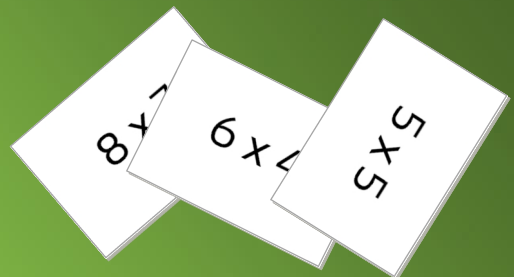
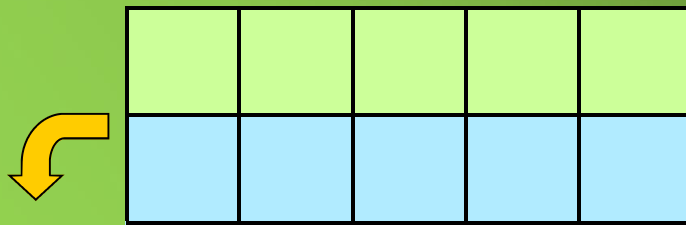



MULTIPLICATION MADNESS



1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
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41	<div data-bbox="272 766 1344 1327" data-label="Complex-Block">  <p>PROFESSOR PETE'S CLASSROOM</p> <p>This is a</p> <h2>PREVIEW</h2> <p>Subscribe today for a whole year's access to ALL our worksheets and videos!</p>  <p>Already a subscriber? Log in to download the full version of this worksheet.</p> </div>								
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									HOME

- Jumping over your opponent's counters, sends each piece back 20 spaces (no benefits though if counter lands on a bonus square)
- Land on multiples of 5, move forward 20.
- Land on a square number—counter jackpots HOME!
- 2 players; 5 counters each
- Draw a card and move your counter the number shown
- Several counters allowed on the board at one time
- Winner has all 5 counters home first; exact number not needed
- Remember: count in tens then in ones

Multiplication Madness Game

Reinforces the multiplication number facts

Making the *Multiplication Madness Game Pack*:

1. Print the board onto a light cardboard.
2. Print the *multiplication* set of cards.
3. Cut out the cards.
4. Store the cards and the rules in a suitable container, such as a ziplock bag or plastic travel soap containers (great size for cards).

The aim of the game is for the players to get all of their counters home first.

NOTE: It is important for the students to have lots of practice with all times tables however concentrating on the larger and more difficult facts is recommended. Therefore, parents, decide which times tables to include in the game. Which multiplication tables need more practice? Remove some of the cards your child already knows (the easy ones) so as to concentrate on

Rules

- For 2 or 3 players
 - Players draw a card and answer the question
 - Discourage the player from counting then count out the answer (50-1).
 - Multiple pieces can be moved
 - Landing on another player's counter sends that counter back 20 spaces.
 - Square numbers are required to land on another player's counter.
 - The winner is the first player to get home.
- is not required.
- A player moving a piece over, or leap frogging, another player's counter, sends that opponent's counter back 20 spaces. If there are not 20 spaces to go backwards, then that piece is sent back to begin again. Multiple pieces can be sent back in one move.
 - Piggy-backing on a player's own piece is allowed, but an exact number to land on that second piece is required. Both pieces move forward with one go from then onwards, but both the piggy-backed pieces can be sent backwards 20 spaces if they are leapt over.



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Multiplication Tables

Deck of Cards

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