

PENGUIN MULTIPLICATION PRACTICE

2nd/3rd Grade; Math

STUDENT LEARNING OUTCOMES/OBJECTIVES

Students will be able to:

1. Multiply numbers 1-6
2. Find the product of randomized multiplication numbers
3. Work with a partner in a game to solidify multiplication techniques

Materials:

- Pair of dice (2 students per dice)
- Activity Template
- Beads, coins, etc. objects used to be placed on pictures to mark it
- White boards
- Dry erase markers

ACTIVITY

Direct instruction/ Intro. To new material **"I Do"**:

1. Introduce topic, "Who here can tell me what multiplication is?" "Can anyone tell me what 2×4 is?" "Today we will be practicing our multiplication skills."
2. Provide multiple examples of multiplication, answer any questions
 - a. Write out multiplication problems on board, have students write the answer on their white board and hold it up.
3. Pull out game the students will be playing

- a. “This is a game you’ll need a partner for.” “The directions are on top, but we’re going to go over them first.”
- b. “Each pair is going to have 2 dice. You’re going to take turns rolling the dice. The 2 numbers you get are what you’re going to be multiplying. After multiplying, look for your product, or answer, and place a counter on ONE spot.”
- c. The goal of the game is to get 4 counters in a row!
- d. A lot of numbers are on the sheet more than once, make sure students only place 1 counter down for each turn.

Guided Practice **“We Do”**:

1. Have a student come up and give an example with you, explaining each step in the process
 - a. “First, I am going to roll the 2 dice.” Roll the dice and read out the 2 numbers you get.
 - b. “Okay so I rolled a *2* and a *4*. Next I’m going to sit here and think “Hmm, what is 2x4? Oh, I know it’s 8! Then I will look for an 8 on my board and place my counter there.”
 - c. Then it’s the student’s turn. Let them repeat what you just did.
 - d. “Are there any questions?”

Independent Practice **“You Do”**:

1. Pair students up and give each pair a board and counters
2. Students will play the game for ~7 minutes then switch partners and play again

Closing:

1. Clean up all materials.
2. Recap. By asking the students what they thought of the game

Troubleshooting (what kinds of things might go wrong and how can you prepare for these contingencies in advance?):

- If there are no whiteboards, be verbal or use blank sheets of paper and pencils.
- If you do not have enough dice, make groups of 3 instead of 2. This will provide a challenge

Activity Template: <http://www.lightbulbsandlaughter.com/2014/11/teacher-your-penguin-is-too-fat.html>