Multiplication

New stuff Posted!

Please don’t print it all! That’s a lot of paper and work. Pick and choose what you want to use. Look at next page for file order.

ORDER OF FILE

- Explanation of Multiplication log, activity overview, youtube song suggestions/ Multiplication Log
- MAZES 5,7,8,11
- BUMP Fact families of 4-10
- Practice Sheets by family 4-12
- New pictures- each fact family is a different picture families 4-9 plus a mixed page
- 4 in a row game
- Battle ship game.

The old multiplication file with mazes and pictures is still available

- You can still access the old multiplication file on the website by clicking the resource tab for either March 30- April 2nd, April 6-9th , or April 12-16th

This file will have the previous mazes, and pictures

Then click the multiplication button.

MAZES AND Pictures

- This week I attatched some more mazes and pictures for you to do.

Games

- There are some new games on the file with the directions.
  - Battleship
  - Four in a row- Use a dice not the paper spinner
  - Bump- You will need 2 dice and some sort of game pieces 2 colors or something to make your 2 players distinct and at least 12 per play, (candy, dry beans, ect)
  - Each game requires a partner. This is a great way to have your child play with an older sibling! And for you to take a break! ☺

4 Times Table Song (Learning is Fun The Todd & Ziggy Way!

Songs

- Youtube has some great songs. You may count this as time towards their log.
- 3s and 4s
  - https://www.youtube.com/watch?v=LT3t-uLB9qs (Jack Hartman multiply by 4 song)
  - https://www.youtube.com/watch?v=IZ4ooLN7Bmo 4 times table song (learning is fun the Todd & Ziggy Way!) He has songs for each math fact family
  - https://www.youtube.com/watch?v=9XzfQUXqiYY 3 times tables song Uptown funk by Mr. Demaio

Mr. Demaio, Jack Hartman, Learning is fun the Todd & Ziggy Way!- they all have songs for most, if not all of the fact families. So if your student wants to learn a song for a different family- this is a great place to start.

Multiplication

- **Practice ideas-** Dictate to them a fact and they answer it, Flash cards, work sheet (found on teacher website), Dice roll (roll 2 dice, multiply the numbers), 5 minute frenzy (found on teacher website),
- **Online programs-** Reflexmath.com or timestables.com or any program you are aware of (apps, games on phone, ect).

LOG EXPECTATIONS

- **Rules**- I want a variety. Please do not use the online programs as the only means to practice facts. They need to practice writing them, and saying them. You can do the online programs each day as long as you are still getting in the writing and saying practice. You can do more than 1 activity a day.

REMINDERS

- **REMINDER**- Remember your multiplication strategies (skip count, repeated addition, groups, multiplication chart, make an array). It could take you the entire 10 minutes to figure out a problem. That is ok. If it takes you that long, once you figure it out, say it out loud over and over again.
- All posted activities are OPTIONAL. They are just ideas to help you practice your facts. You do not have to use any of them. HOWEVER, practicing your facts is REQUIRED, and the LOG needs to be turned in or I need some sort of statement that you practiced and how you practiced.

Possible Example of daily multiplication

- Monday- Reflexmath.com
- Tuesday- Dice roll
- Wednesday- 5 minute frenzy and timestables.com
- Thursday- Answered questions out loud to someone and reflexmath
- (This is just an example. Be creative. Have fun)

Multiplication Log

DATE	What I Did to Practice	Parent Signature

Multiply & Divide by 5 Maze

Name: _____

5 x 5	15	5 x 10	10	**Start:** 2 x 5	25	60 ÷ 5	12	8 x 5
30		50		20		11		40
5 x 4	30	6 x 5	60	**End**	45	5 x 9	20	20 ÷ 5
20		6		25		8		5
45 ÷ 5	8	25 ÷ 5	20	5 x 4	30	40 ÷ 5	60	12 x 5
9		8		6		7		11
20 ÷ 5	4	7 x 5	30	11 x 5	55	15 ÷ 5	4	55 ÷ 5
5		35		2		3		7
50 ÷ 5	9	30 ÷ 5	6	10 ÷ 5	8	5 x 5	20	35 ÷ 5
8		30		11		25		40
10 x 5	50	5 x 6	25	55 ÷ 5	10	60 ÷ 5	12	8 x 5

Multiply & Divide by 7 Maze

Name: _____

Start: 7 x 2	14	28 ÷ 7	4	9 x 7	63	70 ÷ 7	12	7 x 6
12		5		56		10		4
42 ÷ 7	60	7 x 8	3	21 ÷ 7	42	6 x 7	49	12 x 7
6		56		4		35		84
7 x 7	7	42 ÷ 7	18	3 x 7	21	35 ÷ 7	6	7 x 7
49		6		7		5		49
66 ÷ 6	77	7 x 12	84	49 ÷ 7	6	11 x 7	70	21 ÷ 7
42		78		3		77		3
7 x 7	28	4 x 7	2	14 ÷ 7	8	63 ÷ 7	10	7 x 4
49		24		8		9		28
End	56	7 x 8	9	56 ÷ 7	35	5 x 7	30	49 ÷ 7

Multiply & Divide by 8 Maze

Name: _____

Start: 5 x 8	40	10 x 8	80	56 ÷ 8	8	80 ÷ 8	12	8 x 3
48		70		7		10		88
72 ÷ 8	60	8 x 8	3	24 ÷ 8	4	5 x 8	40	11 x 8
9		64		5		7		80
8 ÷ 8	36	4 x 8	32	48 ÷ 8	6	72 ÷ 8	6	8 x 2
1		24		7		9		16
88 ÷ 8	72	9 x 8	4	32 ÷ 8	48	6 x 8	54	80 ÷ 8
11		78		3		56		10
64 ÷ 8	8	40 ÷ 8	5	7 x 8	56	3 x 8	24	16 ÷ 8
7		6		54		32		2
End	64	8 x 8	1	8 ÷ 8	12	96 ÷ 8	88	11 x 8

Multiply & Divide by 11 Maze

Name: _____

Start: 9 x 11	90	55 ÷ 11	4	99 ÷ 9	90	8 x 11	88	11 ÷ 11
99		5		11		120		1
66 ÷ 11	7	11 x 7	6	55 ÷ 11	5	7 x 11	70	66 ÷ 11
6		7		33		77		7
5 x 11	55	44 ÷ 11	4	3 x 11	30	88 ÷ 11	9	99 ÷ 11
50		10		90		8		8
110 ÷ 11	10	5 x 11	7	132 ÷ 11	110	11 x 10	90	11 x 11
4		70		12		80		121
121 ÷ 11	44	4 x 11	11	6 x 11	66	33 ÷ 11	4	132 ÷ 11
11		88		60		3		12
End	80	8 x 11	7	77 ÷ 11	2	22 ÷ 11	3	77 ÷ 11

Multiply & Divide by 11 Maze

Name: _____

Start: 9 x 11	90	55 ÷ 11	4	99 ÷ 9	90	8 x 11	88	11 ÷ 11
99		5		11		120		1
66 ÷ 11	7	11 x 7	6	55 ÷ 11	5	7 x 11	70	66 ÷ 11
6		7		33		77		7
5 x 11	55	44 ÷ 11	4	3 x 11	30	88 ÷ 11	9	99 ÷ 11
50		10		90		8		8
110 ÷ 11	10	5 x 11	7	132 ÷ 11	110	11 x 10	90	11 x 11
4		70		12		80		121
121 ÷ 11	44	4 x 11	11	6 x 11	66	33 ÷ 11	4	132 ÷ 11
11		88		60		3		12
End	80	8 x 11	7	77 ÷ 11	2	22 ÷ 11	3	77 ÷ 11

Multiply & Divide by 12 Maze

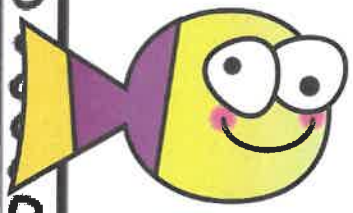
Name: _____

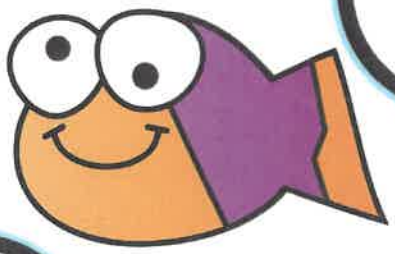
Start: 3 x 12	32	11 x 12	132	108 ÷ 12	10	9 x 12	108	12 x 12
36		96		9		9		78
48 ÷ 12	4	8 x 12	6	72 ÷ 12	7	96 ÷ 12	8	7 x 12
5		7		6		24		84
12 ÷ 12	48	4 x 12	58	5 x 12	60	2 x 12	4	36 ÷ 12
1		10		90		26		3
144 ÷ 12	12	120 ÷ 12	108	9 x 12	5	60 ÷ 12	72	6 x 12
12		70		100		6		68
84 ÷ 12	7	24 ÷ 2	12	10 x 12	66	60 ÷ 12	12	144 ÷ 12
11		3		120		5		11
End	48	4 x 12	12	132 ÷ 11	11	6 x 12	8	96 ÷ 12

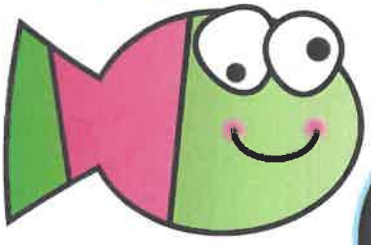
Four Fish Bump

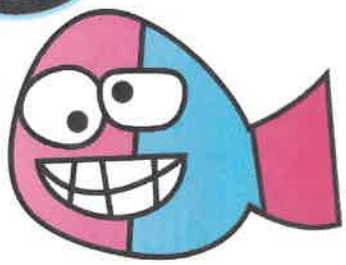
Multiplication – Roll 1 10 Sided Dice and Multiply by 4

_ X 4 = _









20 20

28 28

40 40

32 32

16 16

8 8

12 12

4 4

24 24

36 36

a game for 2 players

Need: 1 10 sided dice and 8 counters per player – each player uses a different color

To Play: Players take turns to roll the dice and then multiply the number by 4. The player then covers this number. For Example: If a player rolls 4, they would cover 16. If the other player has one counter on this number, they can 'bump' that counter off and put one of their own counters on it. You can only 'bump' when there is only one counter on the number. If that number is covered by one of the player's own counters, they can add another counter on top and then they have won that space and no more counters can be added. The winner of the game is the first player to use all 8 of their counters.

