# Printables for "Pop Drop Move-It (6 or 7)" 

KNPIG ID \# M 4437.5 - PINK

This file contains printables for two students.
For each additional pair of student print 1 new Game Board and Recording Sheets.

- Pop Drop Move-It game board (multiples of 6 )
- Pop Drop Move-It game board (multiples of 7)
- Blank Pop Drop Move-It game board
- Pop Drop Move-It (6) Recording Sheet
- Pop Drop Move-It (7) Recording Sheet

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## POP DROP MOVE -IT

Multiplication with 6

Each player will start with 8 translucent counters in a single color. On your turn, drop the sticks with 6 dots ( 5 red and I blue). Determine the number of dots that are face down that are red, how many are blue and how many altogether. Cover the total number. If the number is not available and is 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.

| 36 | 42 | 54 | 36 |
| :---: | :---: | :---: | :---: |
| 12 | 42 | 30 | 56 |
| 24 | 48 | 60 | 48 |
| 18 | 30 | 24 | 48 |
| 42 | 54 | 48 | 60 |

Popsicle sticks or Dot strips with 6 dots (5 red \& I blue), 12 each.


Multiplication with 7

Each player will start with 8 translucent counters in a single color. On your turn, drop the sticks with7 dots ( 5 red and 2 blue). Determine the number of dots that are face down that are red, how many are blue and how many altogether. Cover the total number. If the number is not available and is 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.


Popsicle sticks or Dot strips with 7 dots ( 5 red \& 2 blue), 12 each.

## 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.


## Pop Drop Move-It (6)

Name:

| Red Dots | Blue Dots | Total Dots |
| :---: | :---: | :---: |
| $\ldots \times$ | $\times 1=$ | $\underline{\times} \underline{ }=$ |
| $\times \underline{5}=$ | $-1=$ | $\ldots \times 6=$ |
| * ${ }^{5}=$ | $-1=$ | $\underline{\times 6}=$ |
| $\times \underline{5}=$ | $\ldots \times 1=$ | $\underline{\times}=$ |
| $\times 5=$ | $-\times \underline{1}=$ | $\times 6=$ |
| $\times 5=$ | $-1=$ | $\times 6=$ |
| $\times \underline{5}=$ | $\times 1=$ | $\times 6=$ |
| $\ldots \times \underline{5}=$ | $\ldots \times \underline{1}=$ | $\times 6=$ |
| $\times \underline{5}=$ | $\times 1=$ | $\ldots \times$ |
| $\ldots \quad 5=$ | $\times 1=$ | $\times 6=$ |

Pop Drop Move-It (7)
Name:
$\qquad$



[^0]:    Teacher Note: Students should start with the 6 version. Look for students to build on the known multiples of 5 . For example, to work $8 \times 6$, a student can use the known fact $8 \times 5=40$ to quickly determine the product is 48 (i.e. $40+8$ ). The blank Move-It game board (included in the print link) can be used to create customized variations.

