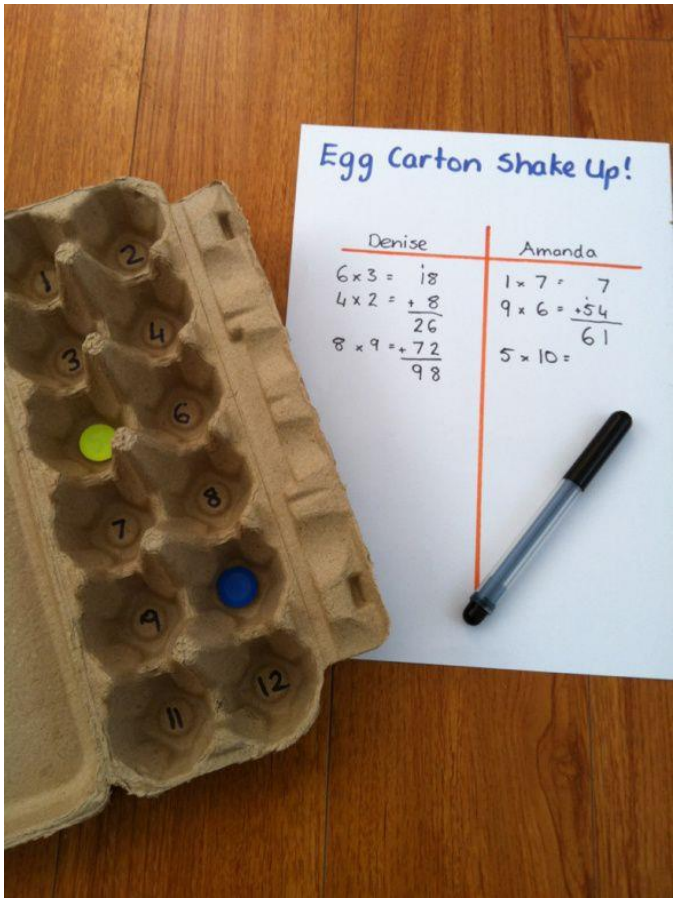
YEAR 4

EGG BOXES AND MARBLES AGAINST THE CLOCK.

Equipment: egg box and 2counters/marbles.

Shake the box.

Open and multiply the numbers where the marbles have landed.



2

How many can you do in 1 minute?

You can extend this by keeping a running total for an agreed number of rounds.

DICE RACE.

Each player throws 2 dice and multiplies the numbers together.

The higher number gets 1 point.

Play 5 rounds – the winner is the player with the most points.

You could extend this by adding together the products of the multiplication.

MULTIPLE MADNESS

objective- Multiplication Facts 1-10.

