

***Optional

Fact Fluency Choice Board

Roll 'Em!

You will need 2 dice for each player, a piece of paper, and markers. **Each player rolls a dice.** The numbers shown on the dice are then multiplied together. The player to find the product first, wins a point. Continue playing until a player has earned 10 points.



Rock, Paper, Scissors, MULTIPLY!



Put up fingers (to represent factors) instead of rock, paper, or scissors. The first partner to multiply the two sets of fingers together and call out the product first gets a point.

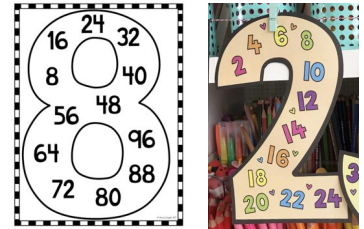
Skip Counting Jumping Jacks

For example, skip count (aloud) by 5's up to 50 while you complete a jumping jack for each multiple. Continue this process with other facts.



Create a Poster

Create and decorate a skip counting **poster** about a multiple of your choice.

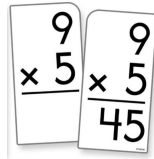


Multiplication War

* For this game, you'll need 2 players and a **deck of cards**. Each player will turn two cards over and multiply the factors. Whoever has the highest product keeps the cards. Whoever has the most cards at the end of the round, wins. :).

Flash Cards

Practice your facts with **flash cards**



Chalk Math

First, choose a number to skip count by. Then, create a path in **chalk** with the number you chose to skip count by. Keep going until you skip count up to the product of your choice. After you finished writing the numbers, hop or jump from one spot to the next.



Skip Counting Push-Ups or Sit-Ups

For example, skip count (aloud) by 4's up to 40 while you complete a push up for each multiple. Continue this process with other facts.



Shooting Hoops!

1. Grab a deck of **flash cards**.
 2. Head to the hoops! If you don't have a **basketball hoop nearby**, use an **empty waste basket** as the "hoop" and get a small ball to toss into the basket.
 3. Now you're ready to play! Have a family member hold up a **flash card**. If you guess correctly, you earn a point. A family member will then toss you the ball so that you can take a shot. If the ball makes it into the hoop, you get one more point.
 4. Keep going through the flashcards until you have reached 21 points. You can also add one more player to the game and compete to see who can get to 21 first.
- *Remember to keep track of your points on paper.

IM game Capture Squares

1. On your turn:
 - Roll the **die** and spin the **spinner**.
 - Choose a square on the **gameboard** that shows that number.
 - If you can't draw a line, roll and spin again.
 - If you draw a line that finishes a square around a number, shade in that box with **your color (different than your partners)**.
2. Take turns with your partner. The first player to shade in 3 boxes wins.

Create a Waldorf Multiplication Flower



- 1) Write the primary factor in the center circle. If you're practicing 3s facts, write 3 in the center.
- 2) On the smaller, inner petal, write the secondary factors (each number from 1-10).
- 3) On the larger, outer petal, write the product of the center number and the inner petal number.

IM Math game 5 in a row

1. Partner A
Put a paper clip on 2 numbers in the grey row on the **gameboard**. Multiply the numbers. Cover the product of the 2 numbers with a **counter, coin, or different color paper**.
2. Partner B
Move 1 of the paper clips, multiply the numbers, and cover the product with a different color counter, coin, or paper than Partner A's.
3. Take turns. The first partner to cover 5 squares in a row wins.

