

Run For It

Multiplication

What You Need:

- Deck of Cards or Multiplication Flash Cards
- 200 Small Size Objects (stones, Duplo Legos, Legos, Pompoms, Gems)
- Lots of zip lock bags
- Two Containers, each large enough to hold **all** the objects

What You Do:

1. To set up the game, choose two locations. The first location, which we will call the STARTING location, contains an empty container, zip lock bags and specific cards from the deck of cards or specific multiplication flash cards. The second location, which we will call the FETCHING location, contains a container full of objects. The further the distance between the two locations, the more energy your child will expend. The object is to get as many objects as possible from the container in the FETCHING location into the container at the STARTING location within the allotted time. The flash card or playing cards the Player draws determines how many objects the Player can fetch.
2. If using playing cards, remove the face cards from the deck of cards. You will never use the face cards.
3. Select cards from the deck. Selection is based on what your child is learning. If he is just beginning to master his multiplication facts, start with cards
1 to # 4. Use all the suites. As he masters multiplying these numbers, add the next number. Place 200+ objects in the FETCH container. Eventually, he will be using all the cards in the deck and you will need more objects.
4. Decide on the allocated amount of time and start the timer.
5. The Player draws a card and takes that number of plastic bags (for example 3). He draws a second card, which tells him how many objects he may place in each bag (for example 4). He runs to the FETCH container, fills each bag with the correct number of objects (for example: 3 bags with 4 objects each. He deposits the bags, into the container at the START location. Repeat until time runs out.
6. Let your student count all the objects in the START container, while you watch to be sure he does it accurately. Let your student discover the easiest/quickest way to count the objects (multiple and add). He may start out using only addition, which will take a long time. Next time you play the game, offer to count the objects for him, while he watches to be sure you do it accurately. Group the bags according to how many objects are in each bag. Multiple and add. For example, you might have 3 bags with 4 objects (12 objects) + 2 bags with 3 objects (6 objects) + 3 bags with 2 objects (6 objects) = 24 objects. Resist the urge to tell the student he must multiple and add. By observing you, let him discover that multiplying is quicker than adding.
7. Repeat while interest lasts.

What's Next

1. Keep score. Challenge your student to beat his personal best.
2. Make a graph of his scores.

