36 Number Facts (expert)

Write the answers in the boxes below.

											12 x 12
										11 x 11	11 x 12
									10 x 10	10 x 11	10 x 12
								9 x 9	9 x 10	9 x 11	9 x 12
							8 x 8	8 x 9	8 x 10	8 x 11	8 x 12
						7 x 7	7 x 8	7 x 9	7 x 10	7 x 11	7 x 12
					6 x 6	6 x 7	6 x 8	6 x 9	6 x 10	6 x 11	6 x 12
				5 x 5	5 x 6	5 x 7	5 x 8	5 x 9	5 x 10	5 x 11	5 x 12
			4 x 4	4 x 5	4 x 6	4 x 7	4 x 8	4 x 9	4 x 10	4 x 11	4 x 12
		3 x 3	3 x 4	3 x 5	3 x 6	3 x 7	3 x 8	3 x 9	3 x 10	3 x 11	3 x 12
	2 x 2	2 x 3	2 x 4	2 x 5	2 x 6	2 x 7	2 x 8	2 x 9	2 x 10	2 x 11	2 x 12
1 x 1	1 x 2	1 x 3	1 x 4	1 x 5	1 x 6	1 x 7	1 x 8	1 x 9	1 x 10	1 x 11	1 x 12

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1 x 1	1 x 2	1 x 3	1 x 4	1 x 5	1 x 6	1 x 7	1 x 8	1 x 9	1 x 10	1 x 11	1 x 12

2×2	4

2×3 3×2	6

2×4 4×2	8

2×5 5×2	10

2×6 6×2	12

2×7 7×2	14

2×8 8×2	16

2×9 9×2	18

3×3	9

3×4 4×3	12

3×5 5×3	15

3×6 6×3	18

3×7 7×3	21

3×8 8×3	24

3×9 9×3	27

4×4	16

4×5 5×4	20

4×6 6×4	24

4×7 7×4	28

4×8 8×4	32

4×9 9×4	36
5×5	25
5×6 6×5	30
5×7 7×5	35

5×8 8×5	40

5×9 9×5	45

6×6	36

6×7 7×6	42

6×8 8×6	48

6×9 9×6	54

7×7	49

7×8 8×7	56

7×9 9×7	63

8×8	64

8×9 9×8	72

9×9	81

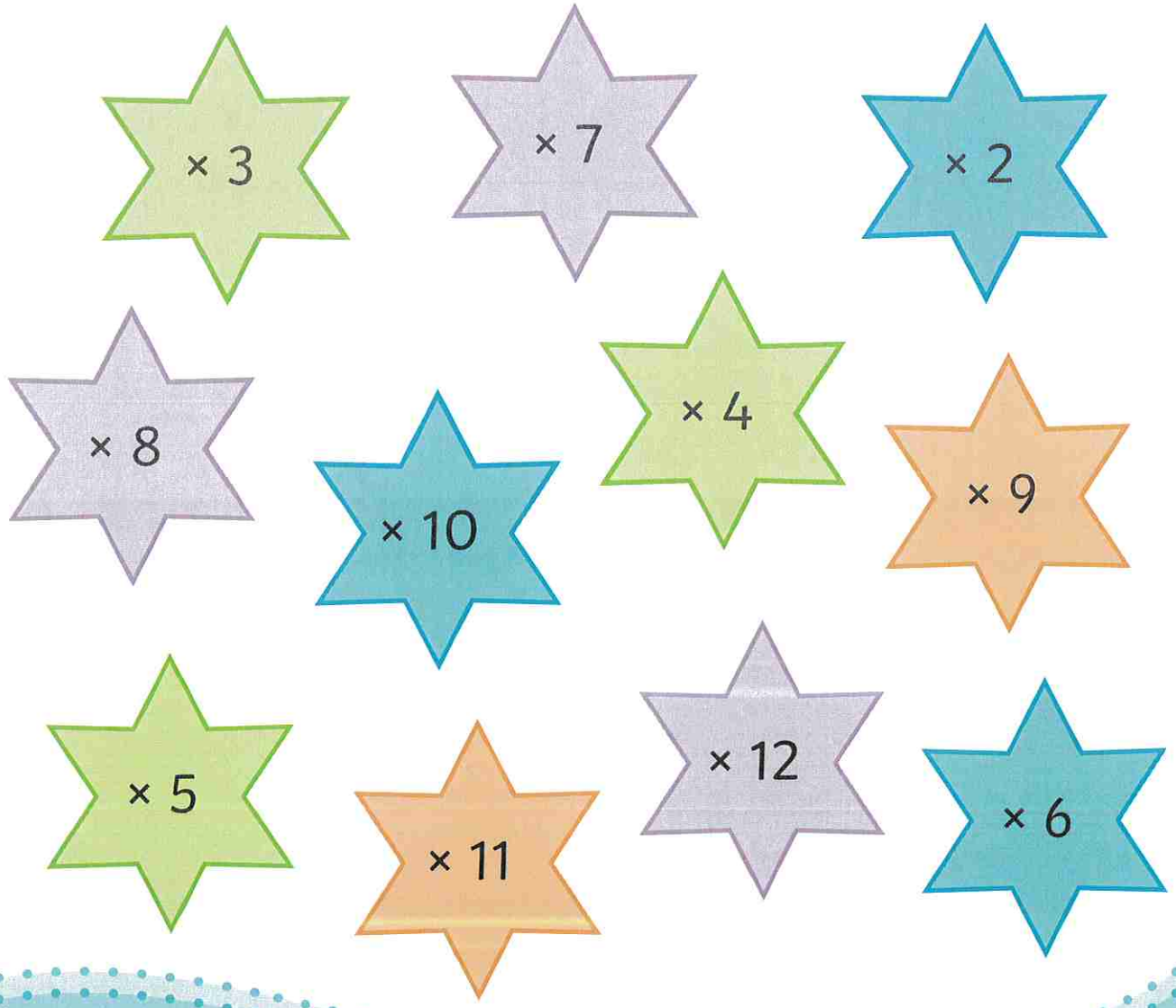
Greatest Total

You will need:

Players: 2

- 2 dice
- 11 counters
- whiteboard and pen

1) Roll the two dice and find the total.
2) Then, choose a star to multiply the total shown on the dice by.
3) Write your answer on a whiteboard.
4) Once you have used a star, cover it up with a counter as it cannot be used again.
5) Continue play until all the stars have been used.
6) Add together all of the answers on your whiteboard. The player with the greater total is the winner.



