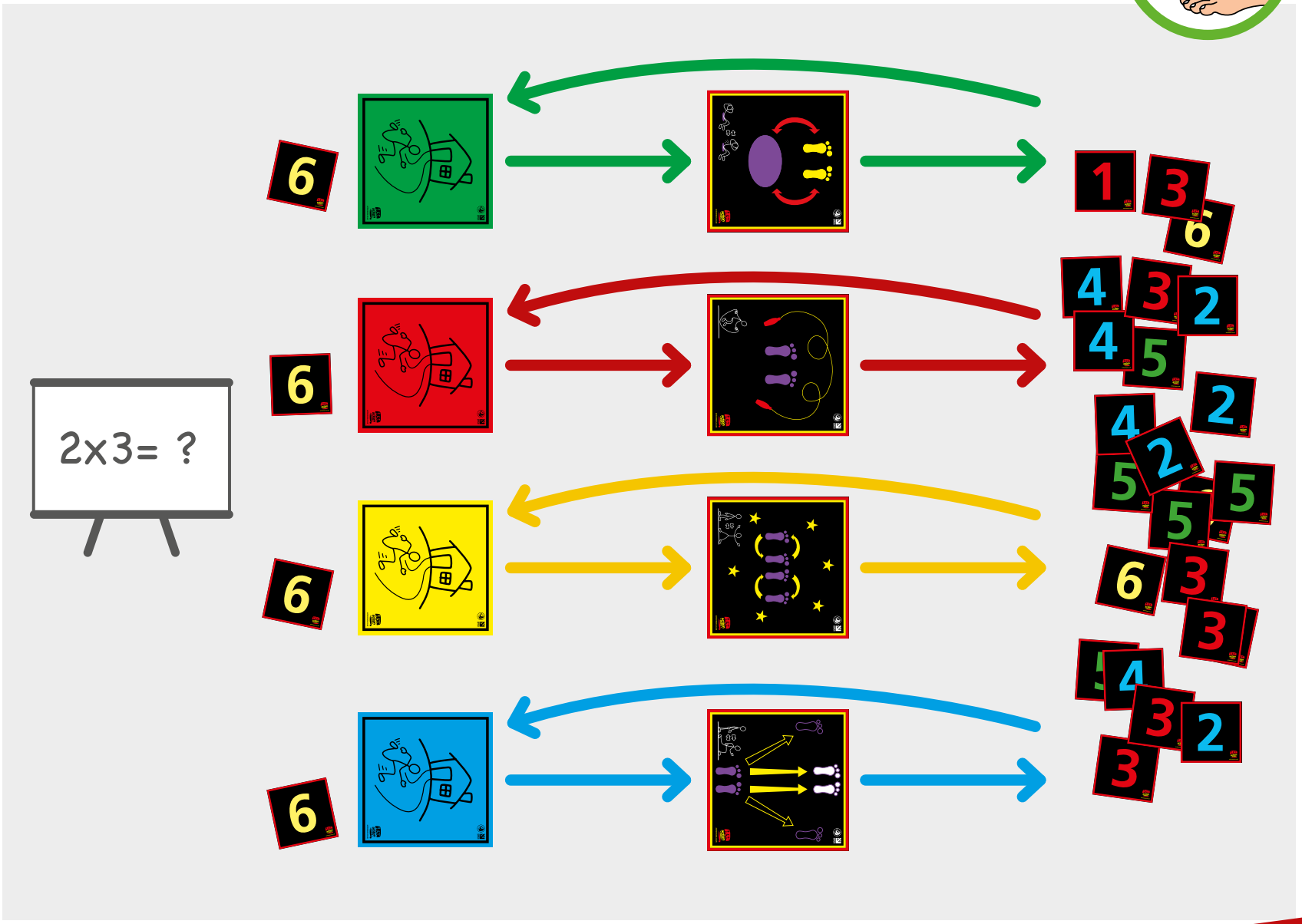
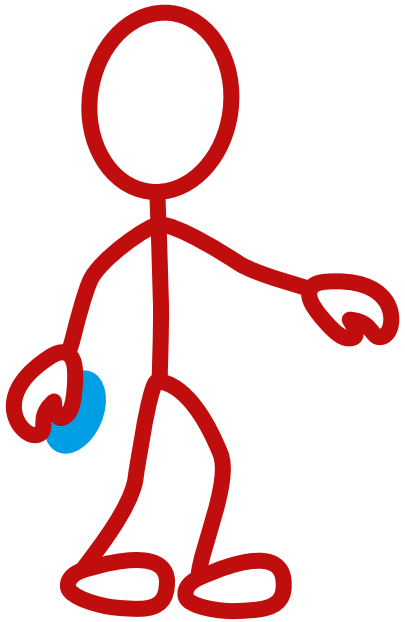
Multiplication Madness





Year
6

Focus
Multiplication and Times Tables

What's needed
Home Mats

Action Mats required:
As many as needed for the class to be in groups of 4 or 6

Maths mats required:
Single and double digit mats

Warm Up
Times Table Trouble

Before the game starts the teacher will need to spread out a variety of numbered Maths Mats around the room.

Students work individually and move around the space (skipping, hopping, jogging etc) until a simple multiplication calculation is called by the teacher. The students must work out the answer to the calculation and run to stand near the number they consider is the correct answer.

The teacher could also call out a list of numbers that relates to a times table (e.g. 2, 4, 6, 8, 10). The students have to figure out the next number and run to the relevant mat.

Main task
Multiplication Madness

Students should be grouped into 4 or 6s for this game. Each group should be allocated to a Home Mat. All team members stand behind the Home Mat apart from the person who is first in the queue who stands on the Home Mat.

The teacher calls out a multiplication such as 7 x 4. The student on the mat must figure out the answer. When they have the answer they run to the Action Mat, perform the relevant action five times. They then run to the Maths Mats and collect the correct answer to the question. They then run straight back to their Home Mat and place the answer on the Mat.

The first student back with the correct answer gets a point for their team.

The game continues with the next person in the team and so on...

As the game goes on the multiplication calculations should get gradually harder and harder.

More able groups / students might be encouraged challenged by the questions involving the multiplication of numbers larger than 12