



Alberta Teacher Conventions 2026

Multiplication Matters

Math Games to
Teach and Practice Multiplication

Presented by John Felling



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Multiplication Board

	1	2	3	4	5	6	7	8	9	10	11	12
1	1	2	3	4	5	6	7	8	9	10	11	12
2	2	4	6	8	10	12	14	16	18	20	22	24
3	3	6	9	12	15	18	21	24	27	30	33	36
4	4	8	12	16	20	24	28	32	36	40	44	48
5	5	10	15	20	25	30	35	40	45	50	55	60
6	6	12	18	24	30	36	42	48	54	60	66	72
7	7	14	21	28	35	42	49	56	63	70	77	84
8	8	16	24	32	40	48	56	64	72	80	88	96
9	9	18	27	36	45	54	63	72	81	90	99	108
10	10	20	30	40	50	60	70	80	90	100	110	120
11	11	22	33	44	55	66	77	88	99	110	121	132
12	12	24	36	48	60	72	84	96	108	120	132	144

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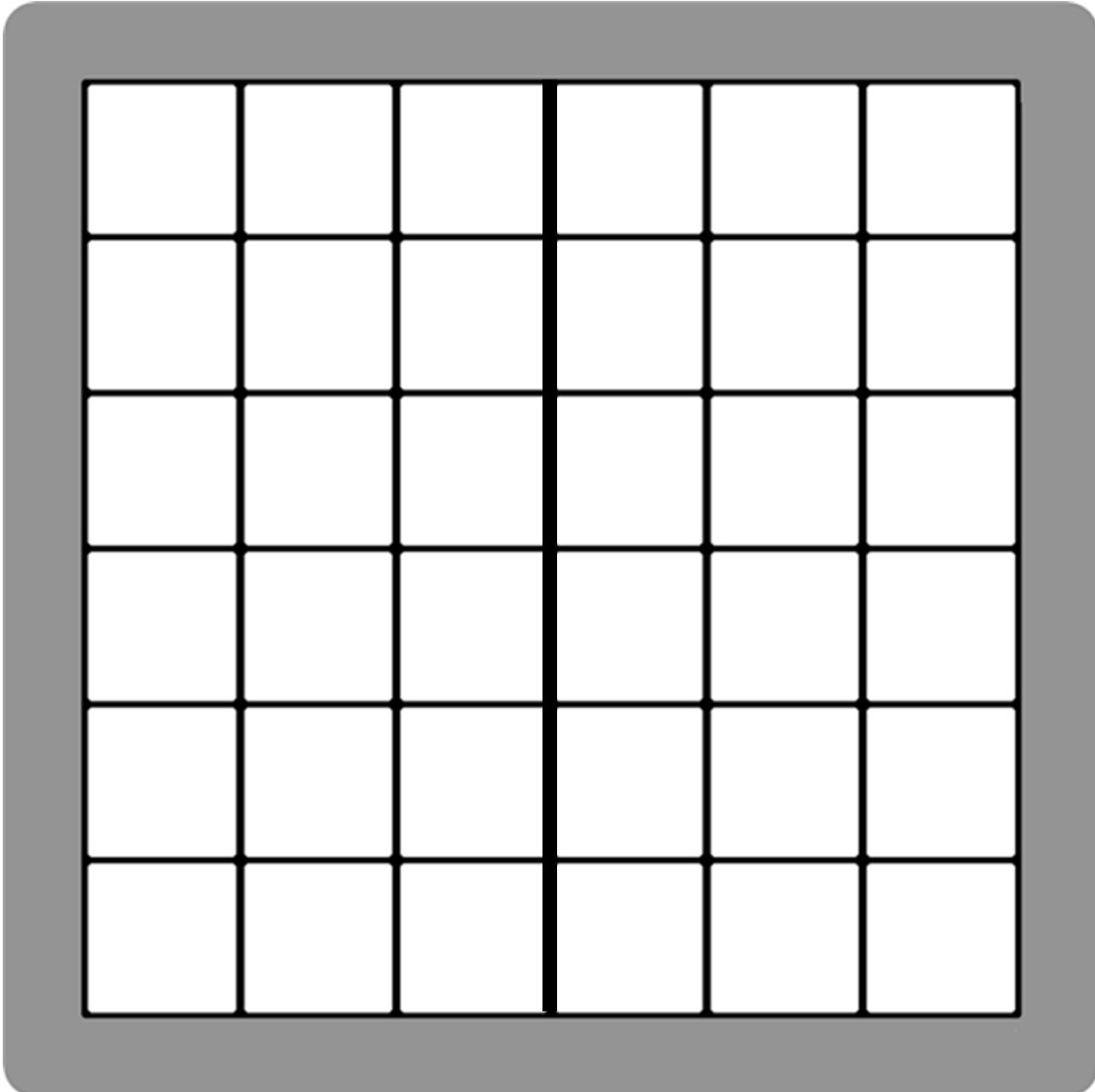
Multiplication Tic Tac Toe

- ▶ Player one rolls 2 x 0-9 or 2 x 1-12 dice and finds the product (eg $4 \times 6 = 24$; $6 \times 4 = 24$)
- ▶ Cover spaces with bingo chips (one space only would be covered if doubles are rolled)
- ▶ Player Two takes their turn. Players continue to alternate turns
- ▶ Build Tic Tac Toe, three or more in a row horizontally, vertically or diagonally
- ▶ One point per chip and remove from board so spaces are open again
- ▶ Roll your partner's space and capture for 2 points per chip
- ▶ Play for a set period of time

Slam Dunk 36 / 72

PLAYER
ONE

PLAYER
TWO



Each player takes 18 dice of own color.