Four-in-a-Row

Multiplication up to 10 × 10

Players: 2

You will need:

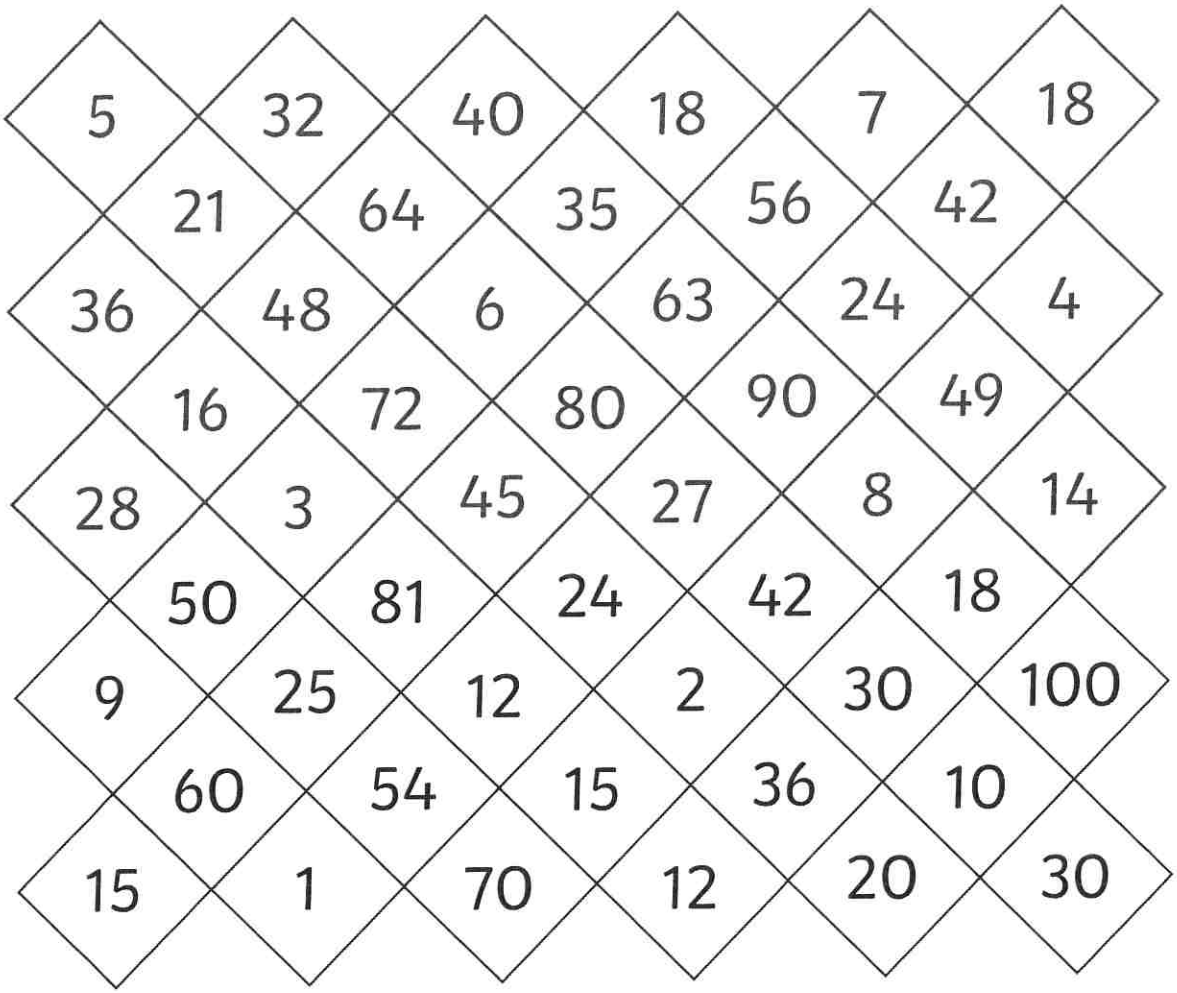
- 2 dice (1 to 10)
- a different coloured crayon for each player

1) Roll the two dice and multiply the two numbers.

2) Then, find the answer on the grid and colour it in your chosen colour to 'claim it'.

3) If an answer has already been claimed, play passes to the next player.

4) Continue play until a player gets four-in-a-row, diagonally, to win the game.



How Many Boxes?

Multiplication up to 10 × 10

You will need:

Players: 1 or 2

- 2 dice (1 to 10)
- a different coloured crayon for each player

1) Roll the two dice and multiply the two numbers.
2) Then, find the answer on the grid and use your chosen colour to join the dots on one edge of the box.
3) The player who joins the dots to draw the final edge to complete the box writes their initials inside to 'claim it'.
4) If your answer has already been claimed, play passes to the next player. The winner is the player who 'claims' the most boxes.

2	36	5	16	28	12	10	49
27	50	4	35	3	7	81	32
20	42	72	18	64	48	8	60
81	6	30	24	60	9	80	21
45	15	63	40	12	90	54	100
14	20	24	56	9	70	25	18

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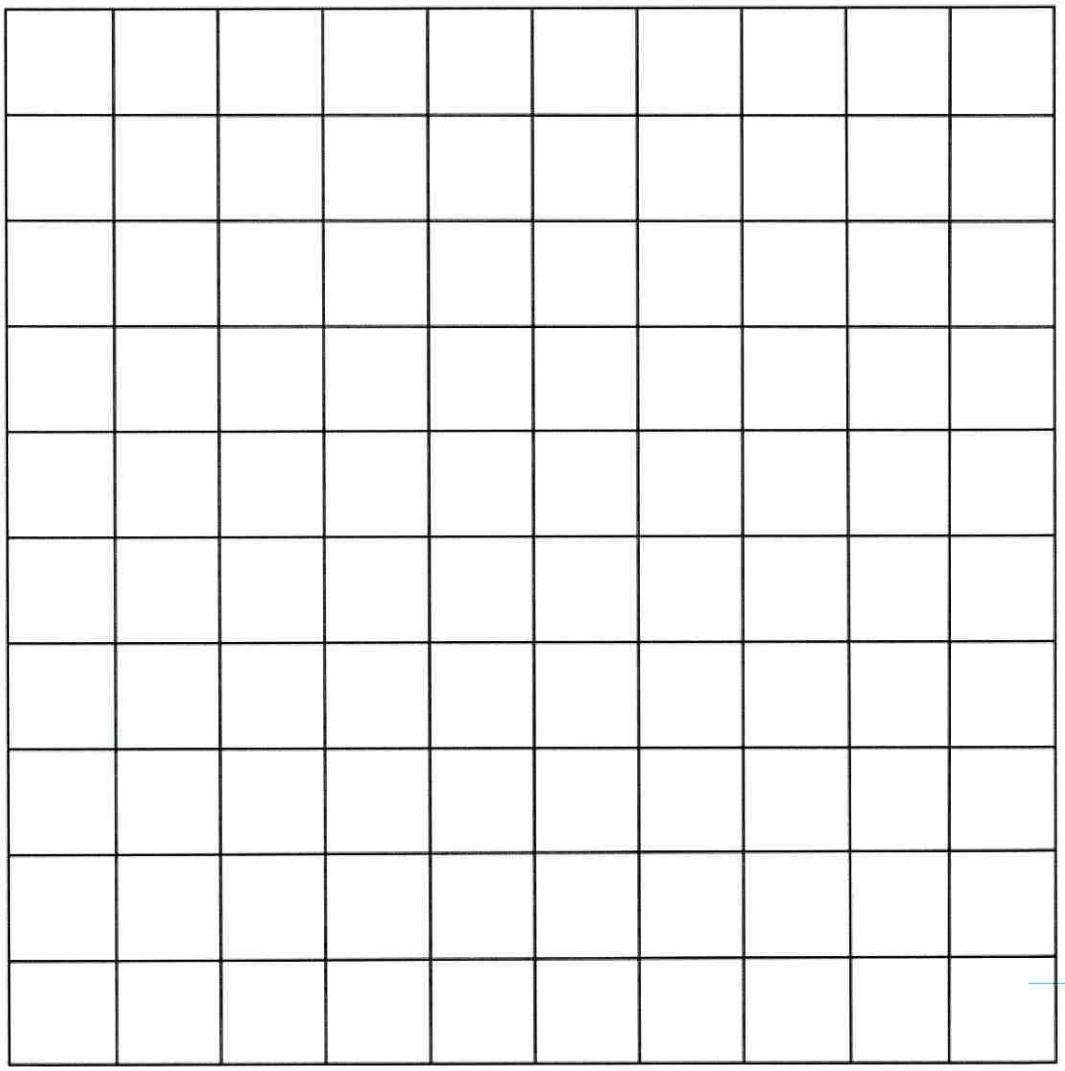
at Stanford University

How Close to 100?



