 5. Check. Then put the cards back.
- 6. Repeat until each partner has had three turns.

Z	Check Understanding	
Wha	at fact can you	
use	to solve	
24 ÷	- 🗆 = 6?	

Example			
5	3		
5 × = 15			
15 ÷ 5 =			

Go Further!

Choose a pair of facts from the **Recording Sheet.** On another sheet of paper, write the other two facts that belong to the same fact family. Exchange papers with your partner to check.



Partner B

Find the Missing Number



Where does the greatest number go when you write a multiplication fact? Where does the greatest number go when you write a division fact?

