Math game
- *Multiplication Game*-

Educational Goals

❖ Highlight the playful potential of mathematics

❖ Increase the amount of multiplications memorized (multiples 1 to 6)

Key Features of the Targeted Competency

❖ To mobilize mathematical concepts and processes appropriate to the given situation (C2)

❖ To apply mathematical processes appropriate to the given situation (C2)

❖ To justify actions or statements by referring to mathematical concepts and processes (C2)

Concepts Used

❖ Arithmetic (multiplication)

❖ Counting

Materials

❖ 2 regular dice

❖ Appendix 1

❖ 2 crayons of different colours

Targeted Academic Level
Grades 3 to 6

Targeted Competency

C2

Mathematical Field Concerned

Suggested Teaching Formula

Time Required
Approximately 15 minutes

Association Quebecoise des Jeux Mathématiques

SMAC
SCIENCES ET MATHÉMATIQUES EN ACTION

Suggested Process

Step 1: Introduction

Place the students in teams of 2. Provide 2 dice per team, a copy of appendix 1 and two crayons of different colours. Each player chooses the colour he will use for the game.

Step 2: The game (30 minutes)

The goal of the game is to accumulate as many squares as possible. The player who coloured the largest number of squares wins the game.

The first person to play throws both dice and multiplies the dice's result aloud. She finds the result in the grid and draws a line on the side of a square representing the product (the line has to link two dots horizontally or vertically to form a side of the square).

Then, the second person throws the dice and draws a line on the side of a square representing the product she got.

The person who draws the last side of a square can colour it with her colour. Then, she throws the dice again to draw a new line. If the result she got is not available anymore, it is the other player's turn to play.

Once all the squares have been coloured, the players count the number of squares of their colour. The player who has the largest number wins the game.

Variant

Use playing cards instead of dice to work on multiples from 1 to 13.

Appendix 1

2	20	12	15	12	18	3	6	24	5
24	4	3	10	15	36	12	5	4	6
6	16	1	12	30	8	4	20	30	8
9	2	10	24	25	10	18	2	9	6
36	12	8	36	6	12	36	8	20	30
16	8	18	12	18	16	15	4	9	12
10	24	1	20	3	12	2	10	6	36
5	36	9	30	16	8	24	12	2	4
4	18	15	6	10	16	4	8	20	16
20	24	30	25	15	5	12	5	20	3