1. _____ x _____ = _____
2. _____ x _____ = _____
3. _____ x _____ = _____
4. _____ x _____ = _____
5. _____ x _____ = _____
6. _____ x _____ = _____
7. _____ x _____ = _____
8. _____ x _____ = _____
9. _____ x _____ = _____
10. _____ x _____ = _____

FLIP IT & TIMES IT DIRECTIONS

MATERIALS/RESOURCES:

- ☑ Printed Multiplication boards (laminate if needed)
- ☑ Counters
- ☑ Playing Cards (remove face cards) or Uno Cards (numbers and wild card for 10s)

DIRECTIONS:

01 GROUP STUDENTS

Group students based on their skill level and mastery of their multiplication facts.

02 FLIP THE CARDS

Have students take turns flipping over the cards. Who ever multiplies the numbers first will cover the answer with their counter.

03 WHEN DO YOU WIN?

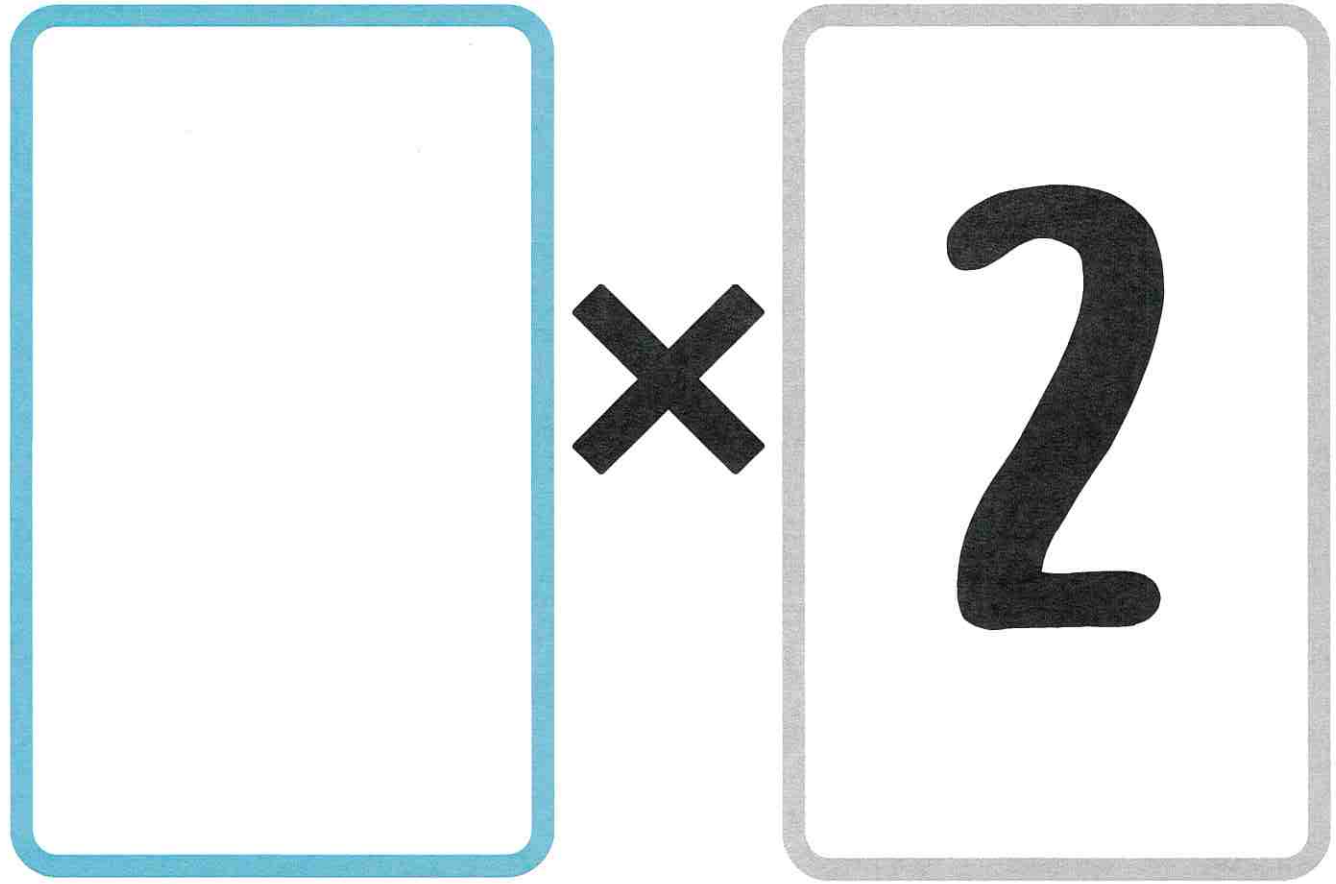
You can choose how you want students to be able to win the game based on their levels:

- when students cover more answers (they answered 7/10 correctly and their partner got 3/10)
- when a student wins the game 2-3 times

HELPFUL TIPS

- If students tie have them do "rock, paper, scissors" to see who wins
- If students call out the same answer have them so rock, paper, scissors to see who gets to put their counter down
- Have a multiplication chart available if students need it