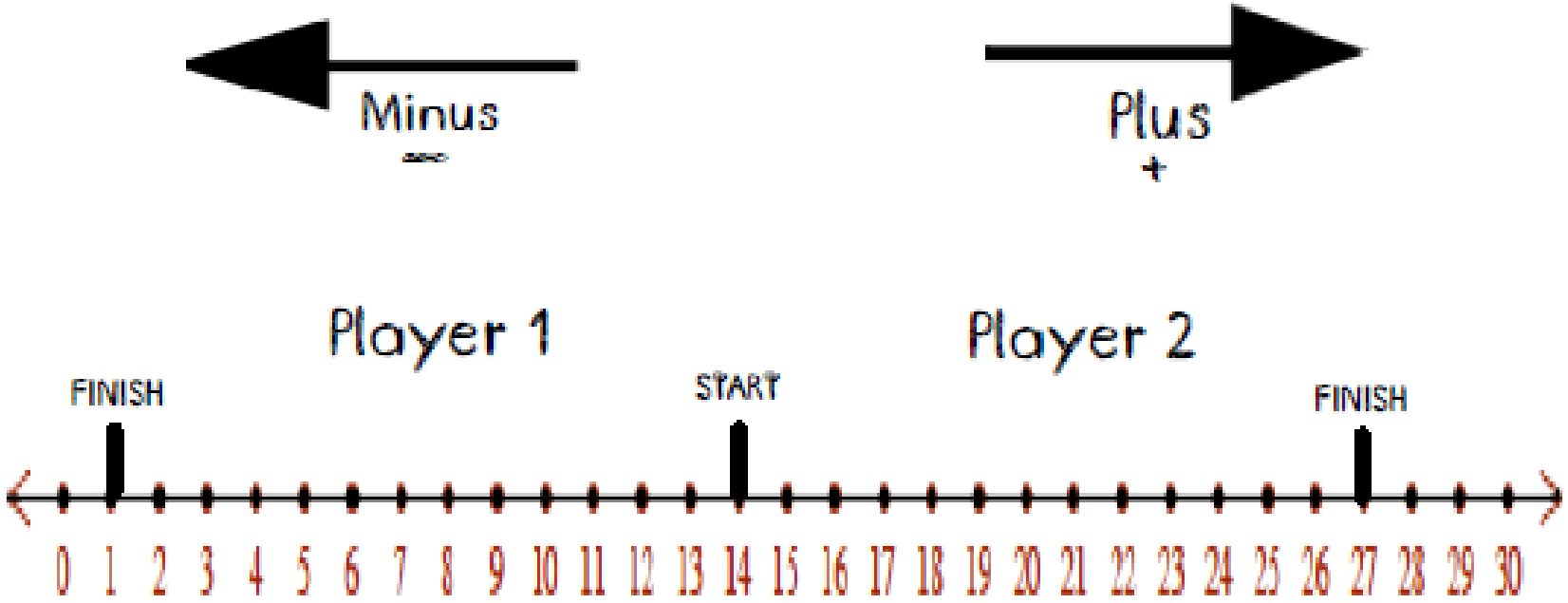
Four lots of 1-9 cards. A set of cards numbered 1-50.

The 1-50 cards are shuffled and 3 cards are dealt to each player face up.

Player 1 looks at the top number of the 1-9 pack and checks to see whether he/ she has any multiples of it.

If he/she has any, turn them face down and replace with cards from the 1-50 pack.

Play continues with each player checking their cards for multiples of the top number. This card is then replaced with the next 1-9 card. Play ends when there are no more 1-50 cards and the winner is the one who has the most.



Tug-of-War

Directions: Place a marker on the number 14. Player number one roles the dice and moves the marker that many hops toward their finish. Now it is player number 2's turn. They roll the dice and move the marker that many hopes towards their finish. Winner is the first to get it to their finish.

DICE TARGETS

Throw three dice. You must use all three die to make one of the target numbers on the board and colour it.

You can + - x or ÷ (you cannot join digits for example 2 and 3 to make 23).

The winner is the first person to make a path from top to bottom

Game one Player 1 Player 2

1	13	15	8	16	9
7	21	22	20	2	17
24	3	11	19	23	10
14	18	6	12	4	5

1	13	15	8	16	9
7	21	22	20	2	17
24	3	11	19	23	10
14	18	6	12	4	5

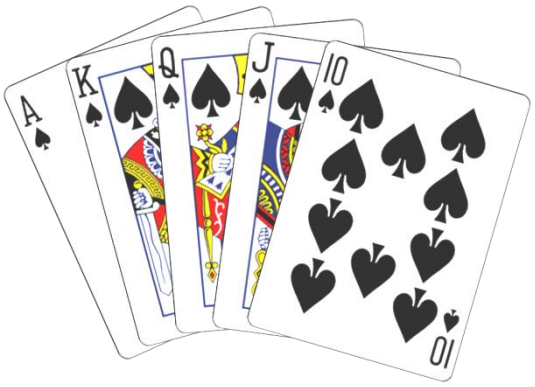
MULTIPLICATION WARS

How many players?

