

Tens and Half Tens

Instructional Video: <https://youtu.be/yuLLK4p6rJY>

Games:

BUMP X5

BUMP X10

Squares X5

Squares X10

Multiples of 5

Times Tussle

Multiplication Game Foundational Facts

Games for Tens (X10)

Practice Fact Strategy

Draw of 10

Materials: deck of cards for each pair of students (without face cards)

Directions:

Students can work in pairs. Each pair needs 1 deck of cards. Split the deck in half. Each partner gets one half of the deck. Each partner turns over a card. If I turn over a 7, I say 7 groups of 10 equals 70. My partner turns over a 4, and says, 4 groups of 10 equals 40. The person with the largest product wins the round and takes both cards. Play continues until all the cards have been played.

Variation: the person with the smallest product is the winner.

STRATEGY: Half Tens

Times 5 Bump

Multiplication - Roll 2 and Multiply by 5

55
55

15
15

20
20

50
50

10
10

35
35

45
45

60
60

25
25

40
40

30
30

X 5 =

a game for 2 players

Need: 2 dice and 8 counters per player – each player uses a different color

To Play: Players take turns to roll the 2 dice, add the numbers together and then multiply the total by 5. The player then covers this number. For Example: If a player rolls 3 and 5, they would cover 40. If the other player has one counter on this number, they can 'bump' that counter off and put one of their own counters on it. You can only 'bump' when there is only one counter on the number. If that number is covered by one of the player's own counters, they can add another counter on top and then they have won that space and no more counters can be added. The winner of the game is the first player to use all 8 of their counters.

SQUARES GAME

multiplication $\times 5$

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| 60 | 15 | 25 | 10 | 30 | 35 | 15 | 45 | 50 | 40 |
| 20 | 50 | 40 | 30 | 50 | 10 | 45 | 60 | 30 | 10 |
| 55 | 25 | 45 | 60 | 40 | 25 | 50 | 15 | 55 | 20 |
| 35 | 50 | 20 | 55 | 45 | 15 | 55 | 30 | 55 | 35 |
| 10 | 55 | 35 | 60 | 10 | 45 | 25 | 50 | 10 | 60 |
| 20 | 40 | 60 | 45 | 25 | 35 | 30 | 50 | 25 | 40 |
| 60 | 35 | 10 | 55 | 30 | 55 | 20 | 60 | 30 | 15 |
| 30 | 15 | 40 | 20 | 50 | 15 | 55 | 10 | 50 | 35 |
| 35 | 45 | 10 | 40 | 25 | 45 | 20 | 60 | 40 | 25 |
| 20 | 15 | 30 | 45 | 20 | 60 | 25 | 15 | 35 | 40 |

Instructions:

When it's your turn, roll two dice. Add the numbers on them together to find their sum. To find the product, multiply the sum by 5. Find the product on the game board and draw one line connecting two of its corners. Take turns. When you draw a line to close a square, you win it! Write your initials inside the square. The winner of the game is the player with the most squares. Good luck!

Multiples of 5

The product of
__ x 5 is __.

Materials: 5 counters per player; 10-sided number cube

Number of Players: 2-3

1. Each player collects 5 counters.
2. Take turns to roll the number cube and multiply the number rolled by 5. Complete the math talk sentence and place a counter on the product. If the number is already covered you must remove the counter from the board and add it to your pile.
3. The first player to have placed all 5 counters on the board wins the game.

| | | | | |
|----|----|----|----|----|
| 5 | 30 | 50 | 15 | 20 |
| 40 | 45 | 10 | 35 | 25 |

The Multiplication Game

Foundational Facts

(x1, x2, x5, x10 facts)

Goal: Be the first person to own 3 spots in a row

Materials: objects in 2 colors to mark spots, pencil/pen

Directions: For Game 1, the first factor given is a 5. Player 1 may multiply 5 by any number 1-10, determine the product, place an object on the product, and write down the **factor** they chose down below. Player 2 now starts their turn using the **factor Partner 1 chose** and may multiply it by any number 1-10 (you can use the same number that was already chosen), mark their product with their colored object, and write down the factor they chose. Play continues until one player owns 3 spots in a row horizontally, vertically, or diagonally. Then, the gameboard is cleared and you will begin with Game 2 and the factor 2.