Five Flowers Bump

Multiplication – Roll 1 10 Sided Dice and Multiply by 5

_ X 5 = _

25
25

50
50

35
35

10
10

5
5

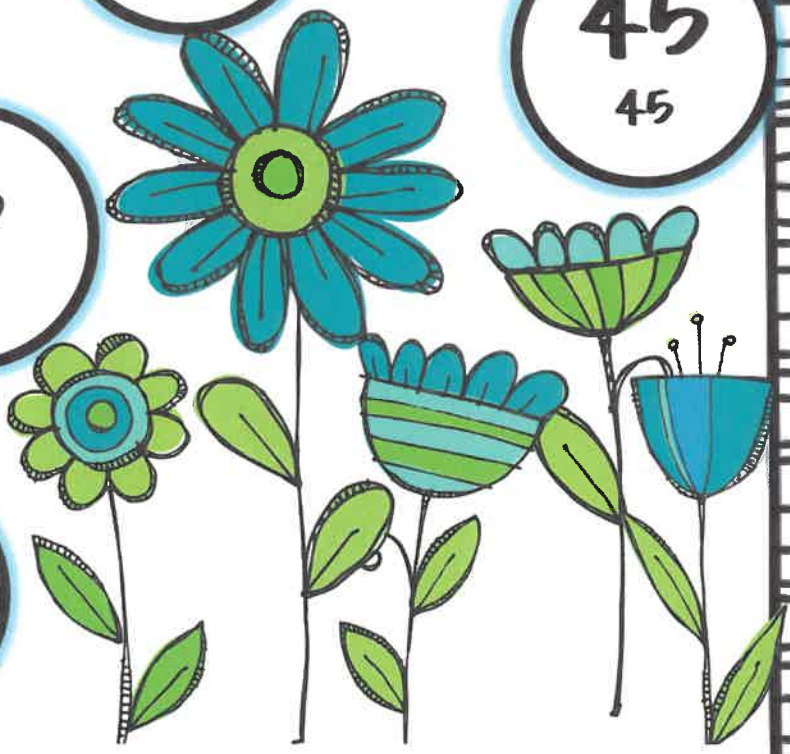
45
45

15
15

40
40

20
20

30
30



a game for 2 players

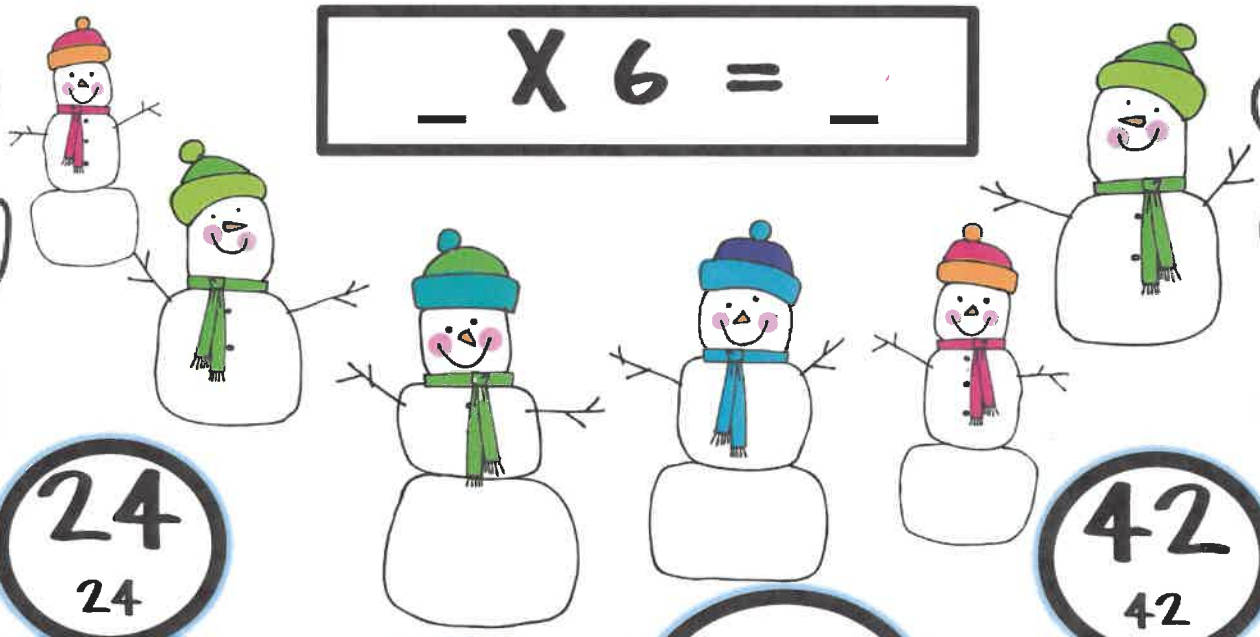
Need: 1 10 sided dice and 8 counters per player – each player uses a different color

To Play: Players take turns to roll the dice and then multiply the number by 5. The player then covers this number. For Example: If a player rolls 3, they would cover 15. If the other player has one counter on this number, they can 'bump' that counter off and put one of their own counters on it. You can only 'bump' when there is only one counter on the number. If that number is covered by one of the player's own counters, they can add another counter on top and then they have won that space and no more counters can be added. The winner of the game is the first player to use all 8 of their counters.

Six Snow Friends Bump

Multiplication – Roll 1 10 Sided Dice and Multiply by 6

_ X 6 = _



24 24	48 48	18 18	42 42
54 54	12 12	36 36	6 6
60 60			30 30

a game for 2 players

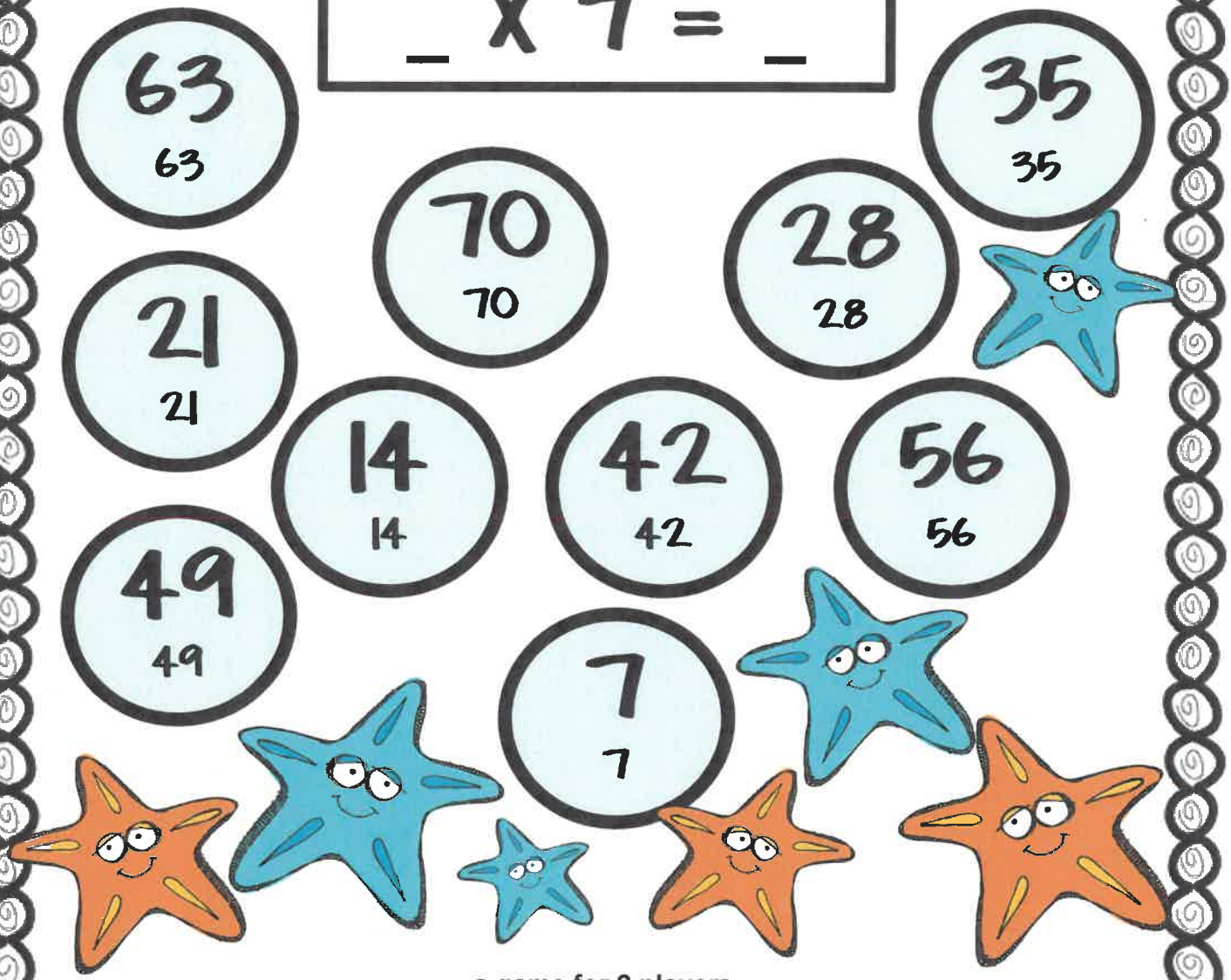
Need: 1 10 sided dice and 8 counters per player – each player uses a different color

To Play: Players take turns to roll the dice and then multiply the number by 6. The player then covers this number. For Example: If a player rolls 3, they would cover 18. If the other player has one counter on this number, they can 'bump' that counter off and put one of their own counters on it. You can only 'bump' when there is only one counter on the number. If that number is covered by one of the player's own counters, they can add another counter on top and then they have won that space and no more counters can be added. The winner of the game is the first player to use all 8 of their counters.

