

# Multiplication Bingo

**Strand** Operations and Computation

**Skill** Practice multiplication facts

## Games Kit Materials (per group)

- *Multiplication Bingo* Gameboard (or Game Master 107)
- Everything Math Deck (number cards 1–6 and 10, 4 of each)
- 8 counters per player

**Players** 2 or 3



**Object of the game** To be the first player to get 4 counters in a row, a column, or a diagonal; or 8 counters anywhere on the game mat.

## Directions

**Advance Preparation** The game mat is on the gameboard or Game Master 107. Players can make their own game mat on a piece of paper. They should write each of the numbers in the list below in one of the squares on the grid. Players should mix the numbers up in their grids.

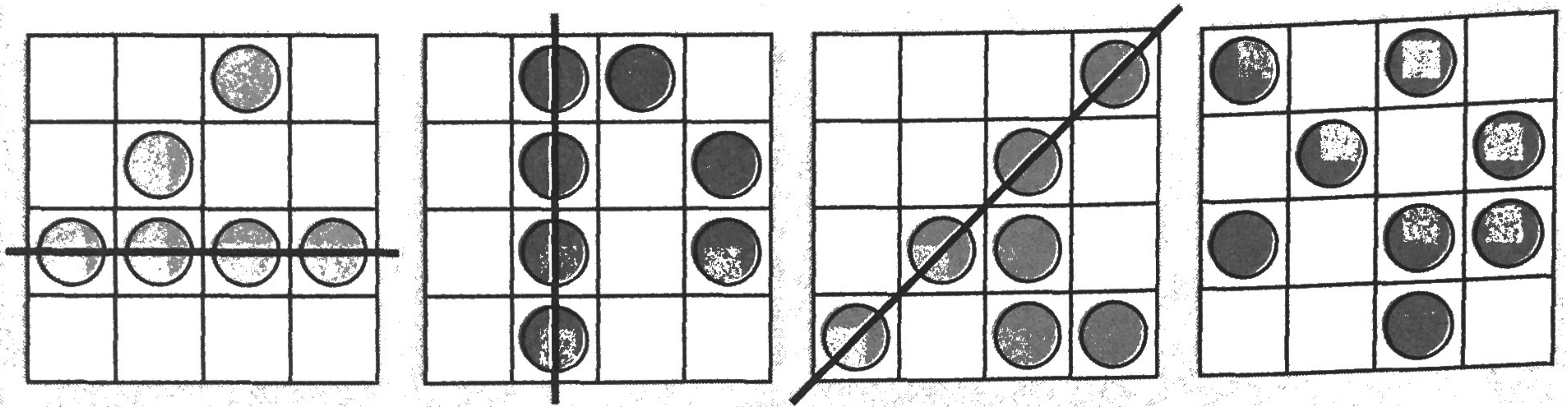
### List of Numbers

1	18
4	20
6	24
8	25
9	30
12	36
15	50
16	100

1. One player shuffles the number cards and places them facedown on the table.
2. Players take turns. For each turn a player does the following:
  - Draws 2 cards from the top of the pile.
  - Calls out the product of the 2 numbers.
  - Checks the answer using a *Multiplication / Division Facts Table* if another player does not agree with the player's answer.
3. If the player's answer is incorrect, he or she loses the turn.
4. If the player's answer is correct and the product is a number on the game mat, the player places a counter on that number.
5. The first player to get 4 counters in a row, a column, or a diagonal calls out "Bingo!" and wins the game! A player can also call "Bingo!" and win if he or she gets 8 counters anywhere on the game mat. If all the cards are used before someone wins, one player shuffles the cards again, and play continues.

## EXAMPLES

A player could call out "Bingo!" with any of these game mats:



4 counters in a row, a column, or a diagonal; 8 counters anywhere

## Variation

Players use number cards 2–9, 4 of each and the List of Numbers below.

### List of Numbers

24	48
27	49
28	54
32	56
35	63
36	64
42	72
45	81

# Multiplication Bingo

Game  
Master **107**

For a game with easy facts, use these numbers:

1, 4, 6, 8, 9, 12, 15, 16, 18, 20, 24, 25, 30, 36, 50, 100

For a game with all facts, use these numbers:

24, 27, 28, 32, 35, 36, 42, 45, 48, 49, 54, 56, 63, 64, 72, 81





Record the facts you miss on the back of this page. Practice them in your spare time.