



Printables for “Missing Factor Move-It (6)”

KNPIG ID # M 4441.6 – ORANGE

This file contains printables for two students.

For each additional pair of student print 1 new Game Board and Missing Factor Expressions Cards.

- Missing Factor MOVE -IT game board
- Blank Missing Factor MOVE -IT game board
- Missing Factor Move -It: one page (20 cards in total)

Teacher Note: Missing factor equations of the form $6 = _ \times 6$, ... $60 = _ \times 6$ may be used also be used. Missing Factor cards, in both formats, are included in the print link and may be used in place of the popsicle sticks. The teacher may choose to make missing factor sticks targeting different factors such as 3 (i.e. $_ \times 3 = 3$, $_ \times 3 = 6$ and so on) or label sticks with division expressions. Dotted popsicle sticks may be used to check or work out solutions. For example, if solving $_ \times 6 = 24$, the student may set out 4 sticks (with 6 dots each) to verify the missing factor is 4. The blank Move-It game board (included in the print link) can be used to create customized variations.

Missing Factor MOVE -IT

Each player will start with 8 translucent counters in a single color. Place missing factor sticks in a cup or face down in a draw pile. (If using cards, place cards face-down in a pile.) On your turn, chose a stick (or a card), solve for the missing factor and cover that 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.

9	8	3	2
3	1	4	4
5	9	2	6
10	7	1	8
10	6	5	7

Materials:

Missing Factor equation sticks where the missing factor is in the range 1 through 10

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:

Missing Factor Move -It

Optional missing factor cards for M 441.6

These cards may be used in place of popsicle sticks labeled with the same equations.

$_ \times 6 = 6$	$_ \times 6 = 12$	$_ \times 6 = 18$
$_ \times 6 = 24$	$_ \times 6 = 30$	$_ \times 6 = 36$
$_ \times 6 = 42$	$_ \times 6 = 48$	$_ \times 6 = 54$
$_ \times 6 = 60$		$6 = _ \times 6$
$12 = _ \times 6$	$18 = _ \times 6$	$24 = _ \times 6$
$30 = _ \times 6$	$36 = _ \times 6$	$42 = _ \times 6$
$48 = _ \times 6$	$54 = _ \times 6$	$60 = _ \times 6$