Seven Starfish Bump

Multiplication – Roll 1 10 Sided Dice and Multiply by 7

_ X 7 = _



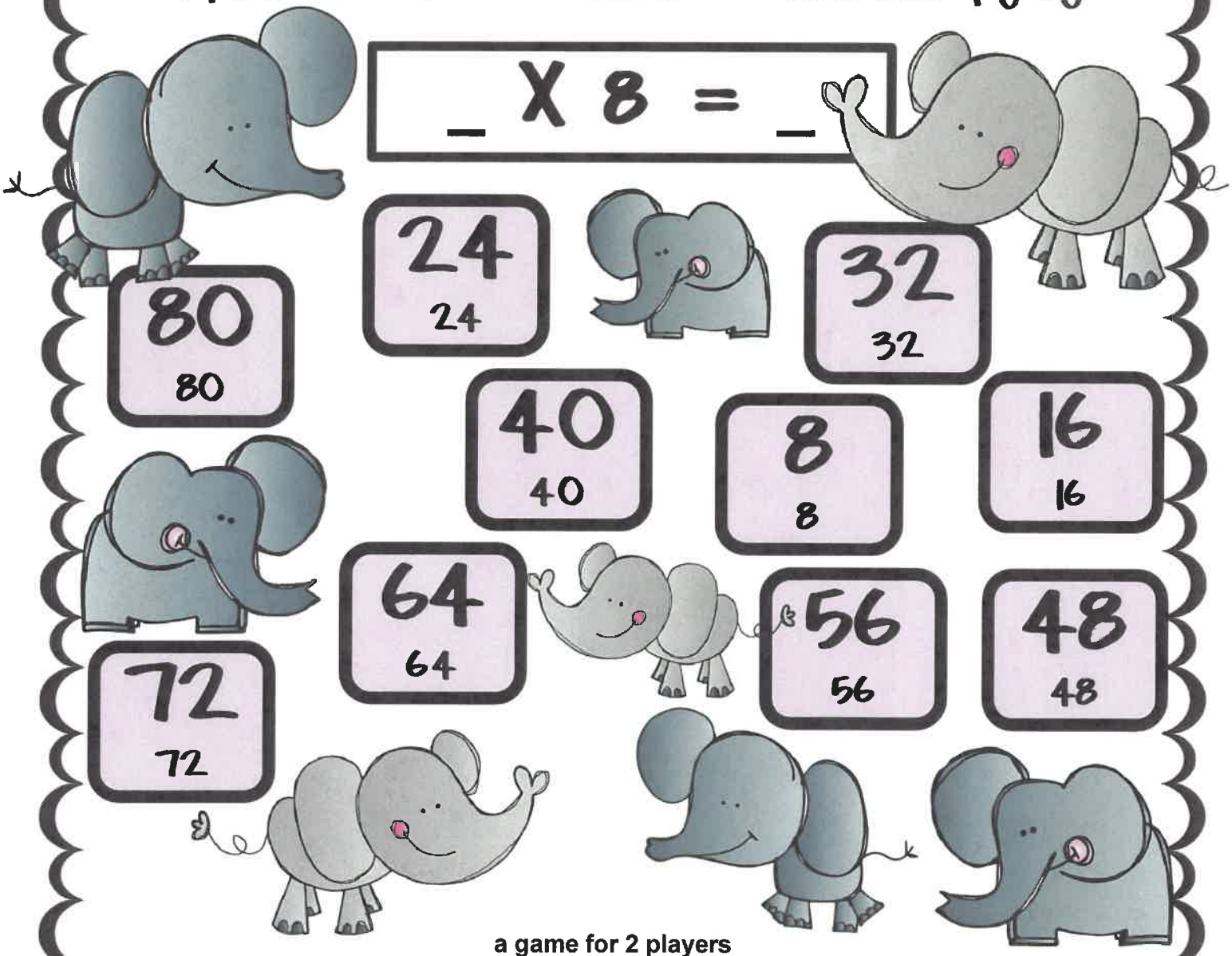
a game for 2 players

Need: 1 10 sided dice and 8 counters per player – each player uses a different color

To Play: Players take turns to roll the dice and then multiply the number by 7. The player then covers this number. For Example: If a player rolls 3, they would cover 21. If the other player has one counter on this number, they can 'bump' that counter off and put one of their own counters on it. You can only 'bump' when there is only one counter on the number. If that number is covered by one of the player's own counters, they can add another counter on top and then they have won that space and no more counters can be added. The winner of the game is the first player to use all 8 of their counters.

Eight Elephants Bump

Multiplication – Roll 1 10 Sided Dice and Multiply by 8



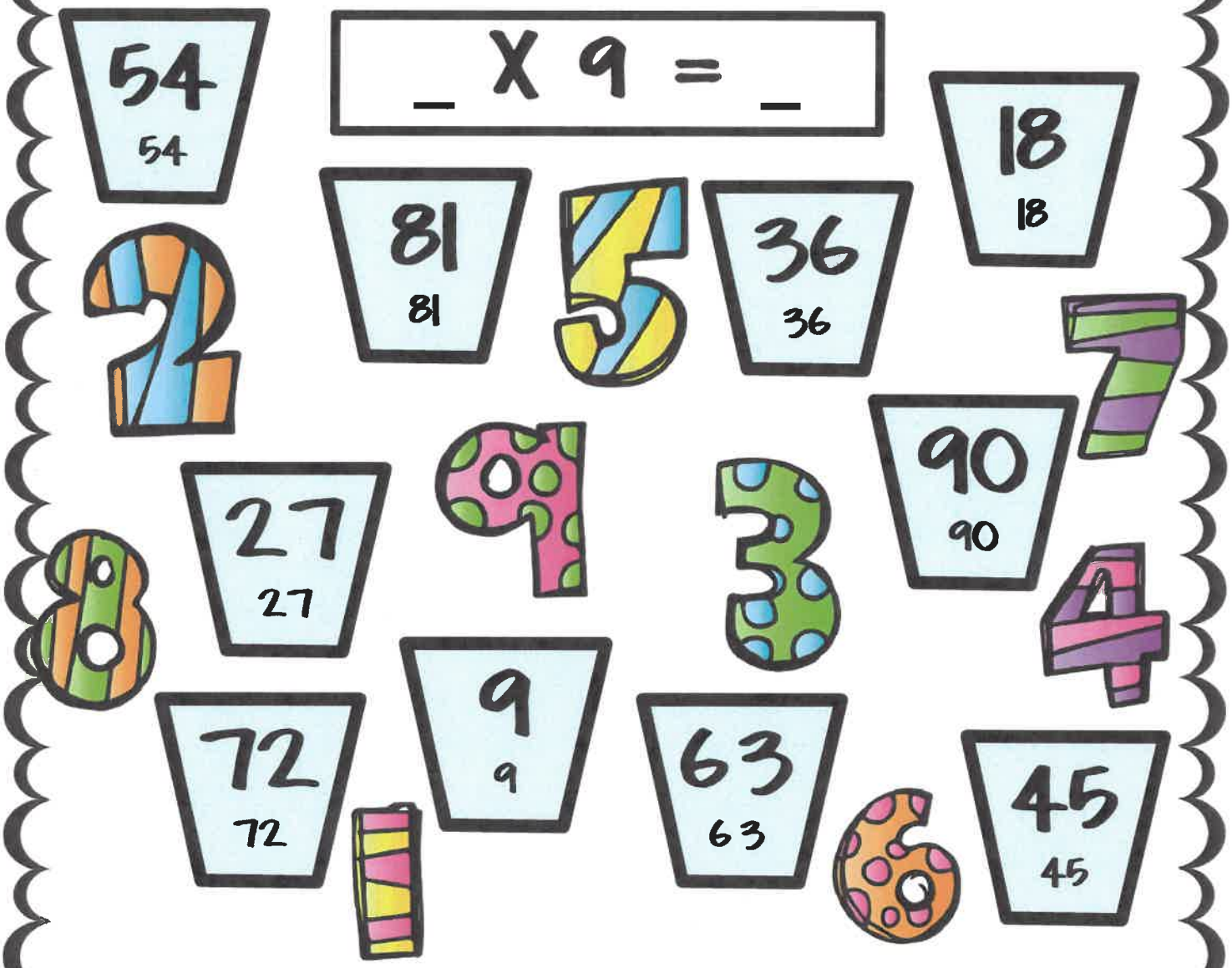
a game for 2 players

Need: 1 10 sided dice and 8 counters per player – each player uses a different color

To Play: Players take turns to roll the dice and then multiply the number by 8. The player then covers this number. For Example: If a player rolls 7, they would cover 56. If the other player has one counter on this number, they can 'bump' that counter off and put one of their own counters on it. You can only 'bump' when there is only one counter on the number. If that number is covered by one of the player's own counters, they can add another counter on top and then they have won that space and no more counters can be added. The winner of the game is the first player to use all 8 of their counters.