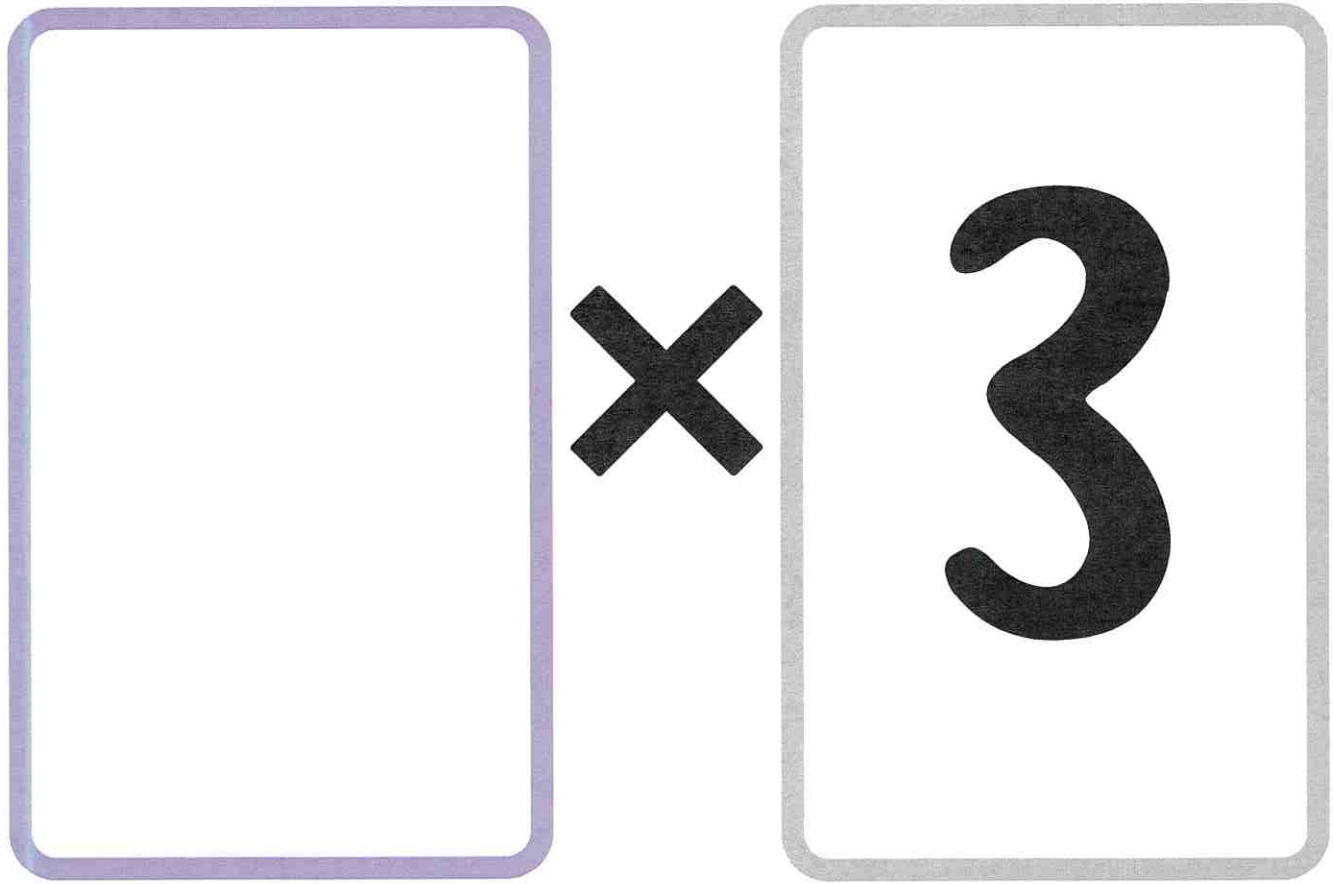
FLIP IT & *times it*



2 4 6 8 10

12 14 16 18 20

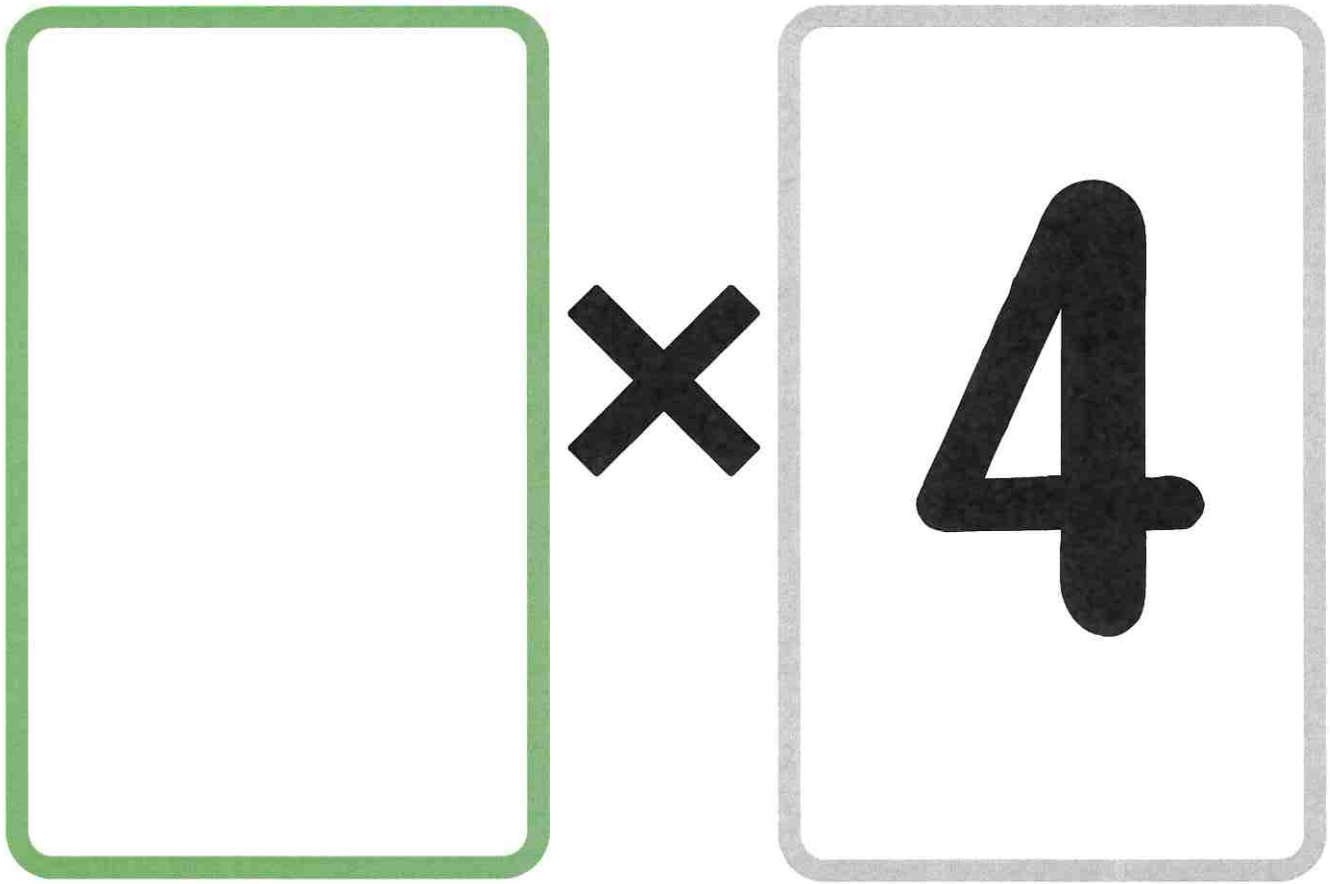
FLIP IT & *times it*



3 6 9 12 15

18 21 24 27 30

