

Twos, Threes, Fours, Fives

Multiplication Concentration)

Materials: Each pair needs a set of multiplication concentration cards.

Cut the cards and mix them up. Place them facedown in a 6 by 4 array. Players should take turns to turn up two cards and try to match a multiplication fact with its correct answer. Players keep cards that are a match. The first player to turn up four matches is the winner.

Children take turns picking a card, figuring out the product, and placing a counter on that number on the grid. If the number is already covered, play passes to the next player. The first player with 3 counters in a row – vertically, horizontally, or diagonally – wins.

Twos and Fives Facts Game (Pre-requisite to Twos and Fives Facts Match)

Materials: Each child needs a Twos and Fives Facts Game sheet, one cube labeled 4, 5, 6, 7, 8, 9 and one cube labeled 2, 2, 4, 4, 5, 5 .

Students toss both cubes and use the two numbers they toss to write a multiplication fact and a turnaround fact. Then they color an array on the Twos and Fives Facts game sheet that matches the pair of facts. Children get one point for each correct answer. The child with the most points wins.

Extra Challenge Version: Twos and Fives Facts Match (can be played with 2-3 children)

Materials: Each child needs a copy of the Twos and Fives Facts Math game board (multiplication problems); answer pieces sheet.

Each child cuts out the game board and answer pieces and places the answer pieces facedown. Taking turns, students turn up one of their answer pieces and match it to the number fact on their game board. The first student with a complete row or column covered is the winner.

Pair-Up Rectangles

Materials: Each pair of children need a copy of Pair-up Rectangles sheet and an empty container.

Have players cut out the rectangles and place them in the container. Then, taking turns and without looking, players should reach into the container and pick two rectangles. If the two rectangles picked are made up of the same number of squares, that player should say “pair-up” and keep the rectangles. If the rectangles are made up of a different number of squares, they should be returned to the container. The first player with three “pair-ups” is the winner.



Multiplication Concentration

BLM

8.3

$\begin{array}{r} 3 \\ \times 5 \\ \hline \end{array}$	$\begin{array}{r} 2 \\ \times 2 \\ \hline \end{array}$	4	25
10	$\begin{array}{r} 1 \\ \times 1 \\ \hline \end{array}$	$\begin{array}{r} 2 \\ \times 3 \\ \hline \end{array}$	9
6	$\begin{array}{r} 5 \\ \times 2 \\ \hline \end{array}$	12	15
$\begin{array}{r} 4 \\ \times 3 \\ \hline \end{array}$	$\begin{array}{r} 2 \\ \times 4 \\ \hline \end{array}$	16	$\begin{array}{r} 1 \\ \times 4 \\ \hline \end{array}$
4	$\begin{array}{r} 6 \\ \times 2 \\ \hline \end{array}$	12	$\begin{array}{r} 3 \\ \times 3 \\ \hline \end{array}$
$\begin{array}{r} 4 \\ \times 4 \\ \hline \end{array}$	8	$\begin{array}{r} 5 \\ \times 5 \\ \hline \end{array}$	1