Charlotte Speedway Race

Building Fluency: multiplying whole numbers

Materials: gameboard, game marker, a die

Number of Players: 2-4

Directions:

- 1. Player rolls die and moves that number of spaces.
- 2. Player must give a multiplication fact for the product in the space using 6, 7, 8, and 9 as one of the factors.
- 3. If an incorrect answer is given, player loses turn, and returns to previous position.
- 4. Winner is the first to cross the finish line.

Variation/Extension: Students share strategies of how they learned the more difficult multiplication facts.

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+	49	18	63	28	42	54	PIT STOP	36	24
	24								72
	48								64
	27								Drafted a New Car – Move Forward 2 Spaces
	36	88							56
	Trouble on the Curve – Go Back 2 Spaces								48
	54	81	72	Your Tire Blows Out – Lose a Turn	56	42	63	32	18