Nine Numbers Bump

Multiplication – Roll 1 10 Sided Dice and Multiply by 9



a game for 2 players

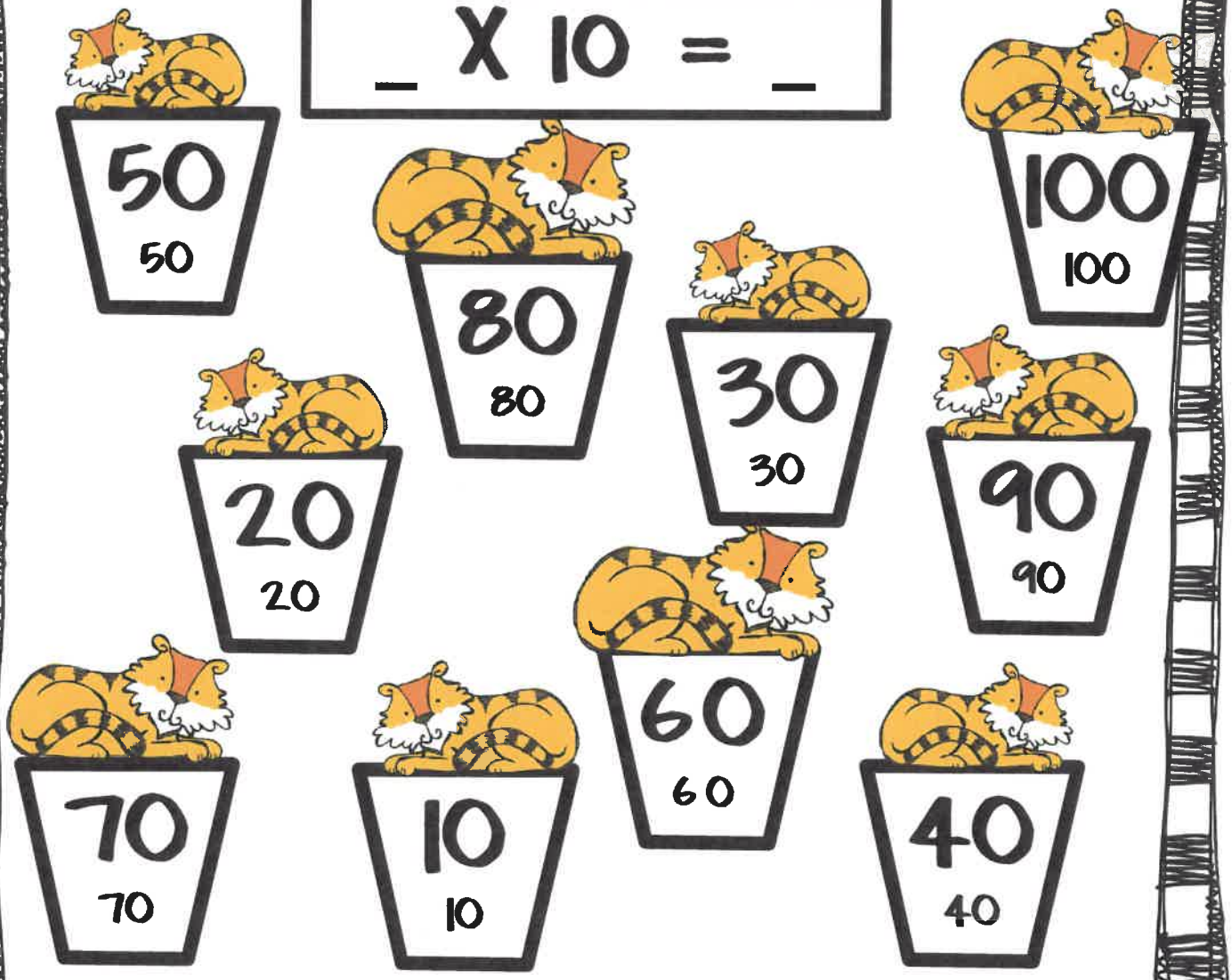
Need: 1 10 sided dice and 8 counters per player – each player uses a different color

To Play: Players take turns to roll the dice and then multiply the number by 9. The player then covers this number. For Example: If a player rolls 3, they would cover 27. If the other player has one counter on this number, they can 'bump' that counter off and put one of their own counters on it. You can only 'bump' when there is only one counter on the number. If that number is covered by one of the player's own counters, they can add another counter on top and then they have won that space and no more counters can be added. The winner of the game is the first player to use all 8 of their counters.

Ten Tigers Bump

Multiplication – Roll 1 10 Sided Dice and Multiply by 10

_ X 10 = _



a game for 2 players

Need: 1 10 sided dice and 8 counters per player – each player uses a different color

To Play: Players take turns to roll the dice and then multiply the number by 10. The player then covers this number. For Example: If a player rolls 6, they would cover 60. If the other player has one counter on this number, they can 'bump' that counter off and put one of their own counters on it. You can only 'bump' when there is only one counter on the number. If that number is covered by one of the player's own counters, they can add another counter on top and then they have won that space and no more counters can be added. The winner of the game is the first player to use all 8 of their counters.

Facts of 3 Practice

0 x 3	1 x 3	2 x 3	3 x 3	4 x 3	5 x 3	6 x 3	7 x 3	8 x 3	9 x 3
10 x 3	11 x 3	12 x 3	0 x 3	1 x 3	2 x 3	3 x 3	4 x 3	5 x 3	6 x 3
7 x 3	8 x 3	9 x 3	10 x 3	11 x 3	12 x 3	0 x 3	1 x 3	2 x 3	3 x 3
4 x 3	5 x 3	6 x 3	7 x 3	8 x 3	9 x 3	10 x 3	11 x 3	12 x 3	0 x 3
1 x 3	2 x 3	3 x 3	4 x 3	5 x 3	6 x 3	7 x 3	8 x 3	9 x 3	10 x 3
11 x 3	12 x 3	6 x 3	8 x 3	1 x 3	5 x 3	9 x 3	2 x 3	5 x 3	3 x 3
6 x 3	5 x 3	3 x 3	1 x 3	7 x 3	8 x 3	5 x 3	2 x 3	6 x 3	10 x 3
9 x 3	8 x 3	12 x 3	10 x 3	9 x 3	2 x 3	6 x 3	12 x 3	2 x 3	12 x 3
8 x 3	2 x 3	6 x 3	5 x 3	11 x 3	12 x 3	10 x 3	9 x 3	7 x 3	3 x 3
10 x 3	1 x 3	3 x 3	9 x 3	7 x 3	6 x 3	2 x 3	8 x 3	5 x 3	11 x 3

Facts of 4 Practice

0 x 4	1 x 4	2 x 4	3 x 4	4 x 4	5 x 4	6 x 4	7 x 4	8 x 4	9 x 4
10 x 4	11 x 4	12 x 4	0 x 4	1 x 4	2 x 4	3 x 4	4 x 4	5 x 4	6 x 4
7 x 4	8 x 4	9 x 4	10 x 4	11 x 4	12 x 4	0 x 4	1 x 4	2 x 4	3 x 4
4 x 4	5 x 4	6 x 4	7 x 4	8 x 4	9 x 4	10 x 4	11 x 4	12 x 4	0 x 4
1 x 4	2 x 4	3 x 4	4 x 4	5 x 4	6 x 4	7 x 4	8 x 4	9 x 4	10 x 4
11 x 4	12 x 4	6 x 4	8 x 4	1 x 4	5 x 4	9 x 4	2 x 4	5 x 4	3 x 4
6 x 4	5 x 4	3 x 4	1 x 4	7 x 4	8 x 4	5 x 4	2 x 4	6 x 4	10 x 4
9 x 4	8 x 4	12 x 4	10 x 4	9 x 4	2 x 4	6 x 4	12 x 4	2 x 4	12 x 4
8 x 4	2 x 4	6 x 4	5 x 4	11 x 4	12 x 4	10 x 4	9 x 4	7 x 4	3 x 4
10 x 4	1 x 4	3 x 4	9 x 4	7 x 4	6 x 4	2 x 4	8 x 4	5 x 4	11 x 4

Facts of 5 Practice

0 x 5	1 x 5	2 x 5	3 x 5	4 x 5	5 x 5	6 x 5	7 x 5	8 x 5	9 x 5
10 x 5	11 x 5	12 x 5	0 x 5	1 x 5	2 x 5	3 x 5	4 x 5	5 x 5	6 x 5
7 x 5	8 x 5	9 x 5	10 x 5	11 x 5	12 x 5	0 x 5	1 x 5	2 x 5	3 x 5
4 x 5	5 x 5	6 x 5	7 x 5	8 x 5	9 x 5	10 x 5	11 x 5	12 x 5	0 x 5
1 x 5	2 x 5	3 x 5	4 x 5	5 x 5	6 x 5	7 x 5	8 x 5	9 x 5	10 x 5
11 x 5	12 x 5	6 x 5	8 x 5	1 x 5	5 x 5	9 x 5	2 x 5	5 x 5	3 x 5
6 x 5	5 x 5	3 x 5	1 x 5	7 x 5	8 x 5	5 x 5	2 x 5	6 x 5	10 x 5
9 x 5	8 x 5	12 x 5	10 x 5	9 x 5	2 x 5	6 x 5	12 x 5	2 x 5	12 x 5
8 x 5	2 x 5	6 x 5	5 x 5	11 x 5	12 x 5	10 x 5	9 x 5	7 x 5	3 x 5
10 x 5	1 x 5	3 x 5	9 x 5	7 x 5	6 x 5	2 x 5	8 x 5	5 x 5	11 x 5