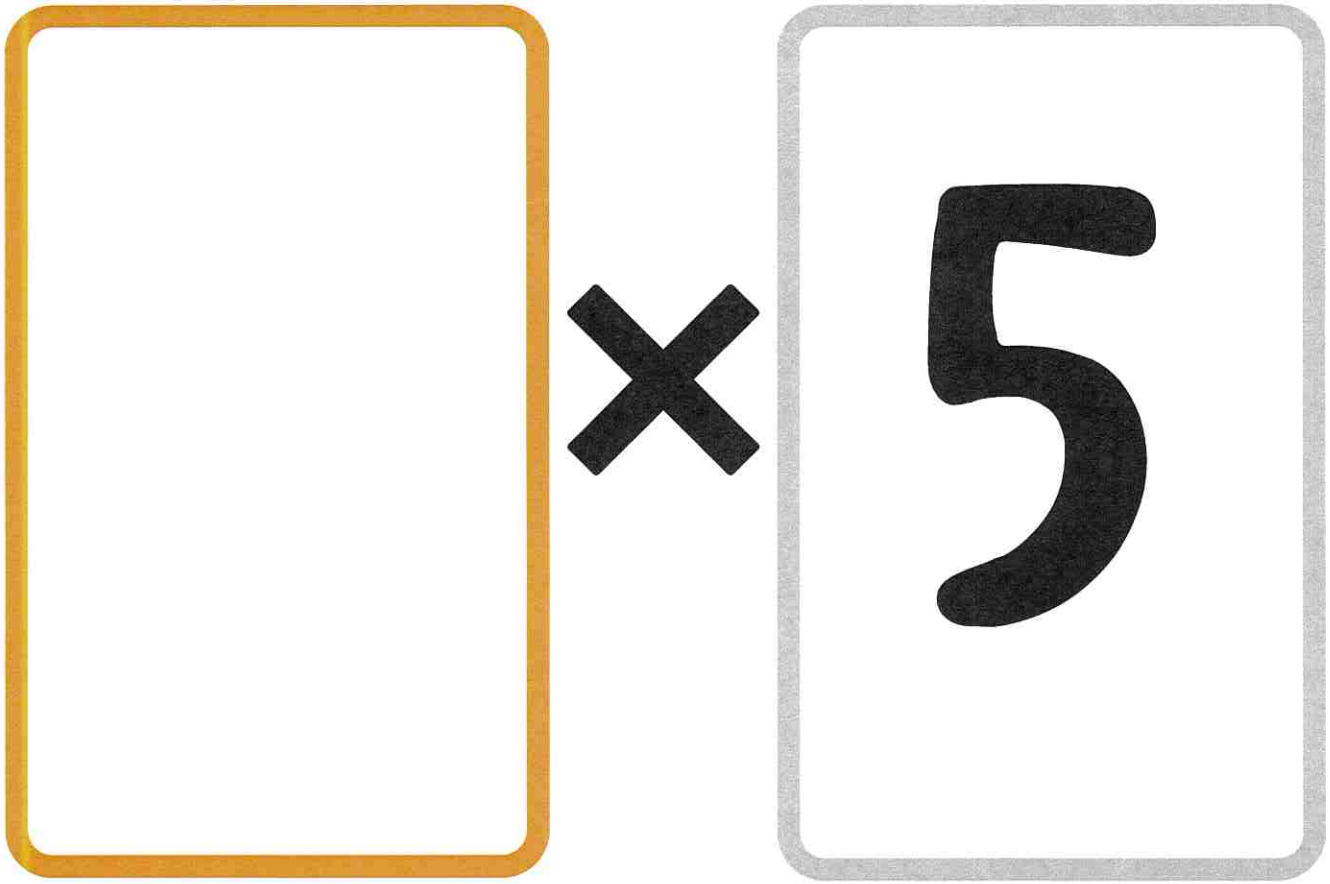
FLIP IT & *times it*



4 8 12 16 20

24 28 32 36 40

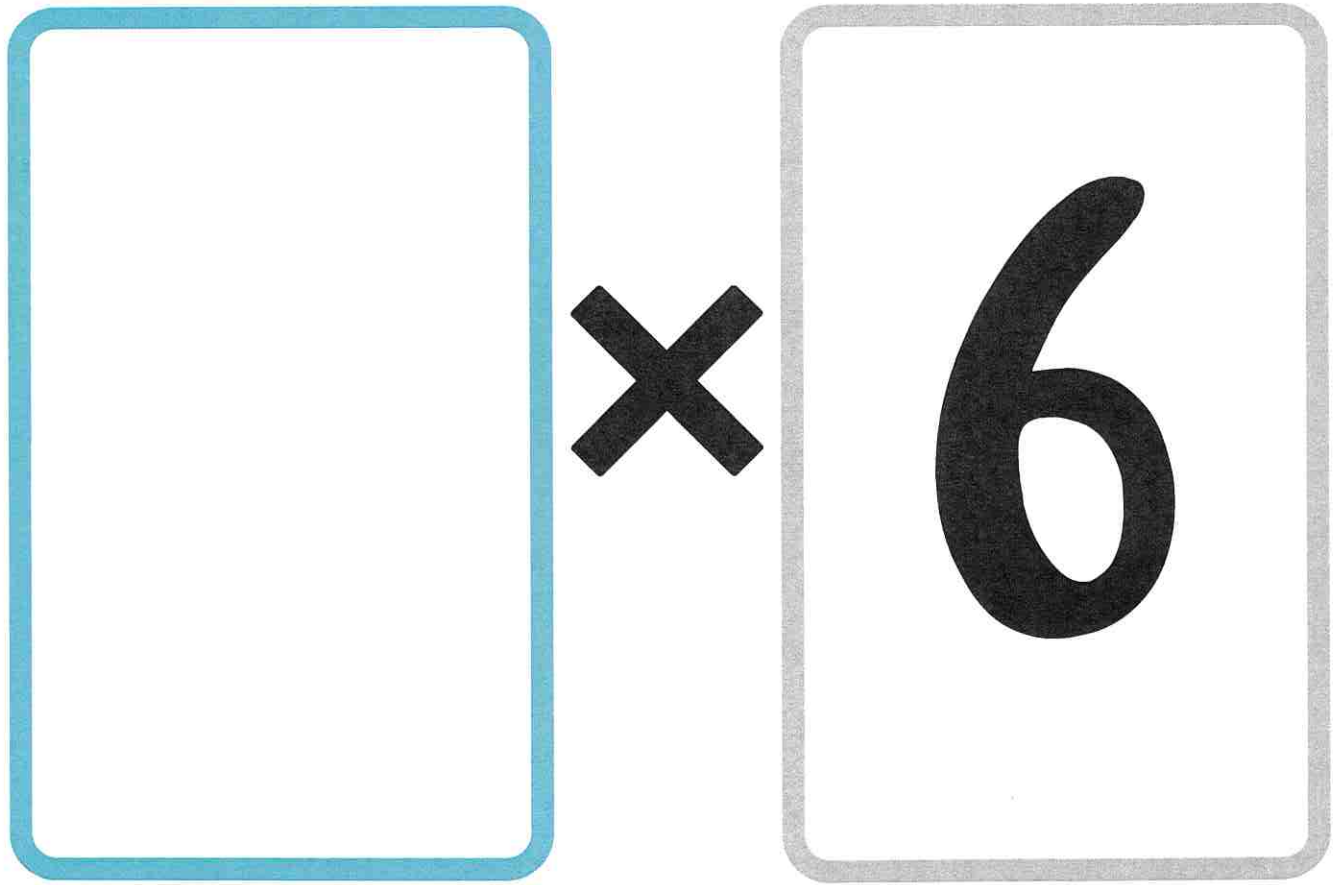
FLIP IT & *times it*



5 10 15 20 25

30 35 40 45 50

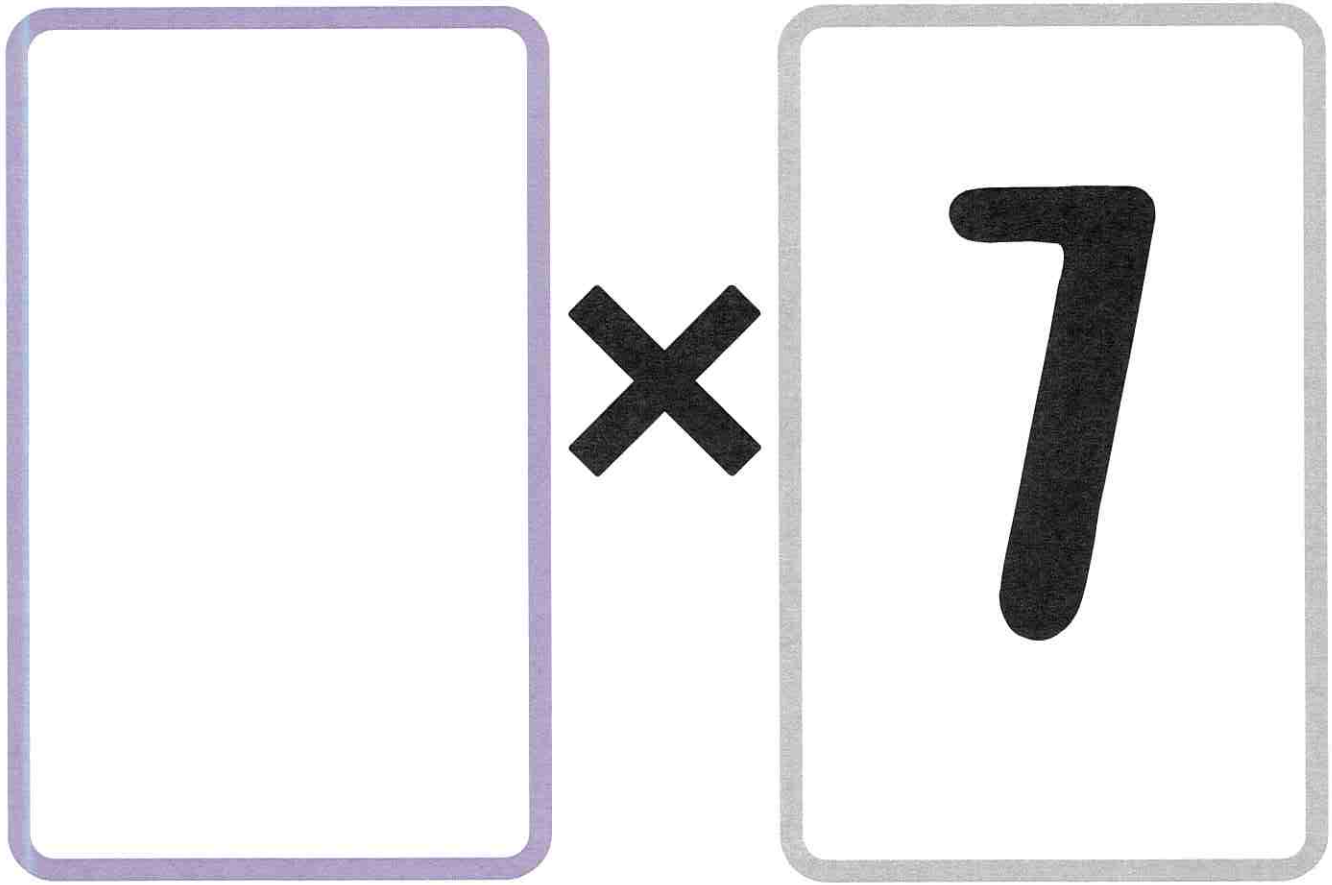
