

Multiple Madness

Building Fluency: multiply within 100

Materials: gameboard, 8 game markers – different color for each player, 2 paperclips

Number of Players: 2

Directions:

1. The first player places the two paperclips on any factors at the bottom of the page. Both paperclips may be on the same factor.
2. The player covers the product of the two factors with a game marker.
3. The second player moves one of the paperclips then places a game marker on the new product.
4. Players alternate moving a paperclip and marking a product.
5. The winner is the first to cover four products in a row.

Variation/Extension: Multiple Madness II is a variation

1	2	3	4	5	6
8	9	10	12	15	16
20	25	1	2	3	4
5	6	8	9	10	12
15	16	20	25	1	2
3	4	5	6	8	10

FACTORS: 1 2 3 4 5

Multiple Madness II

Building Fluency: products of whole numbers

Materials: gameboard, 8 game markers – different color for each player, 2 paperclips

Number of Players: 2

Directions:

1. The first player places the two paperclips on any factors at the bottom of the page. Both paperclips may be on the same factor.
2. The player covers the product of the two factors with a game marker.
3. The second player moves one of the paperclips and places a game marker on the new product.
4. Players alternate moving a paperclip and marking a product.
5. The winner is the first to cover four products in a row.

Variation/Extension: Multiple Madness is a variation

1	2	3	4	5	6
7	8	9	10	12	14
15	16	18	20	21	24
25	27	28	30	32	35
36	40	42	45	48	49
54	56	63	64	72	81

FACTORS: 1 2 3 4 5 6 7 8 9