Facts of 6 Practice

0 x 6	1 x 6	2 x 6	3 x 6	4 x 6	5 x 6	6 x 6	7 x 6	8 x 6	9 x 6
10 x 6	11 x 6	12 x 6	0 x 6	1 x 6	2 x 6	3 x 6	4 x 6	5 x 6	6 x 6
7 x 6	8 x 6	9 x 6	10 x 6	11 x 6	12 x 6	0 x 6	1 x 6	2 x 6	3 x 6
4 x 6	5 x 6	6 x 6	7 x 6	8 x 6	9 x 6	10 x 6	11 x 6	12 x 6	0 x 6
1 x 6	2 x 6	3 x 6	4 x 6	5 x 6	6 x 6	7 x 6	8 x 6	9 x 6	10 x 6
11 x 6	12 x 6	6 x 6	8 x 6	1 x 6	5 x 6	9 x 6	2 x 6	5 x 6	3 x 6
6 x 6	5 x 6	3 x 6	1 x 6	7 x 6	8 x 6	5 x 6	2 x 6	6 x 6	10 x 6
9 x 6	8 x 6	12 x 6	10 x 6	9 x 6	2 x 6	6 x 6	12 x 6	2 x 6	12 x 6
8 x 6	2 x 6	6 x 6	5 x 6	11 x 6	12 x 6	10 x 6	9 x 6	7 x 6	3 x 6
10 x 6	1 x 6	3 x 6	9 x 6	7 x 6	6 x 6	2 x 6	8 x 6	5 x 6	11 x 6

Facts of 7 Practice

0 x 7	1 x 7	2 x 7	3 x 7	4 x 7	5 x 7	6 x 7	7 x 7	8 x 7	9 x 7
10 x 7	11 x 7	12 x 7	0 x 7	1 x 7	2 x 7	3 x 7	4 x 7	5 x 7	6 x 7
7 x 7	8 x 7	9 x 7	10 x 7	11 x 7	12 x 7	0 x 7	1 x 7	2 x 7	3 x 7
4 x 7	5 x 7	6 x 7	7 x 7	8 x 7	9 x 7	10 x 7	11 x 7	12 x 7	0 x 7
1 x 7	2 x 7	3 x 7	4 x 7	5 x 7	6 x 7	7 x 7	8 x 7	9 x 7	10 x 7
11 x 7	12 x 7	6 x 7	8 x 7	1 x 7	5 x 7	9 x 7	2 x 7	5 x 7	3 x 7
6 x 7	5 x 7	3 x 7	1 x 7	7 x 7	8 x 7	5 x 7	2 x 7	6 x 7	10 x 7
9 x 7	8 x 7	12 x 7	10 x 7	9 x 7	2 x 7	6 x 7	12 x 7	2 x 7	12 x 7
8 x 7	2 x 7	6 x 7	5 x 7	11 x 7	12 x 7	10 x 7	9 x 7	7 x 7	3 x 7
10 x 7	1 x 7	3 x 7	9 x 7	7 x 7	6 x 7	2 x 7	8 x 7	5 x 7	11 x 7

Facts of 8 Practice

0 x 8	1 x 8	2 x 8	3 x 8	4 x 8	5 x 8	6 x 8	7 x 8	8 x 8	9 x 8
10 x 8	11 x 8	12 x 8	0 x 8	1 x 8	2 x 8	3 x 8	4 x 8	5 x 8	6 x 8
7 x 8	8 x 8	9 x 8	10 x 8	11 x 8	12 x 8	0 x 8	1 x 8	2 x 8	3 x 8
4 x 8	5 x 8	6 x 8	7 x 8	8 x 8	9 x 8	10 x 8	11 x 8	12 x 8	0 x 8
1 x 8	2 x 8	3 x 8	4 x 8	5 x 8	6 x 8	7 x 8	8 x 8	9 x 8	10 x 8
11 x 8	12 x 8	6 x 8	8 x 8	1 x 8	5 x 8	9 x 8	2 x 8	5 x 8	3 x 8
6 x 8	5 x 8	3 x 8	1 x 8	7 x 8	8 x 8	5 x 8	2 x 8	6 x 8	10 x 8
9 x 8	8 x 8	12 x 8	10 x 8	9 x 8	2 x 8	6 x 8	12 x 8	2 x 8	12 x 8
8 x 8	2 x 8	6 x 8	5 x 8	11 x 8	12 x 8	10 x 8	9 x 8	7 x 8	3 x 8
10 x 8	1 x 8	3 x 8	9 x 8	7 x 8	6 x 8	2 x 8	8 x 8	5 x 8	11 x 8

Facts of 9 Practice

0 x 9	1 x 9	2 x 9	3 x 9	4 x 9	5 x 9	6 x 9	7 x 9	8 x 9	9 x 9
10 x 9	11 x 9	12 x 9	0 x 9	1 x 9	2 x 9	3 x 9	4 x 9	5 x 9	6 x 9
7 x 9	8 x 9	9 x 9	10 x 9	11 x 9	12 x 9	0 x 9	1 x 9	2 x 9	3 x 9
4 x 9	5 x 9	6 x 9	7 x 9	8 x 9	9 x 9	10 x 9	11 x 9	12 x 9	0 x 9
1 x 9	2 x 9	3 x 9	4 x 9	5 x 9	6 x 9	7 x 9	8 x 9	9 x 9	10 x 9
11 x 9	12 x 9	6 x 9	8 x 9	1 x 9	5 x 9	9 x 9	2 x 9	5 x 9	3 x 9
6 x 9	5 x 9	3 x 9	1 x 9	7 x 9	8 x 9	5 x 9	2 x 9	6 x 9	10 x 9
9 x 9	8 x 9	12 x 9	10 x 9	9 x 9	2 x 9	6 x 9	12 x 9	2 x 9	12 x 9
8 x 9	2 x 9	6 x 9	5 x 9	11 x 9	12 x 9	10 x 9	9 x 9	7 x 9	3 x 9
10 x 9	1 x 9	3 x 9	9 x 9	7 x 9	6 x 9	2 x 9	8 x 9	5 x 9	11 x 9

Facts of 10 Practice

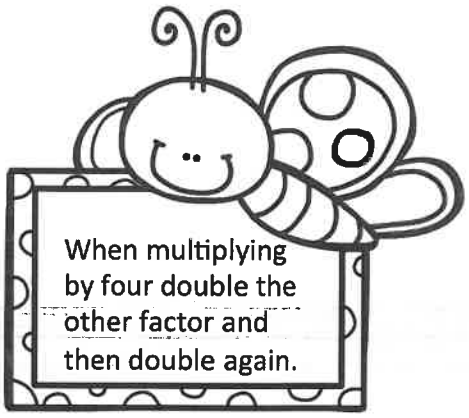
10 x 0	10 x 1	10 x 2	10 x 3	10 x 4	10 x 5	10 x 6	10 x 7	10 x 8	10 x 9
10 x 10	10 x 11	10 x 12	10 x 0	10 x 1	10 x 2	10 x 3	10 x 4	10 x 5	10 x 6
10 x 7	10 x 8	10 x 9	10 x 10	10 x 11	10 x 12	10 x 0	10 x 1	10 x 2	10 x 3
10 x 4	10 x 5	10 x 6	10 x 7	10 x 8	10 x 9	10 x 10	10 x 11	10 x 12	10 x 0
10 x 1	10 x 2	10 x 3	10 x 4	10 x 5	10 x 6	10 x 7	10 x 8	10 x 9	10 x 10
10 x 11	10 x 12	10 x 3	10 x 9	10 x 4	10 x 1	10 x 0	10 x 6	10 x 5	10 x 2
10 x 1	10 x 0	10 x 7	10 x 3	10 x 7	10 x 8	10 x 5	10 x 2	10 x 7	10 x 10
10 x 11	10 x 6	10 x 5	10 x 9	10 x 4	10 x 0	10 x 11	10 x 2	10 x 12	10 x 1
10 x 8	10 x 7	10 x 4	10 x 10	10 x 11	10 x 5	10 x 0	10 x 7	10 x 8	10 x 5
10 x 12	10 x 0	10 x 4	10 x 6	10 x 9	10 x 1	10 x 2	10 x 12	10 x 0	10 x 11

Facts 0-12 Practice

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

Name: _____

Multiply by 4



Multiply. Then use the code to color the picture.

