

NO PREP Multiplication

S Q U A R E S

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

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Multiplication

S Q U A R E S

How to Play

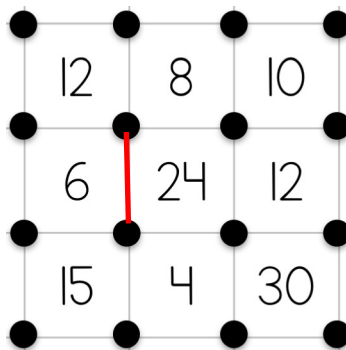
Preparation and Materials:

1. Print out the Multiplication Squares board. You will need one board per game.
 - **PAPER-SAVING TIP:** Laminate the board and use thin dry erase markers to play. That way, students can erase their marks and use the same board each time.
2. Get 2 dice.
3. Get a different colored marker for each player.

Object of the Game: To be the player who captures the most squares.

Playing the Game:

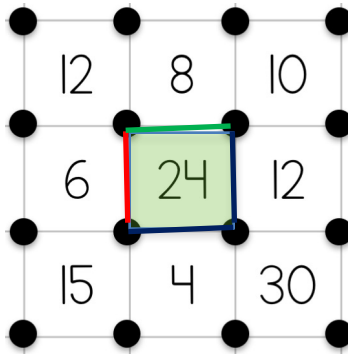
1. Each player rolls one dice. The player with the highest roll goes first.
2. The player rolls both of the dice on the table and multiplies the two numbers together. For example, if the player rolls 6 and 4, he/she multiplies 6 and 4 to get 24.
3. The player looks for the product of the two dice on the squares board, and draws ONE line by connecting any two dots that are surrounding that number, as shown below. The player's marker is used to draw the line between the dots.



For a roll of 6 and 4, the player may find one of the 24s on the squares board. The player may connect any two dots on any side surrounding the 24.

How to Play (continued)

4. After the player draws his/her line, that player's turn is over and the next player's turn begins.
5. Players are always striving to draw a line that will complete a square. When one player draws a line that completes a square, that player colors in the square with his/her marker and gets to take another turn with the dice.



The player with the green marker drew the top line that completed the square around the 24 and colored the square green to show that he captured that square.

Note: The player with the green marker could have rolled a product of 8 (above the 24). Because the player's line on the 8 would have completed the 24 square, he still would get to capture the 24 square.

6. If a player rolls a product that has no more available lines left on the board, the player's turn is over and play continues with the next player.
7. The game ends when all dots on the board have been connected (or when the teacher calls time). The player with the most captured squares is the winner.