



Players: 2

Time to Multiply

Students practice multiplication facts from 0 to 10.

Materials

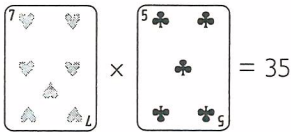
- one shuffled deck of cards (including jokers for 0) with face cards removed
- scrap paper and pencils
- calculators (optional)

The Way to Play

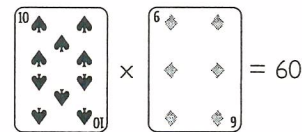
- 1 One player stacks the cards facedown in a pile.
- 2 Player 1 draws two cards, multiplies the numbers, and says the product.
- 3 Player 2 takes a turn in the same way.
- 4 The player with the greater product finds the difference between those two products. The player records the difference as the number of points earned for the round. The used cards are placed in a discard pile. If it's a tie, neither player earns points for the round.
- 5 Play continues in the same way until all the cards have been used. The player with the most points at the end of the game wins.

Example:

Player 1 multiplies $7 \times 5 = 35$



Player 2 multiplies $10 \times 6 = 60$



Player 2 earns 25 points. ($60 - 35 = 25$)

♠ Variation ♣

To play a game that reinforces speed, each player draws two cards without looking at them. Each player turns over one of the cards. At the same time, each player turns over the second card and multiplies the two numbers. The first player to say the correct product wins all four cards. If it's a tie, neither player wins the cards. Play continues in the same way until there are no cards left. The player with more cards wins.