For 36 SLAM DUNK: Each player rolls 2 dice and multiplies them for a product.

For 72 SLAM DUNK: Each player rolls 3 dice, adds 2 of the dice for a sum and multiplies that sum by the third die for a product.

Player with the greatest product, places their dice into the black tray. Player with least product place their dice are into the clear lid.

Player with the most dice in their side of the black tray at the end of all the rounds, wins.

MULTIPLYING SHAKERS RECORDING SHEET

MY SHAKE

COMMUTATIVE FACT

	x		=		=		x		=	
	x		=		=		x		=	
	x		=		=		x		=	
	x		=		=		x		=	
	x		=		=		x		=	
	x		=		=		x		=	
	x		=		=		x		=	

MY SHAKE

COMMUTATIVE FACT

	x		=		=		x		=	
	x		=		=		x		=	
	x		=		=		x		=	
	x		=		=		x		=	
	x		=		=		x		=	
	x		=		=		x		=	
	x		=		=		x		=	

THREE SHAKER MULTIPLICATION RECORDING SHEET

What I Saw				How I Grouped				PRODUCT		
				=	_____	X	_____	X	=	_____
				=	_____	X	_____	X	=	_____
				=	_____	X	_____	X	=	_____
				=	_____	X	_____	X	=	_____
				=	_____	X	_____	X	=	_____
				=	_____	X	_____	X	=	_____
				=	_____	X	_____	X	=	_____
				=	_____	X	_____	X	=	_____

What I Saw				How I Grouped				PRODUCT		
				=	_____	X	_____	X	=	_____
				=	_____	X	_____	X	=	_____
				=	_____	X	_____	X	=	_____
				=	_____	X	_____	X	=	_____
				=	_____	X	_____	X	=	_____
				=	_____	X	_____	X	=	_____
				=	_____	X	_____	X	=	_____
				=	_____	X	_____	X	=	_____

What I Saw				How I Grouped				PRODUCT		
				=	_____	X	_____	X	=	_____
				=	_____	X	_____	X	=	_____
				=	_____	X	_____	X	=	_____
				=	_____	X	_____	X	=	_____
				=	_____	X	_____	X	=	_____
				=	_____	X	_____	X	=	_____
				=	_____	X	_____	X	=	_____
				=	_____	X	_____	X	=	_____

15

Pink The Not
Easy OnesYellow EASY
Red Square Facts

Multiplication Board

Green Commutative
 $A \times B = B \times A$

	1	2	3	4	5	6	7	8	9	10	11	12
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FACT FEUD "2"

LEVEL: Grade 3 and up

SKILLS: multiplication facts to 81



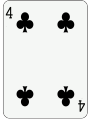
PLAYERS: 2

EQUIPMENT: cards (Ace=1) - 9

GOAL: to multiply to get the highest product and collect the most cards

GETTING STARTED: Players decide (or the teacher directs) the particular fact to practice (eg $\times 7$, $\times 4$, $\times 8$, etc.). Once the constant factor is determined, that card is placed between the two players. Players then divide the remaining cards evenly between themselves. Each player turns over one card and multiplies that card by the constant factor in the middle. The player with the highest product collects both cards. Players must verbalize their math sentence.

EXAMPLE:

	CONSTANT	
		
PLAYER ONE	This card stays the same the whole game.	PLAYER TWO

A 6 is drawn and determined as the constant factor. Player One flips an 8. Player Two flips a 4. Player One says, " $8 \times 6 = 48$ ". Player Two says, " $4 \times 6 = 24$ ". Player One would collect all of the cards and say "48 is greater than 24".

MATH
TALK

In the event of a tie (ie. both players have the same product), each player deals out three more cards face down and then turns another card face up. That card is multiplied by the constant factor and the highest product wins all of the cards (except the constant factor card). Play continues for a set period of time or until one player has collected all the cards.

JOURNAL WORK AND EXTENSIONS:

1. This is a great game to practice quick recall of basic facts that will help set the foundation for division later. Have students verbalize each fact out loud to better reinforce the learning and help with memorization.
2. While playing the game, have students write the commutative fact for each equation. Did the product of the two numbers change? Why or why not?

PRODUCTIVE PRODUCTS

Modified Recording Sheet

X

X

X

X

X

X

X

X

X



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P.O.# _____ FEI#: (For USA orders over \$500.00) _____

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Zip/Postal: _____ Email: (PRINT CLEARLY) _____

Phone: _____ Fax: _____

Ship To: () SAME AS ABOVE Contact Name: _____

Address: _____ City: _____ St/Pv: _____

Zip/Postal: _____ Email: (PRINT CLEARLY) _____

Phone: _____ Fax: _____

Item Description (including code if known)	Qty	Price	Subtotal

Discount Code **KEEPITROLLING26** - 10%

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 Orders \$300.01 to \$649.99 add 13% + 6.00
 Orders over \$650.00 add 12% + 6.00
 Questions? info@boxcarsandoneeyedjacks.com

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