

Take your Pick

Multiplying by five and ten

Purpose

This game requires the students to multiply by five and ten. The students use their knowledge of place value to multiply by ten. For calculations involving five, they are encouraged to multiply by ten first, then halve the product.

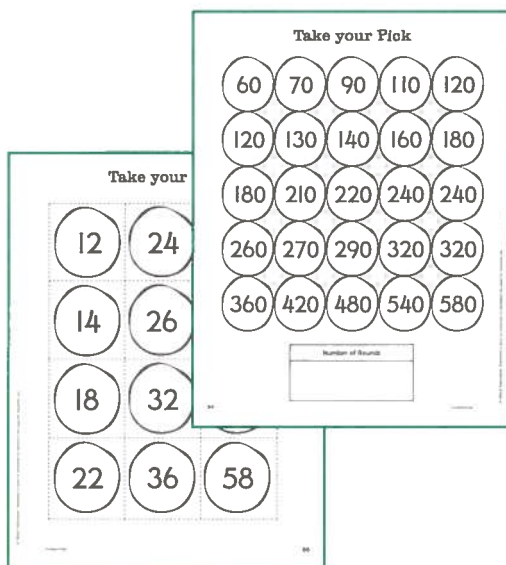
Materials

Each pair of players will need

- A 'Take your Pick' game board (page 54) as shown below.
- One (1) set of numeral tokens. Copy page 55 as shown below. Cut out and laminate the tokens to make one set.
- One (1) number cube showing the numerals 5, 5, 5, 10, 10, and 10. This can be made from a blank wooden cube.

Each player will need

- Fifteen (15) counters (a different color for each player).



How to Play

The aim is to place as many counters on the game board as possible.

- The tokens are placed face up beside the game board.
- The first player selects a token and then rolls the number cube.
- The player multiplies the two numbers and claims the answer on the game board by covering it with a counter. A calculator can be used if an answer is disputed. Although some numbers appear more than once on the game board, a player may only claim one number for each turn. If an answer is unavailable, the player misses a turn.
- The token is returned.
- The other player has a turn.
- The player with the greater number of counters on the game board after ten rounds is the winner. Players can use tallies in the chart provided to record the number of rounds.

Reading the Research

Research shows that students who develop the ability to calculate mentally use a variety of procedures that draw on their knowledge of numbers and our number system, such as using the distributive principle and other properties of arithmetic (Hope & Sherill, 1987).