Black	Lt. Blue	Dk. Blue	Yellow
0	4, 8	12, 16, 20, 24	28, 32, 36, 40

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

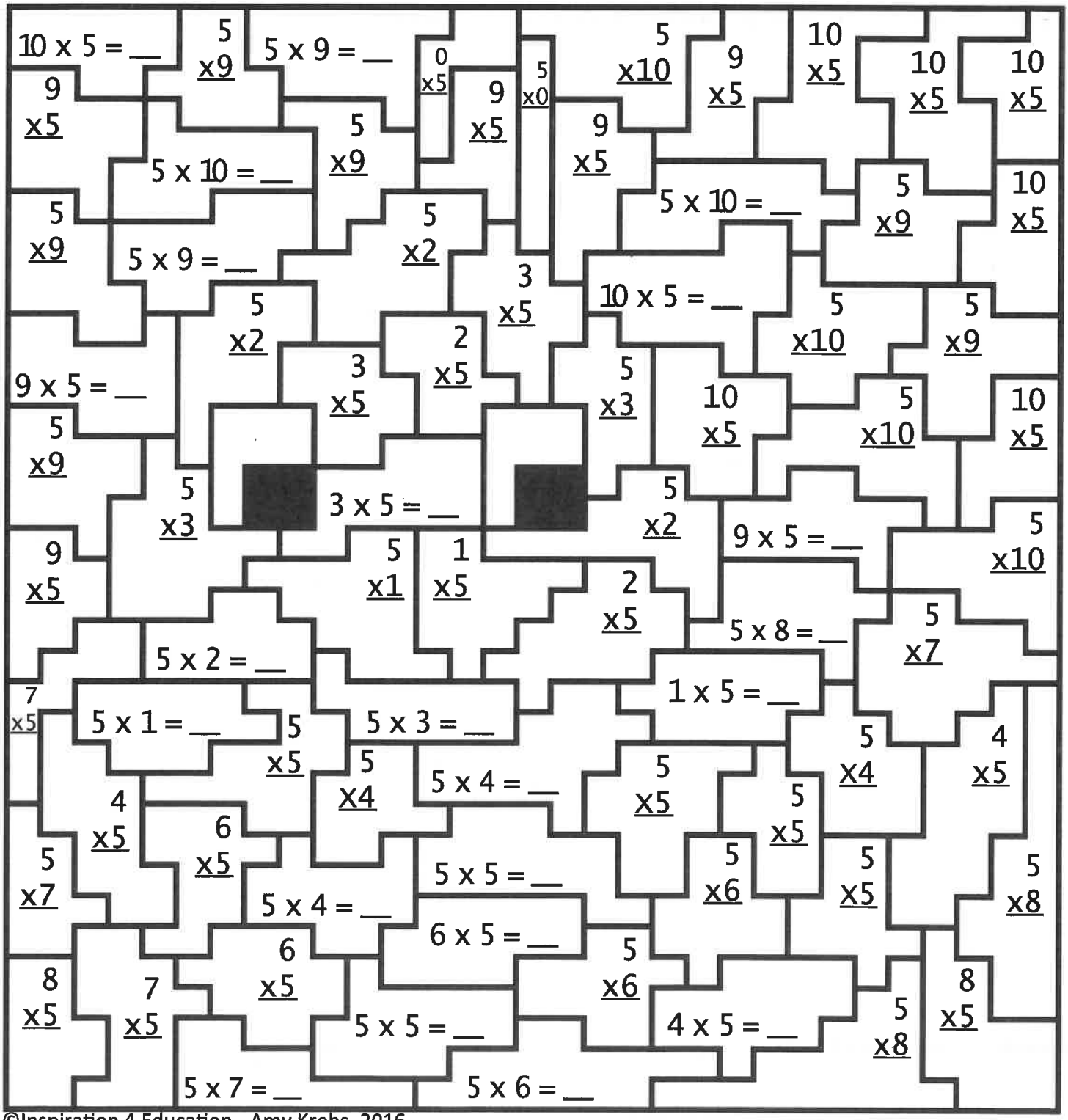
Name: _____

Multiply by 5

Multiply. Then use the code to color the picture.

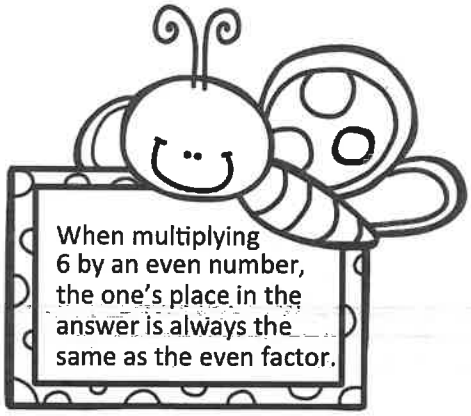
Black	Orange	Yellow	Purple	Blue	Green
0	5	10, 15	20, 25, 30	35, 40	45, 50

When multiplying by five, the answer always has 0 or 5 in the one's place.



Name: _____

Multiply by 6



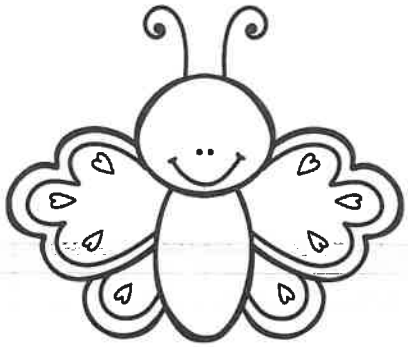
Multiply. Then use the code to color the picture.

Black	Red	Green	Yellow	Blue
0	6	12, 18	24, 30, 36	42, 48, 54, 60

6 x 10 = __	7 x6	9 x6	6 x 1 = __	10 x6	6 x 7 = __	6 x10			
6 x7	6 x10	6 x8	6 x1	5 x 6 = __	1 x6	6 x7	6 x9	8 x6	7 x6
6 x9	8 x6	1 x6	3 x6	2 x 6 = __	6 x 3 = __	1 x6	6 x 9 = __		
9 x6	10 x6	8 x6	4 x6	5 x6	6 x 0 = __	6 x6	4 x6	6 x8	9 x6	6 x8
6 x8	7 x6	10 x6	6 x3	0 x 6 = __	6 x0	2 x6	6 x9	6 x10	6 x7
9 x6	8 x6	6 x10	4 x6	6 x6	0 x 6 = __	6 x4	6 x5	10 x6	7 x6	8 x6
6 x7	6 x9	6 x8	6 x2	6 x3	6 x6	2 x6	6 x2	3 x6	6 x8	10 x6	9 x6
6 x7	6 x10	6 x9	6 x8	5 x6	6 x6	6 x6	6 x5	6 x4	6 x7	6 x9	6 x10	8 x6
7 x6	9 x6	8 x6	10 x6	6 x7	6 x1	6 x10	9 x6	7 x6	10 x6	6 x9

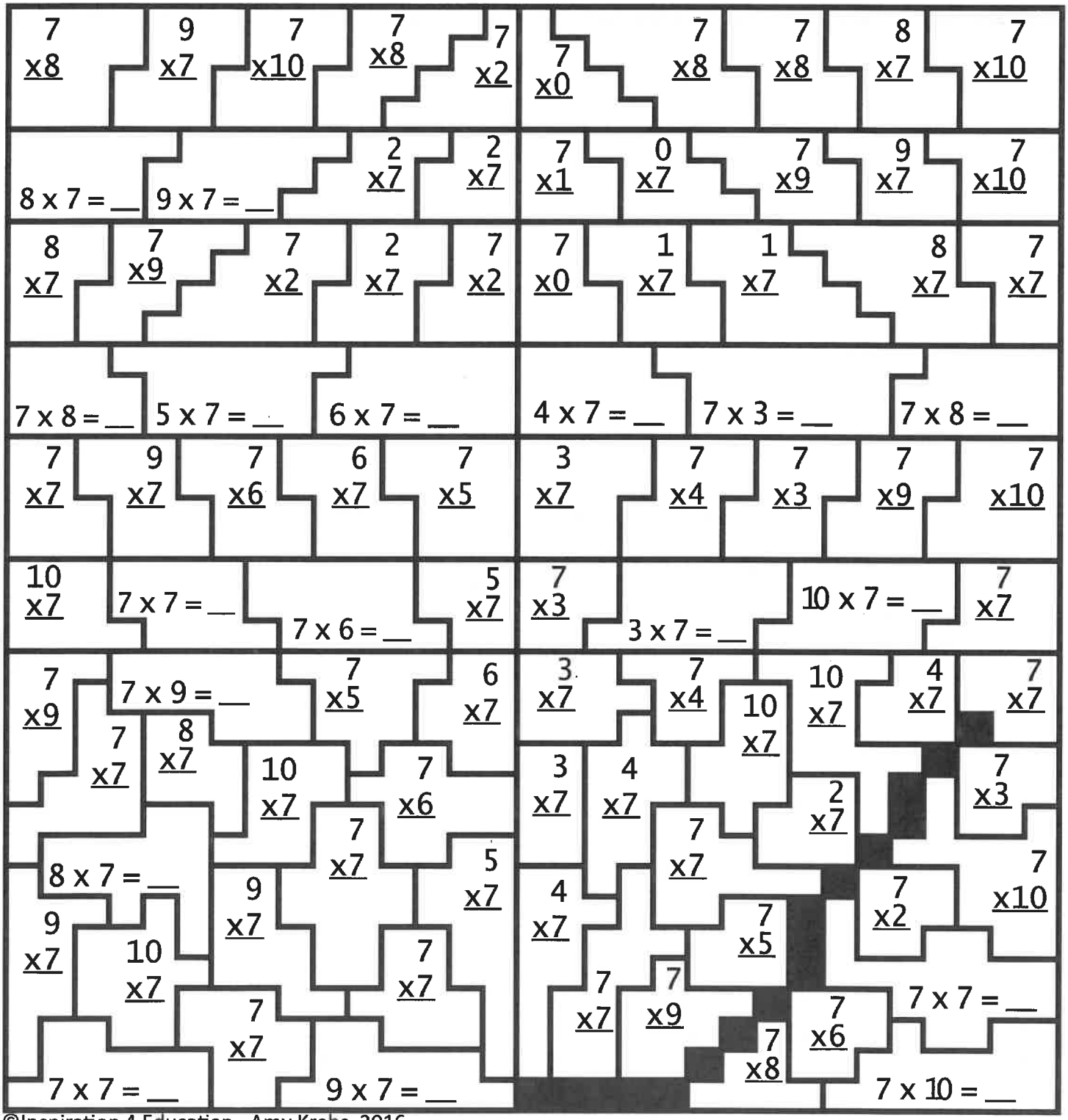
Name: _____

Multiply by 7



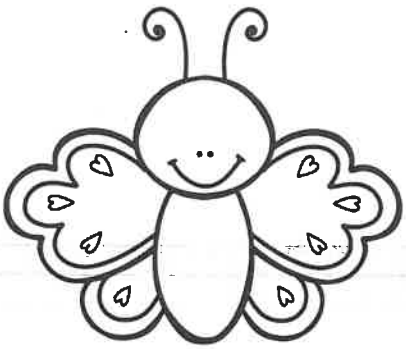
Multiply. Then use the code to color the picture.

