Grades 3

Beat the Calculator (Multiplication)

Skill Practice multiplication facts

OPTIONS FOR INDIVIDUALIZING GRADES K 1 2 3 4 5 6 ENRICHMENT CORE PROGRAM RETEACHING AND PRACTICE

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Games Kit Materials (per group)
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For Grades 4 and 5: Beat the Calculator Gameboard
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Everything Math Deck (number cards 1–10, 4 of each)
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Additional Materials (per group)
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Object of the game To beat the calculator in finding the answer to a multiplication basic fact.

Directions

- 1. One player is the "Caller," one is the "Calculator," and one is the "Brain."
- 2. One player shuffles the cards and places them with the numbers facedown on the gameboard.
- 3. The Caller draws 2 cards from the number deck and asks for their product.
- 4. The Calculator solves the problem using a calculator. The Brain solves it without a calculator. As soon as a player has found the product, he or she says it aloud. The Caller decides who got the correct answer first.
- 5. The Caller continues to draw 2 cards at a time from the number deck and asks for their product.
- 6. Players trade roles every 10 turns or so.

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Game Master 30

Advanced Version (recommended for Grades 4 and 5)

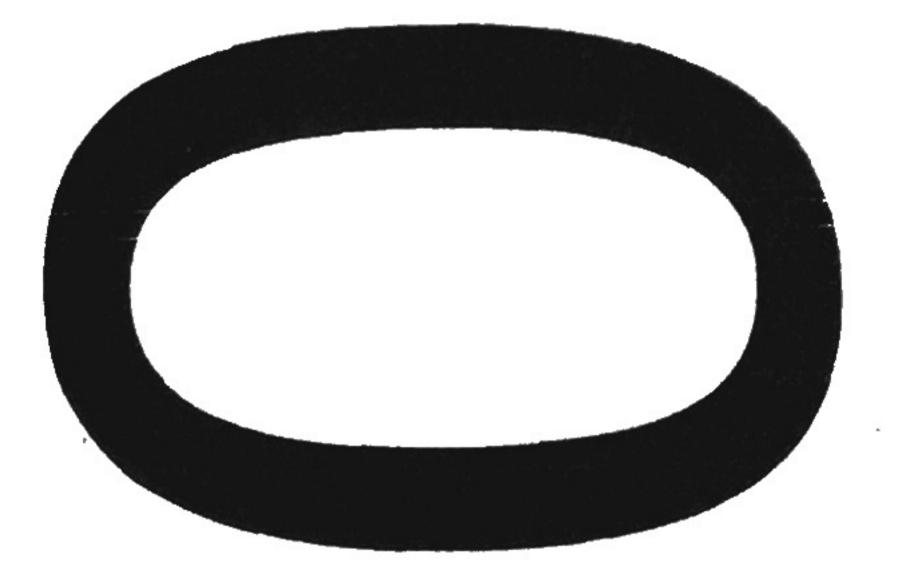
To play the game with extended multiplication facts, the Caller draws 2 cards from the number deck. He or she attaches a 0 either to one of the factors or to both factors, before asking for the product. Players can use the gameboard on Game Master 30 to create their multiplication problems.

Beat the Calculator Score Sheet

BRAIN:	
CALCULATOR:	
CALLER:	
Player's Name	Number of Wins

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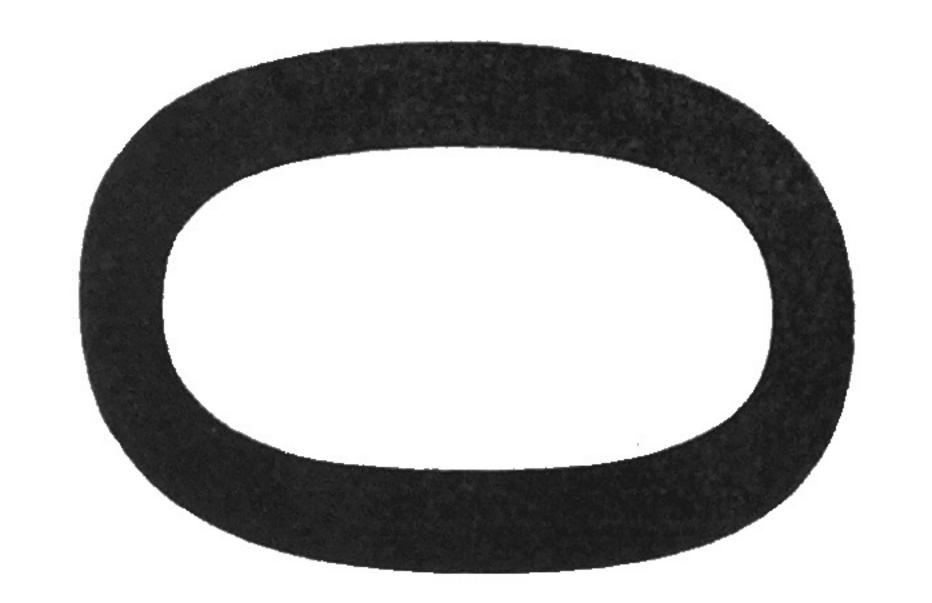
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