Two teams (minimum 1 player per team)

What you will need:

Deck of cards



Write on piece of paper:
Ace = 1
Jack = 0
Queen = 11
King = 12

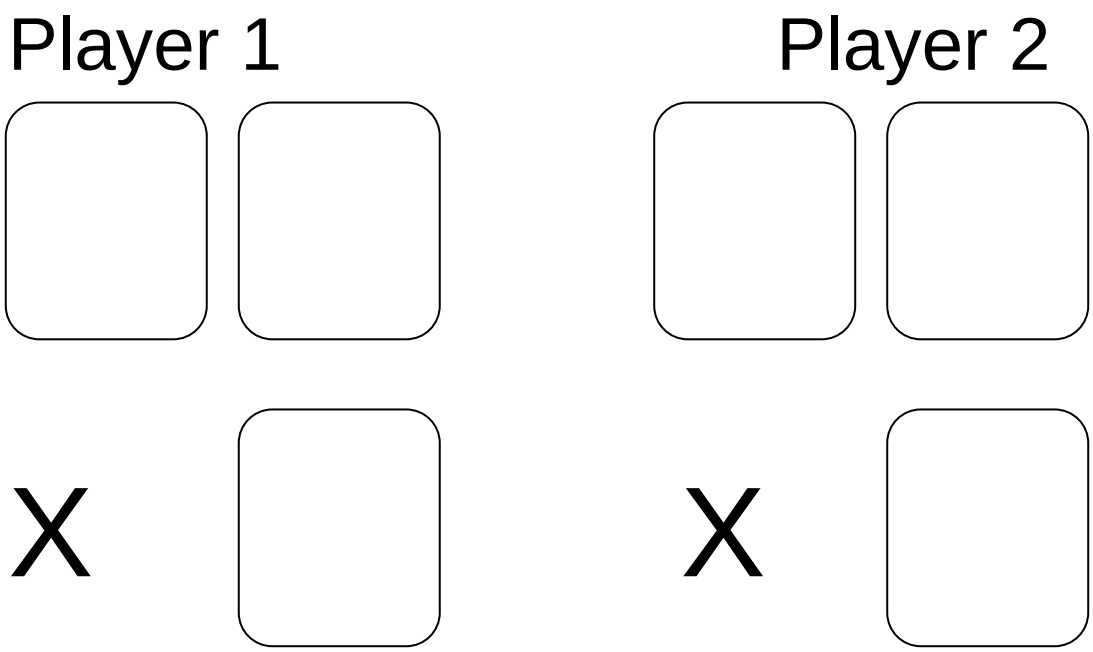
How to play:

- Shuffle the cards
- Deal the cards into two piles face-down in front of each team
- A person from each team turns over a card at the same time.
- As quickly as possible, they multiply the 2 cards together and shout the answer.
- The student who says the correct answer first places the cards in their winning pile.
- If a tie occurs, continue to turn cards until someone wins the pile.
- When all the original stack has been played, the players count their winnings
- The player with the total wins.

MULTIPLICATION ATTACK

You will need a dice

Draw up a grid like the one below.



Throw the dice and choose where to put the number on **<u>your partner's grid.</u>**

If you throw a zero or one you could use this to your advantage!

The player with the highest product wins.

Play 5 rounds to decide on the ultimate attacker!

YEAR 3

MULTILPLICATION BATTLE: objective- Basic Multiplication Facts.

Remove all picture cards (and possibly 10's)

Deal out all cards and place them face down in front of each player. In turns, players turn over the top 2 cards and multiplies them out loud. The player with the largest sum wins the hand and all the cards. If there is a tie, the players turn over their next card - largest wins. Play continues until all cards are used and the winner has the most cards or 'tricks'.

If an error is suspected, a player may challenge. If the challenge is upheld the challenger wins 2 cards from that player and vice-versa.

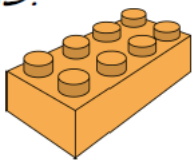
Note - this can also be played as ADDITION BATTLE with the 2 cards being added instead of multiplied.

