Multiplication Center Games

Arrays
Concentration
Go Fish & Old Maid

Fern Smith’s Classroom Ideas
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Multiplication Center Games

Arrays Concentration

Go Fish & Old Maid

Everything Comes in Color and Black & White!

Fern Smith’s Classroom Ideas
Common Core

CCSS 3.OA.A.1 Interpret products of whole numbers. *For example, describe a context in which a total number of objects can be expressed as $5 \times 7$.*

CCSS 3.OA.A.3 Use multiplication and division within 100 to solve word problems in situations involving equal groups, arrays, and measurement quantities.

CCSS 3.OA.B.5 Apply properties of operations as strategies to multiply and divide.

CCSS 4.OA.A.1 Interpret a multiplication equation as a comparison. Represent verbal statements of multiplicative comparisons as multiplication equations.
Teacher Directions

Go Fish
1. Print all the student cards on hard stock. Remove the bird cards.
2. Print the student directions on hard stock.
3. Place the game at your math center.

Old Maid
1. Print all the student cards on hard stock. Keep ONE of the bird cards, that is the “Old Bird!” card.
2. Print the student directions on hard stock.
3. Place the game at your math center.

Concentration
1. Print all the student cards on hard stock including the four bird cards.
2. Print the student directions on hard stock.
3. Place the game at your math center.
Go Fish

Student Directions

1. Shuffle the cards. Deal 5 cards to each player. Go Fish is best if you use 3 – 5 players.
2. Place the remaining cards face-down in the center forming the draw deck.
3. Start with the dealer. Ask any player for a card you would like to match with a current card in your hand. If you have a PROBLEM CARD you may ask any person for THE ARRAY CARD to complete your pair.
4. Lay the matching pair down.
5. If the player does not have the card you asked for, they will say "Go Fish!" and you draw a new card from the draw deck.
6. Continue playing clockwise to the next player.
7. Continue playing until there are no cards left in the draw deck.
8. Complete the game by continuing play as normal, but without the draw deck, until all possible pairs have been matched.
9. Count each player's number of pairs.
10. The player with the most pairs is the winner of the game!

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Old Maid or “Old Bird!”

Student Directions

1. Shuffle the cards. Deal all the cards to the players.
2. Look at your cards and place any pairs you have down.
3. Start with the dealer. Select a card from anyone else’s hand without seeing it. Add it to your hand.
4. If it makes a pair, lay the matching pair down.
5. Continue to play the game in a clockwise direction.
6. When the first person has no more cards, they are the first winner.
7. Continue playing until there are no cards left in anyone’s hand except the “Old Bird!”
8. **The player with the bird card is the loser.**
9. Shuffle the cards and play again!
Concentration
Student Directions

1. This game can be played with one or more students.
2. Shuffle the cards.
3. Deal all the cards face down and spread out on the table.
4. Take turns picking up two cards at a time.
5. If the cards match, you may keep the set and take another turn.
6. If the cards do not match, turn them back over.
7. If you get two characters, they count as TWO PAIR!
8. Continue playing until there are no more cards left.
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Answer Sheet

6 X 3 = 18  5 X 3 = 15
2 X 4 = 8   2 X 1 = 2
7 X 4 = 28  5 X 4 = 20
2 X 3 = 6   3 X 1 = 3
3 X 3 = 9   2 X 5 = 10
6 X 6 = 36  1 X 4 = 4
4 X 3 = 12  3 X 4 = 12
5 X 2 = 10  4 X 1 = 4
1 X 2 = 2   4 X 4 = 16
4 X 2 = 8   5 X 1 = 5

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Old Maid or
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