The Multiplication Game

Foundational Facts (x1, x2, x5, x10)

| | | | | | |
|----|----|----|----|----|----|
| 1 | 5 | 2 | 10 | 3 | 15 |
| 4 | 20 | 6 | 25 | 14 | 30 |
| 7 | 35 | 16 | 40 | 8 | 45 |
| 18 | 50 | 30 | 35 | 16 | 60 |
| 8 | 20 | 14 | 70 | 5 | 12 |
| 80 | 6 | 25 | 18 | 90 | 25 |

Record your numbers below:

Game #1: 5, __, __, __, __, __, __, __, __, __, __

Game #2: 2, __, __, __, __, __, __, __, __, __, __

Game #3: 10, __, __, __, __, __, __, __, __, __, __

Game #4: 5, __, __, __, __, __, __, __, __, __, __



Strategy: Tens

Times 10 Bump

Multiplication - Roll 2 and Multiply by 10

$_ \times 10 = _$

110
110

50
50

30
30

80
80

90
90

120
120

60
60

40
40

20
20

70
70

100
100

a game for 2 players

Need: 2 dice and 8 counters per player – each player uses a different color

To Play: Players take turns to roll the 2 dice, add the numbers together and then multiply the total by 10. The player then covers this number. For Example: If a player rolls 4 and 5, they would cover 90. If the other player has one counter on this number, they can 'bump' that counter off and put one of their own counters on it. You can only 'bump' when there is only one counter on the number. If that number is covered by one of the player's own counters, they can add another counter on top and then they have won that space and no more counters can be added. The winner of the game is the first player to use all 8 of their counters.

SQUARES GAME

multiplication $\times 10$

| | | | | | | | | | |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 120 | 30 | 50 | 20 | 60 | 70 | 30 | 90 | 100 | 80 |
| 40 | 100 | 80 | 60 | 100 | 20 | 90 | 120 | 60 | 20 |
| 110 | 50 | 90 | 120 | 80 | 50 | 100 | 30 | 110 | 40 |
| 70 | 100 | 40 | 110 | 90 | 30 | 110 | 60 | 110 | 70 |
| 20 | 110 | 70 | 120 | 20 | 90 | 50 | 100 | 20 | 120 |
| 40 | 80 | 120 | 90 | 50 | 70 | 60 | 100 | 50 | 80 |
| 120 | 70 | 20 | 110 | 60 | 110 | 40 | 120 | 60 | 30 |
| 60 | 30 | 80 | 40 | 100 | 30 | 110 | 20 | 100 | 70 |
| 70 | 90 | 20 | 80 | 50 | 90 | 40 | 120 | 80 | 50 |
| 40 | 30 | 60 | 90 | 40 | 120 | 50 | 30 | 70 | 80 |

Instructions:

When it's your turn, roll two dice. Add the numbers on them together to find their sum. To find the product, multiply the sum by 10. Find the product on the game board and draw one line connecting two of its corners. Take turns. When you draw a line to close a square, you win it! Write your initials inside the square. The winner of the game is the player with the most squares. Good luck!

Times Tussle Game Board

| | | | | | |
|----|----|----|-----|----|-----|
| 20 | 50 | 25 | 50 | 10 | 30 |
| 70 | 30 | 10 | 90 | 45 | 80 |
| 35 | 40 | 25 | 40 | 15 | 45 |
| 80 | 15 | 50 | 100 | 90 | 35 |
| 45 | 25 | 20 | 40 | 50 | 100 |
| 45 | 25 | 30 | 20 | 30 | 15 |
| 70 | 60 | 35 | 60 | 20 | 40 |

Materials:

Each group of students will need

- *Times Tussle* game board
- one set of numeral cards. (Make 4 copies, cut out, and laminate to make one set.)

Each player will need

- 14 transparent counters (a different color for each player)

Directions (2-4 players):

- Shuffle and place numeral cards face down in a stack.
- The first player draws a card and decides whether to multiply the number by five or by ten to make a product on the game board. Example: Billy draws 6. He can multiply 6×5 (30) or 6×10 (60).
- The player claims a product on the game board by covering it with a counter. Although some numbers appear more than once on the game board, a player may only claim one number for each turn. If the two possible products are unavailable, the player misses a turn.
- The card is returned to the bottom of the stack.
- Each of the other players has a turn.
- The first player to make a 2×2 square or a line of four adjacent counters (horizontal, vertical, or diagonal) is the winner.

Times Tussle Numeral Cards

2

Fundamentals

2

3

Fundamentals

3

4

Fundamentals

4

5

Fundamentals

5

6

Fundamentals

6

7

Fundamentals

7

8

Fundamentals

8

9

Fundamentals

9

10

Fundamentals

10