FLIP IT & times it



6 12 18 24 30

36 42 48 54 60

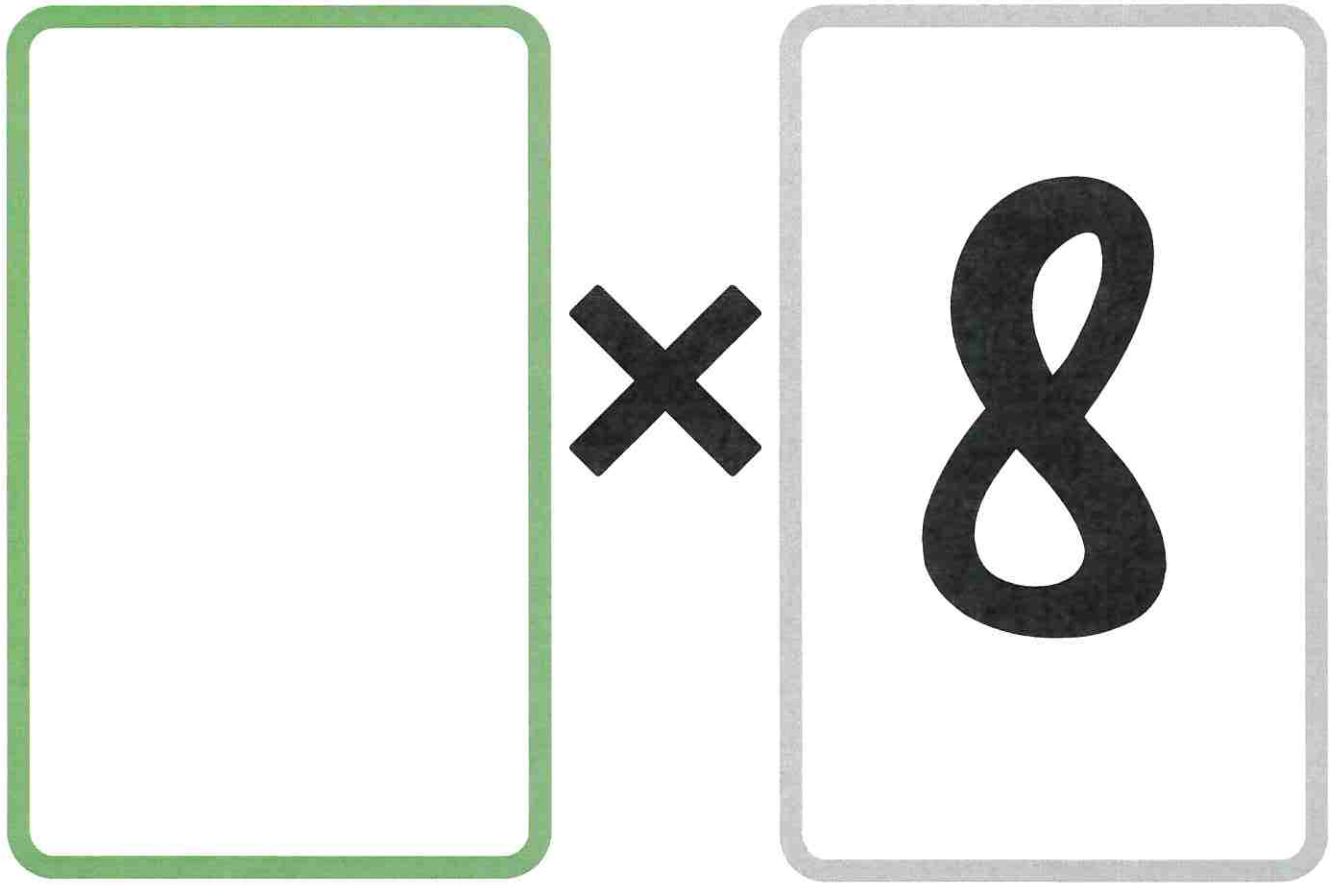
FLIP IT & *times it*



7
14
21
28
35

42
49
56
63
70

FLIP IT & *times it*



8 16 24 32 40

48 56 64 72 80

