

Multiplication Top-It

Grades
3–5

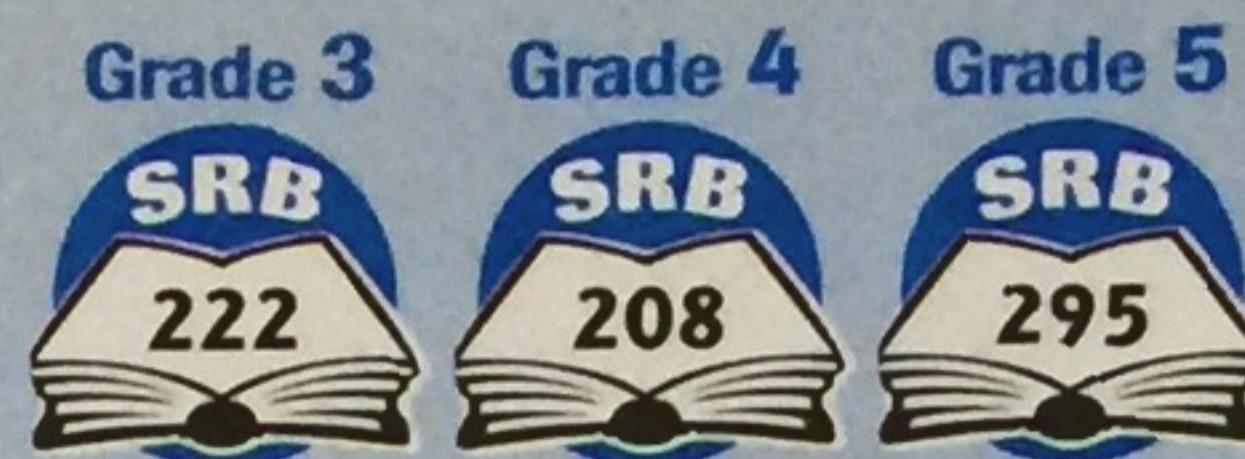
Strand Operations and Computation

Skill Practice multiplication facts

Games Kit Materials (per group)

- *Top-It* Gameboard
- Everything Math Deck
(number cards 0–10, 4 of each)

Players 2–4



OPTIONS FOR INDIVIDUALIZING

GRADES	K	1	2	3	4	5	6
ENRICHMENT		✓	✓				
CORE PROGRAM				✓	✓	✓	
RETEACHING AND PRACTICE							✓

Object of the game To collect the most cards.

Directions

1. One player shuffles the cards and places the deck number-side-down on the playing surface.
2. Each player turns over 2 cards and calls out the product of the numbers.
3. The player with the greatest product wins the round and takes all the cards.
4. Play ends when not enough cards are left for each player to have another turn.
5. The player with the most cards wins. In case of a tie for the greatest product, each tied player turns over 2 more cards and calls out their product. The player with the greatest product takes all the cards from both plays.

EXAMPLE Player 1 turns over a 6 and a 2 and calls out “12”.

Player 2 turns over a 6 and a 0 and calls out “0”.

Player 3 turns over a 10 and a 4 and calls out “40”.

Player 3 has the greatest product and takes all 6 cards.