Build 5 groups of 7 bricks each. How many bricks is that in all?

Build 2 groups of 8. Build 8 groups of 2. Is the number of bricks equal or not equal?

Build a set of towers. Start with 2 bricks in the first one. Then double that number. Then double it again! And again!

Build three different ways to make 15.



3 Times Table Fortune Teller

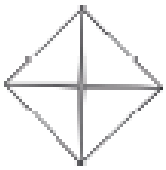
Instructions

1. 

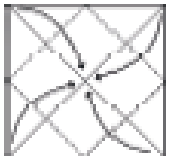
With pictures face down, fold on both diagonal lines. Unfold.

2. 

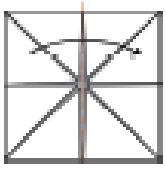
Fold all four corners to the centre.

3. 

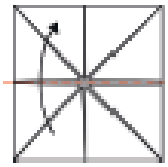
Turn paper over.

4. 

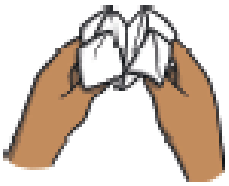
Once again, fold all corners to the centre.

5. 

Fold paper in half and unfold.

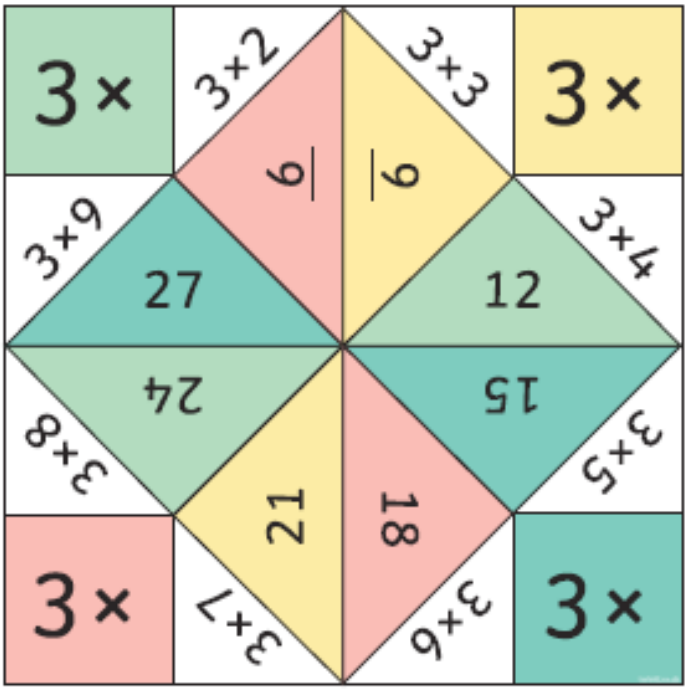
6. 

Fold in half from top to bottom. Do not unfold.

7. 

Slide thumbs and forefingers under the squares and move the fortune teller back and forth to play.

Available on twinkl.

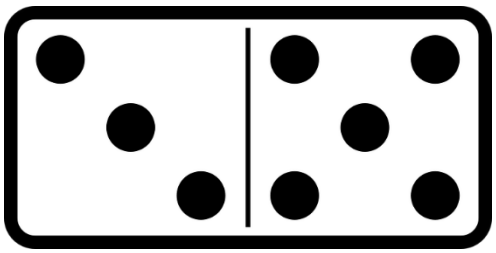


DOMINOES

Equipment: set of dominoes.

Choose a domino and write down the digits.

Throw a dice and multiply the number.



3 5

X 7

2 4 5

3

8 ROLLS TO 100

Equipment: Two dice (1-6), Pencil & Paper

How to play:

You will roll the pair of dice 8 times. Each time you roll the dice, multiply the two numbers that come up. Add your numbers each time.

Can you get to 100 in 8 rolls?

Alternate version:

See how many rolls it takes until your total reaches 100.