FLIP IT & *times it*

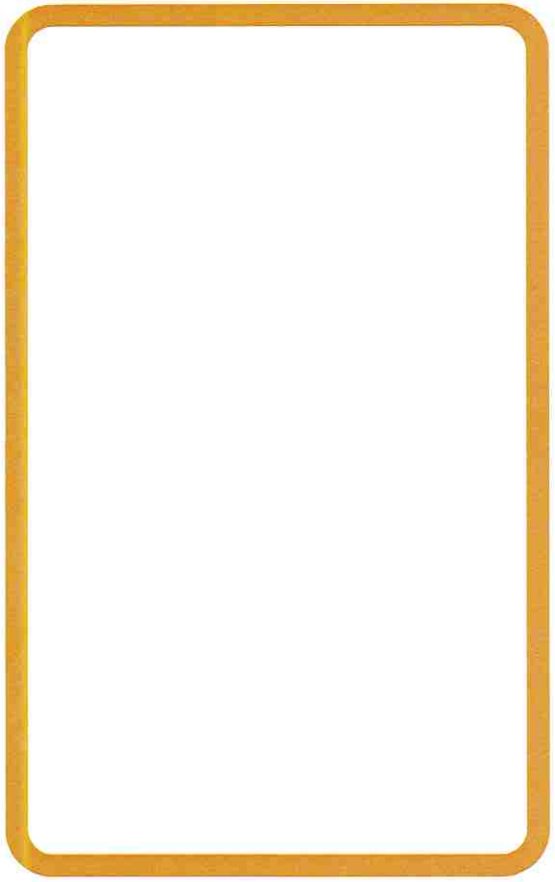
9

18

27

36

45



× 9

54

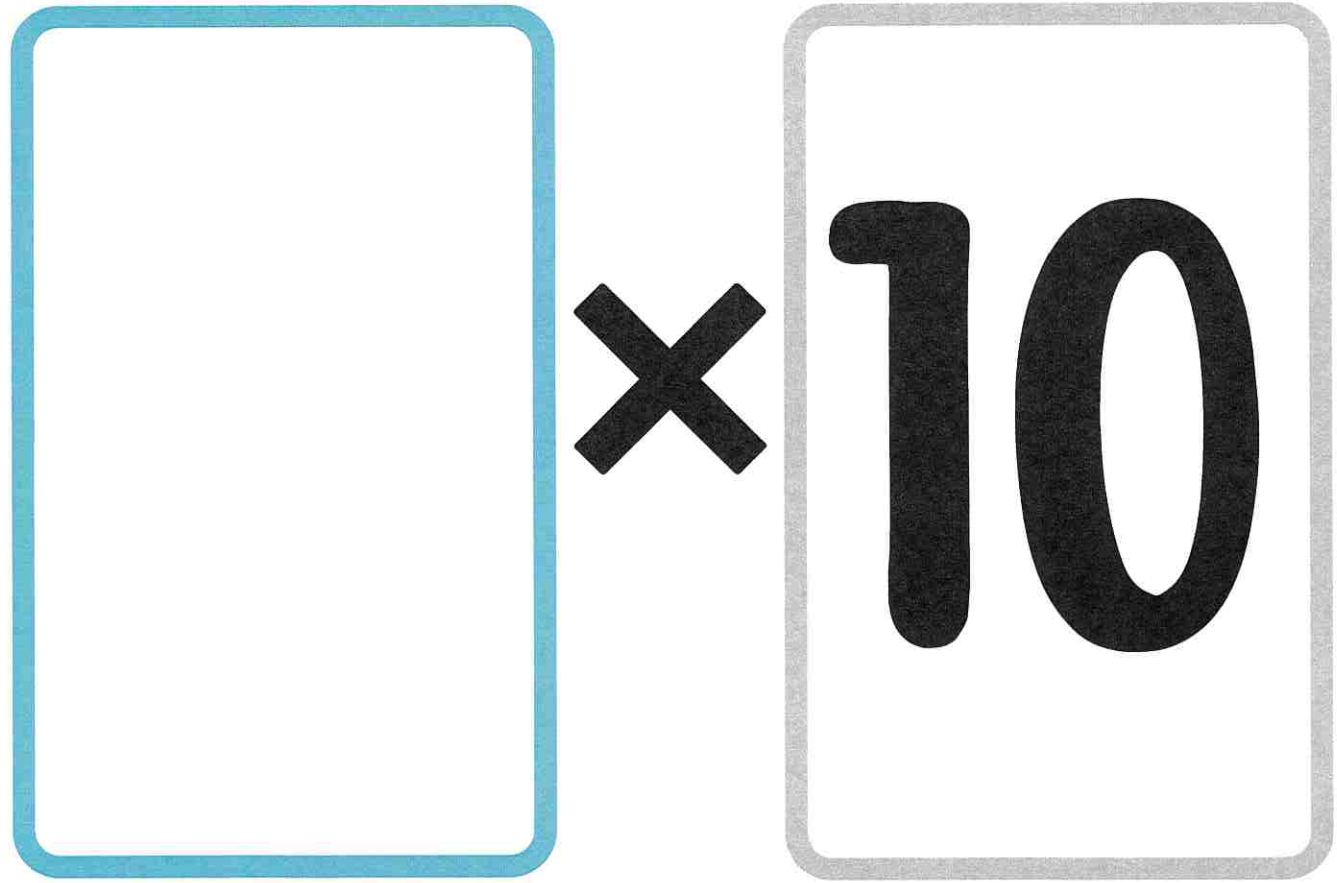
63

72

81

90

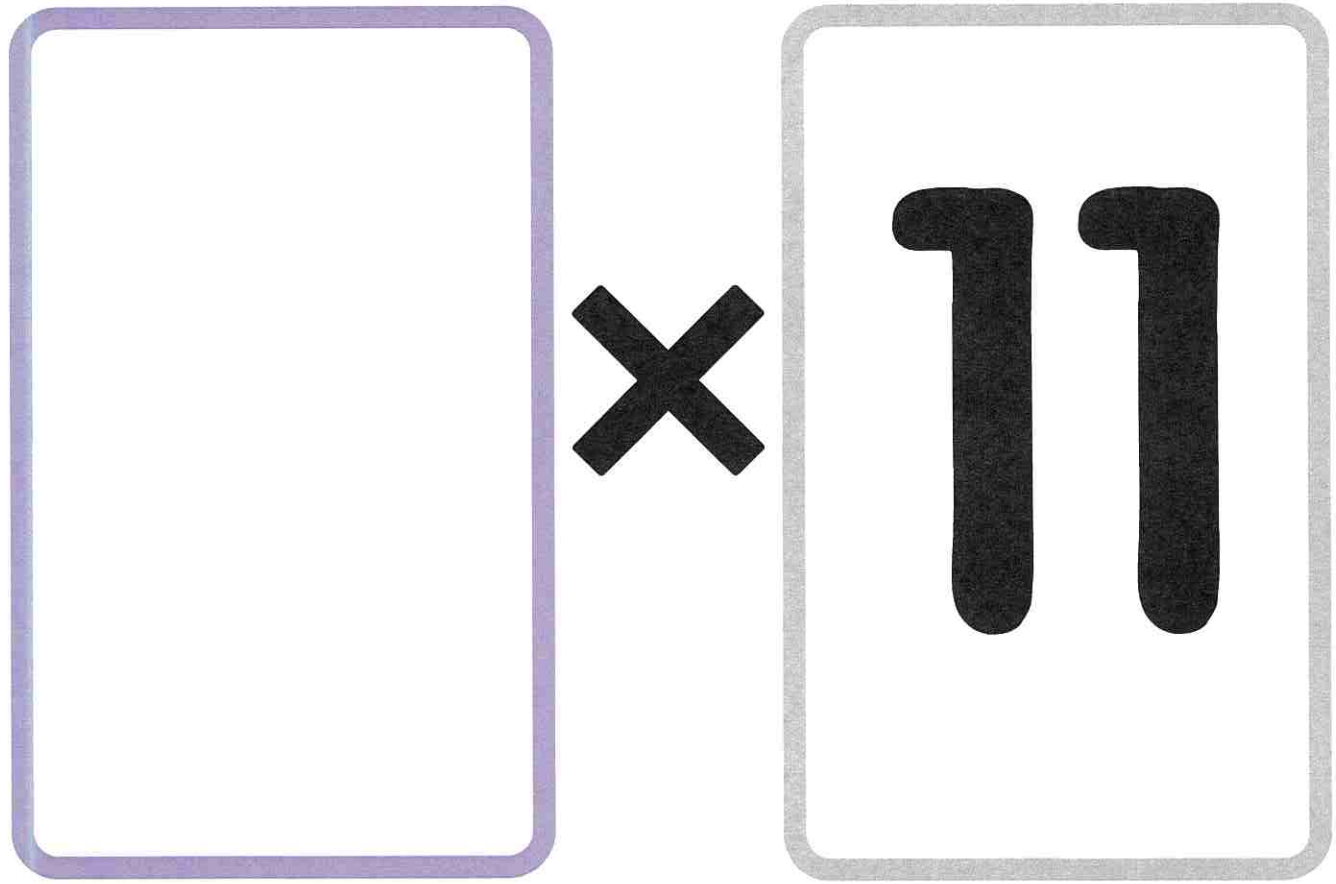
