TACTILE LEARNING

IN MY PLACE
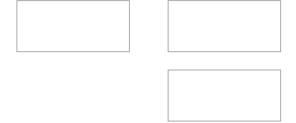
OBJECTIVE: to improve ability to multiply any number
LEARNING LINK: visual
ORGANISATION: small groups
RESOURCES: a dice; 0–9 number cards

WHAT TO DO

● Draw three boxes like this:

● The aim of the game is to make the largest product possible by placing three digits inside three boxes – where to place them is a real game of strategy.
● Roll the dice for the first number. Place it where you think is best.
● Turn over a card for the second number.
● Finally, roll the dice again for the last number.
● Multiply the two-digit number by the one-digit number.
● Each group member has a go.
● Whoever has the largest product scores three points.
● Play a number of times. Add up the total scores to find the winner.

NOW TRY THIS

Increase the number of boxes so that it is three digits multiplied by one digit, or two digits multiplied by two digits. Anyone who makes a palindromic product scores a bonus five points.

EGG BOX MATHS

OBJECTIVE: to improve ability to multiply by any number
LEARNING LINK: visual, auditory
ORGANISATION: whole class
RESOURCES: egg boxes of different sizes (one for each child); counters, cubes or similar

WHAT TO DO

● Look at the problem written on the board, for example 3 × 5. Show this using different sections of your egg box. For example, you could use three compartments and put five counters in each of those compartments, or use five compartments filling each with three counters.
● Count your cubes in groups of 3 or 5 and extend the sequence verbally.
● The multiplication sign stands for groups of eggs.
● Try different examples remembering to show the groupings in two different ways.

NOW TRY THIS

Use larger egg trays such as the 12 ×12 cartons and practise bigger numbers. Alternatively, join smaller cartons together. Now find a range of multiplication sums and test each other.