Purple	Blue	Red	Green	Yellow
0, 7	14	21, 28	35, 42	49, 56, 63, 70



Name: _____

Multiply by 8



Multiply. Then use the code to color the picture.

Green	Red	Blue
0, 8	16, 24, 32, 40	48, 56, 64, 72, 80

8 x 7 = __ | 8 x6 | 10 x 8 = __ | 7 x8 | 8 x7 | 8 x 6 = __ | 8 x10 | 6 x8

8 x7 | 7 x8 | 1 x 8 = __ | 8 x1 | 8 x0 | 1 x8 | 0 x 8 = __ | 8 x6 | 8 x9 | 10 x8

8 x 0 = __ | 8 x1 = __

6 x8 | 8 x4 | 8 x5 | 2 x8 | 8 x 3 = __ | 9 x8

4 x8 | 4 x8 | 3 x8 | 8 x8

8 x9 | 8 x 4 = __ | 8 x 5 = __ | 8 x4 | 8 x7

8 x2 | 8 x4 | 5 x8 | 8 x 2 = __ | 8 x5

8 x8 | 2 x8

8 x8 | 8 x3 | 8 x2 | 3 x 8 = __ | 3 x8 | 8 x8

5 x8 | 8 x 4 = __

8 x 8 = __ | 8 x3 | 3 x8 | 8 x4 | 5 x8 | 8 x 9 = __

2 x8 | 10 x8 | 8 x8

9 x8 | 8 x 8 = __ | 4 x8 | 5 x 8 = __ | 8 x5 | 8 x10

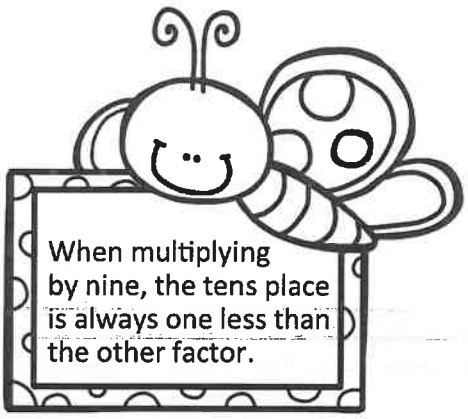
10 x8 | 8 x3 | 8 x 2 = __ | 9 x8 | 8 x9

8 x6 | 8 x2 | 5 x 8 = __

8 x 10 = __ | 6 x 8 = __

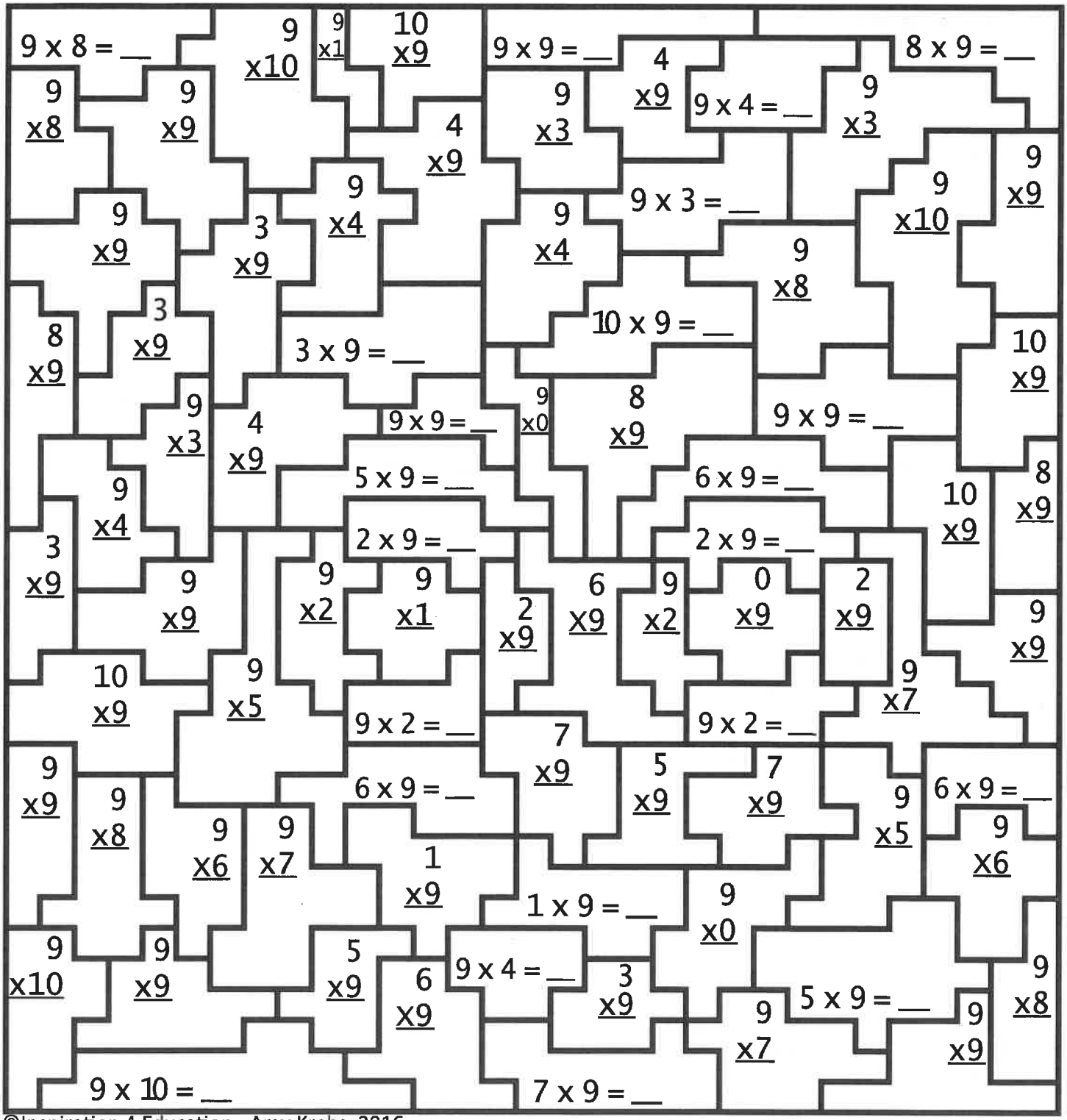
Name: _____

Multiply by 9



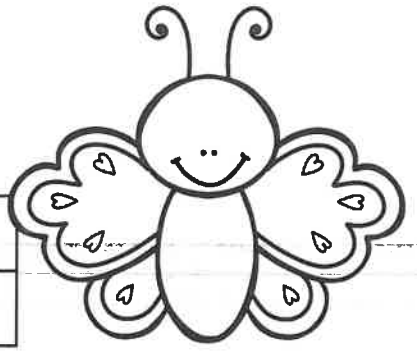
Multiply. Then use the code to color the picture.

Black	White	Red	Green	Blue
0, 9	18	27, 36	45, 54, 63	72, 81, 90



Name: _____

Mixed Multiplication



Multiply. Then use the code to color the picture.

Pink	Green	White	Grey	Blue
0	4, 6, 10	12, 16	18, 20, 24, 30	36, 40, 42, 56

8 x5 | 10 x 4 = __ | 6 x 7 = __ | 7 x 8 = __ | 10 x4 | 8 x5

6 x6 | 9 x2 | 6 x3 | 3 x0 | 0 x6 | 6 x6 | 5 x8 | 5 x8

7 x8 | 8 x 5 = __ | 8 x7 | 6 x 6 = __ | 5 x 6 = __ | 4 x10 | 6 x7

7 x6 | 5 x4 | 5 x 4 = __ | 6 x5 | 10 x4 | 8 x 7 = __ | 7 x6 | 4 x10

8 x0 | 3 x4 | 3 x8 | 2 x9 | 2 x10 | 5 x8 | 10 x4 | 8 x5 | 6 x7 | 6 x 7 = __ | 7 x8

8 x7 | 6 x4 | 5 x6 | 10 x 2 = __ | 4 x10 | 6 x6

6 x6 | 8 x3 | 9 x 2 = __ | 6 x 3 = __ | 4 x5 | 3 x6 | 3 x8 | 4 x6 | 8 x2

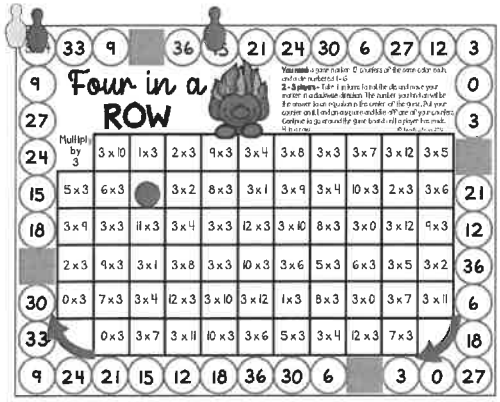
6 x7 | 2 x8 | 6 x2 | 8 x 3 = __ | 5 x6 | 10 x2 | 4 x4

2 x 2 = __ | 5 x 4 = __ | 10 x 1 = __ | 6 x 4 = __ | 2 x5

3 x 2 = __ | 1 x 4 = __ | 2 x6 | 4 x 4 = __ | 6 x 4 = __ | 1 x 6 = __

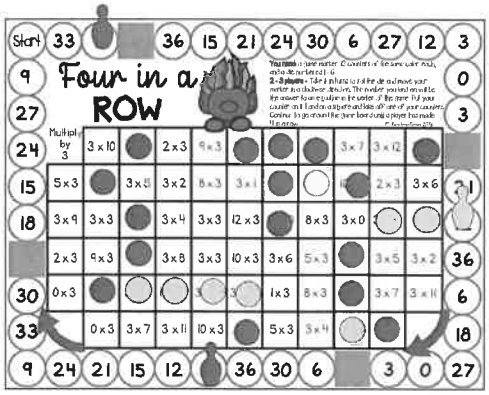
4 in a row Directions

Color Version



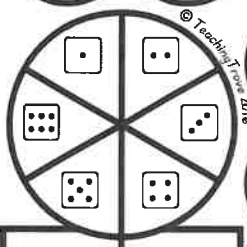
To play, students take turns to roll a die and move the appropriate number of spaces. The student finds the times table that matches the product and places a counter over it. If a student lands on a square they miss that turn.

