

Printables for "Multiplication Move-It (2 & 5)"

KNPIG ID # M 4437.4 – PURPLE

This file contains printables for two students.

For each additional pair of student print 1 new Game Board, Spinners, and Recording Sheets.

- Pop Drop Move-It game board (multiples of 2 & 5)
- Blank Pop Drop Move-It game board
- 2 Spinners- one numbered 0-9, second numbered 2 & 5
- Recording Sheet Version A
- Recording Sheet Version B

Teacher Note: Spinners are included in the print link. However, spinners may be replace by a 0-9 die combined with a 6 sided cube labeled with three "2"s and three "5"s. The blank Move-It game board (included in the print link) can be used to create customized variations.

MULTIPLICATION MOVE -IT

Mutliplication with 2 & 5

Each player will start with 8 translucent counters in a single color. On your turn, spin the spinners and determine the product. If the product is already covered by another player, tell the other player to "move it" and cover the number with your own counter. The first player to use all of his or her counters wins the game.

5	16	15	0
2	45	30	0
Ю	4	18	35
12	20	6	Ю
40	14	25	8 Materials:

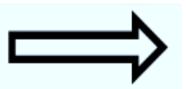
Spinner (0-9) and Spinner (2 & 5)

MOVE -IT

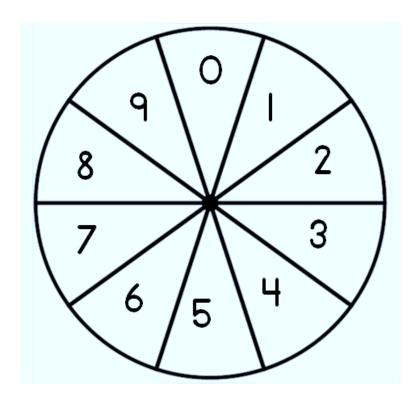
Each player will start with 8 translucent counters in a single color. On your turn, play as directed and cover the resulting number. If the number is already covered by another player, tell the other player to "move it" and cover the number with your own counter. The first player to use all of his or her counters wins the game.

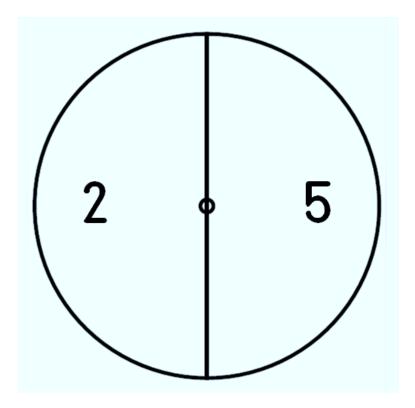
Teacher Note: Fill the game board with numbers of your own choosing to create a customized Move-It game board.

Materials:









Use paper clips or the paper arrows with fasteners to make the spinners.

Or

Place a transparent overhead spinner over each circle.

Pop Drop Move-It

Name:

Factor		Factor		Product	
	x		=		
	x		=		
	X		=		
	X		=		
	X		=		
	X		=		
	X		=		
	X		=		
	X		=		
	X		=		
	X		=		
	X		=		
	X		=		
	X		=		
	Х		=		

Pop Drop Move-It

Name:

Product		Factor		Factor
	=		Х	
	=		X	
	=		X	
	=		X	
	=		X	
	=		X	
	=		X	
	=		X	
	=		X	
	=		X	
	=		X	
	=		X	
	=		X	
	=		X	
	=		X	