FLIP IT & *times it*



10 20 30 40 50

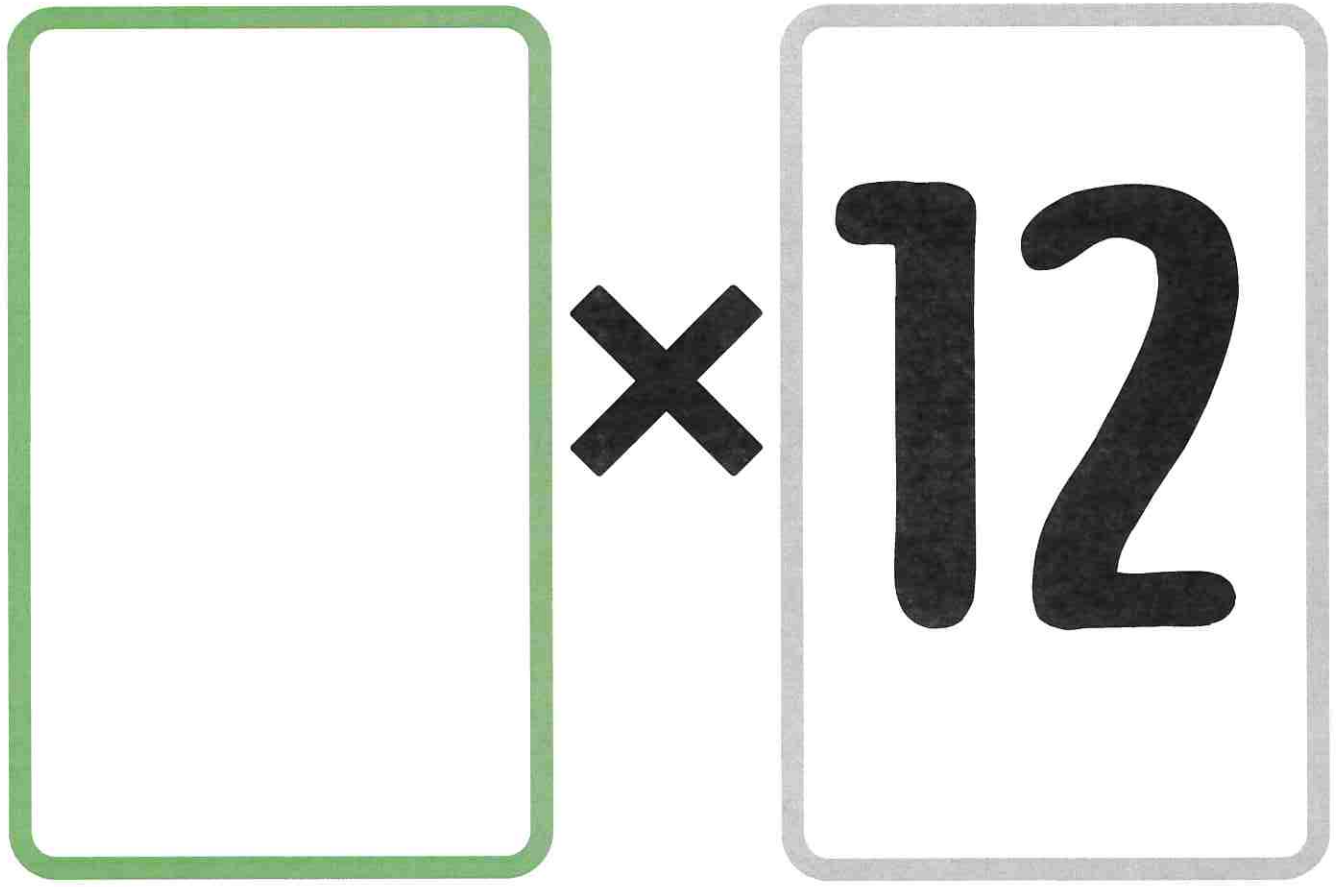
60 70 80 90 100

FLIP IT & *times it*



11
22
33
44
55
66
77
88
99
110

FLIP IT & *times it*



12

24

36

48

60

72

84

96

108

120