Students continue to take turns until one player has covered four times tables in a row either horizontally, vertically or diagonally.



Four in a ROW

Directions: Place a game marker on start. Spin the spinner and move that amount of spaces. Write the product you land on under the equation. Every time you make four in a row color it in. Stop when you are unable to write in a product for five spins in a row.

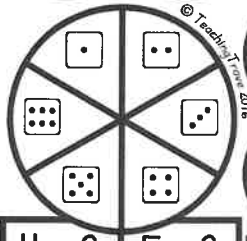


Start	40	90		70	4	18	15	30	50	60	12	16
18												45
45												70
50												
40												15
12												30
												4
18												60
90												16
4	15	50	12	45	70	18	30	60		16	40	90

Multiply by 2,5&10	2 x 6	9 x 5	5 x 10	2 x 2	2 x 9	5 x 3	10 x 7	5 x 8	10 x 9	9 x 2
6 x 2	2 x 2	3 x 5	6 x 10	5 x 10	8 x 2	5 x 9	7 x 10	6 x 5	9 x 5	5 x 9
2 x 6	2 x 9	5 x 8	10 x 5	5 x 6	10 x 7	3 x 5	8 x 5	10 x 6	10 x 9	6 x 10
5 x 6	2 x 6	10 x 7	2 x 2	9 x 10	2 x 8	10 x 5	7 x 10	8 x 2	2 x 9	8 x 5
2 x 6	10 x 7	5 x 3	2 x 9	9 x 5	6 x 5	6 x 10	10 x 9	3 x 5	10 x 6	10 x 5
	6 x 2	9 x 5	5 x 3	9 x 2	9 x 10	6 x 5	2 x 8	5 x 10	5 x 8	

Four in a ROW

Directions: Place a game marker on start. Spin the spinner and move that amount of spaces. Write the product you land on under the equation. Every time you make four in a row color it in. Stop when you are unable to write in a product for five spins in a row.



Start	20	28		36	12	27	21	32	16	9	15	24
28												12
32												15
36												
21												27
9												48
												36
48												24
20												16
16	20	9	24	15	21	27	36	32		28	48	12

Multiply by 3&4										
	3 x 4	5 x 4	12 x 4	3 x 3	8 x 4	4 x 7	4 x 6	5 x 4	4 x 3	5 x 3
5 x 4	7 x 3	3 x 3	4 x 7	3 x 9	3 x 3	4 x 9	4 x 5	8 x 4	4 x 4	4 x 12
8 x 4	4 x 4	3 x 4	4 x 6	4 x 12	4 x 9	7 x 4	7 x 3	3 x 9	5 x 3	3 x 3
4 x 12	4 x 7	6 x 4	4 x 4	4 x 9	8 x 4	7 x 3	3 x 4	5 x 3	5 x 4	3 x 9
4 x 4	7 x 4	4 x 9	3 x 4	5 x 3	3 x 3	4 x 6	7 x 4	8 x 4	3 x 9	7 x 3
	4 x 12	3 x 4	7 x 3	8 x 4	4 x 9	5 x 3	3 x 9	7 x 3	4 x 6	

Four in a ROW

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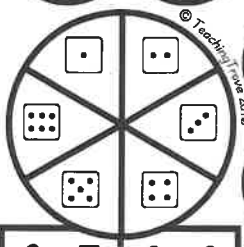


Start	21	42		24	48	42	28	36	54	35	56	24
42												28
18												35
49												
24												42
21												36
												56
18												48
49												54
21	42	18	24	48	42	28	36	54		56	35	49

Multiply by 6&7	6x3	4x7	6x8	7x6	4x6	5x7	7x7	9x6	3x7	6x6
7x8	6x3	6x6	7x6	4x6	5x7	8x6	7x5	6x4	9x6	6x8
6x6	7x6	9x6	7x8	7x7	8x6	4x7	3x7	7x7	4x6	4x7
6x8	5x7	8x6	7x7	7x8	3x7	7x6	3x7	6x8	6x3	6x6
3x7	7x7	8x6	6x6	5x7	7x6	4x7	6x3	9x6	4x6	7x8
	8x6	7x8	9x6	7x7	5x7	6x3	6x8	4x6	4x7	

Start | 48 | 72 | | 18 | 32 | 45 | 64 | 63 | 56 | 54 | 81 | 16

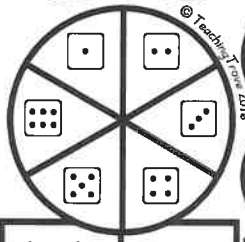
36 | 54 | 16 | 18 | 45 | | 63 | 81

48 | 72 | 36 | 18 | 32 | 45 | 64 | 63 | 56 | | 81 | 16 | 54

48 | 72 | | 36 | 54 | 16 | | 36 | 32 | 64 | 56 | 45

Four in a ROW

Directions: Place a game marker on start. Spin the spinner and move that amount of spaces. Write the product you land on under the equation. Every time you make four in a row color it in. Stop when you are unable to write in a product for five spins in a row.



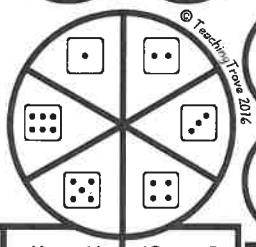
Multiply by 8&9									
8x8	9x8	8x6	2x9	8x7	7x9	8x8	9x6	9x5	8x2
2x9	9x8	4x9	4x8	9x9	8x2	7x9	8x6	6x9	9x4	8x8
9x4	9x6	5x9	8x7	8x4	9x5	4x8	8x7	9x9	8x8	6x8
7x9	9x8	8x2	9x9	5x9	8x6	7x9	9x8	2x9	9x6	8x2
8x6	2x9	9x8	4x9	9x5	8x4	9x9	8x8	7x9	8x2	9x6
	8x7	9x9	8x8	8x6	4x8	4x9	8x7	9x5	2x9	

Start | 99 | 121 | | 84 | 72 | 144 | 55 | 110 | 60 | 108 | 96 | 88

72 | 144 | 60 | 77 | 96 | | 132 | 110 | 121 | 77 | 72 | 55 | 60 | 96 | 88 | 84 | 144 | | 108 | 99 | 132

Four in a ROW

Directions: Place a game marker on start. Spin the spinner and move that amount of spaces. Write the product you land on under the equation. Every time you make four in a row color it in. Stop when you are unable to write in a product for five spins in a row.



Multiply by 11&12	11 x 9	9 x 12	12 x 12	10 x 11	6 x 12	10 x 11	12 x 12	7 x 12	11 x 11	12 x 5
6 x 12	11 x 5	10 x 11	12 x 8	9 x 12	7 x 11	6 x 12	7 x 12	11 x 9	12 x 5	11 x 11
12 x 12	11 x 11	12 x 8	7 x 11	11 x 9	7 x 12	12 x 5	10 x 11	11 x 5	9 x 12	11 x 12
8 x 11	7 x 11	11 x 9	7 x 12	12 x 5	10 x 11	11 x 5	9 x 12	12 x 8	12 x 12	6 x 12
11 x 11	6 x 12	9 x 11	12 x 5	11 x 5	12 x 8	7 x 11	7 x 12	10 x 11	9 x 12	12 x 12
	12 x 12	11 x 5	7 x 11	12 x 8	7 x 12	9 x 12	11 x 11	6 x 12	11 x 11	

Multiplication Battleship

Directions for Multiplication Battleship

- This game is best played in partners
- Each child needs their own page (Consider laminating for repeated use)
- Each child colors in their ships on the top grid
- Partners take turns choosing a location to attempt to "bomb " They do this by stating the equation (ie 8x8=40) They mark their attempts on the lower grid
- When every part of a ship has been hit it is sunk
- If a partner misses, the other partner simply says, "Miss "
- If a partner hits, the other partner simply says, "H
- If a partner says the answer to the equation incorrectly, the other partner simply says, "Misfi

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Multiplication Battleship

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

Aircraft Carrier	covers 5 spaces
Battleship	covers 4 spaces
Submarine	covers 3 spaces
Destroyer	covers 3 spaces
Patrol Boat	covers 2 spaces

Place your ships around the board.

Take turns bombing each others board in an attempt to sink your partner's ships.

Bomb a space on your partner's board by saying the equation that matches where you want to bomb. (5x8=40)

Record your attempted hits here:

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

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Multiplication Battleship

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

Aircraft Carrier	covers 5 spaces
Battleship	covers 4 spaces
Submarine	covers 3 spaces
Destroyer	covers 3 spaces
Patrol Boat	covers 2 spaces

Place your ships around the board.

Take turns bombing each others board in an attempt to sink your partner's ships.

Bomb a space on your partner's board by saying the equation that matches where you want to bomb. (5x8=40 , this means 5 across, 8 down)

Record your attempted hits here:

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

Multiplication Battleship

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

Aircraft Carrier	covers 5 spaces
Battleship	covers 4 spaces
Submarine	covers 3 spaces
Destroyer	covers 3 spaces
Patrol Boat	covers 2 spaces

Place your ships around the board.

Take turns bombing each others board in an attempt to sink your partner's ships.

Bomb a space on your partner's board by saying the equation that matches where you want to bomb. (5x8=40 , this means 5 across, 8 down)

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