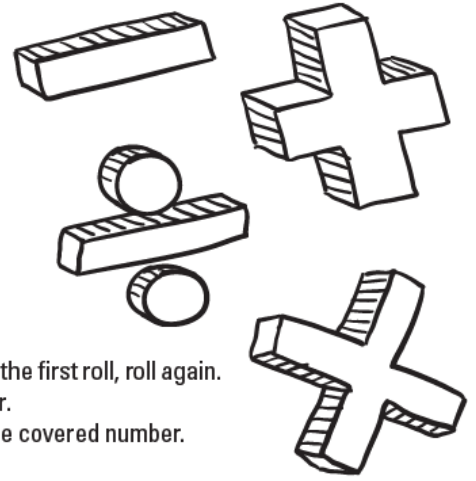


A-Mazing Functions



Building Fluency: follow a given rule or identify a rule

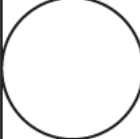
Materials: game marker, a die, 32 counters/cubes to cover circles on gameboard

Number of Players: 2

Directions:

1. Cover each circle with a counter/cube.
2. Place player markers on "start".
3. Roll the die and move your marker that number of spaces around the maze. If you roll 1 on the first roll, roll again.
4. If you land on a covered space, name the function rule that is covered by the counter.
5. Tell how the number before the covered number becomes the number that comes after the covered number.

Example:

28		48
----	---	----

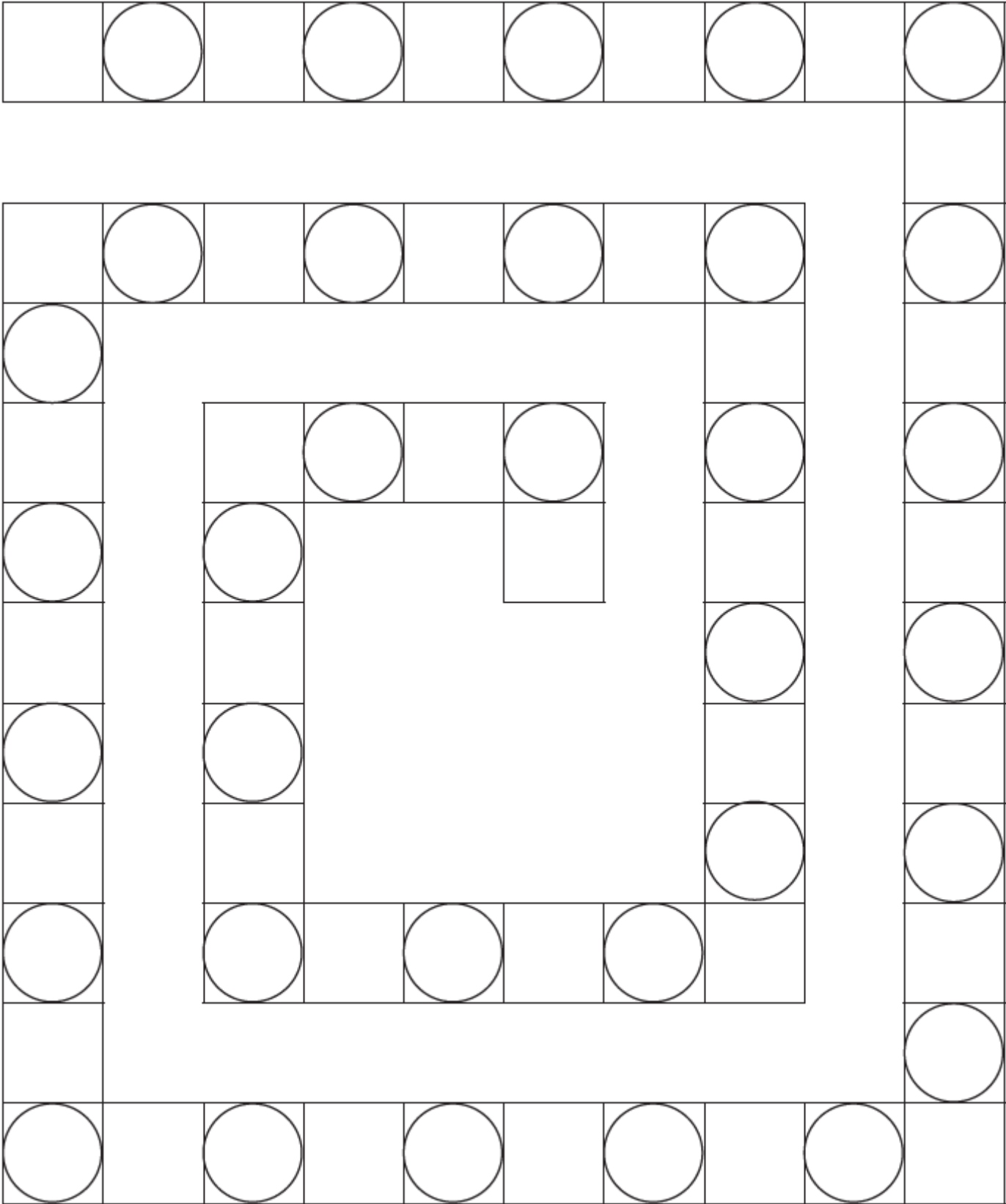
Player says, "The function rule is plus 20 because 28 plus 20 equals 48".
Once player removes the counter they'll see if function rule is correct.

28	+20	48
----	-----	----

6. If you are correct, keep the counter. If you are not correct, return the counter onto the space.
7. Winner is the player who has the most counters at the end of the game.

Variation/Extension: Students can create their own gameboard with function rules, which could include \times and \div .
An additional gameboard is included for your convenience.

START	+12	12	+200	212	-12	200	+50	250	+25
									275
250	-75	175	+400	575	+25	600	+400		-5
-150							1,000		270
400		4,000	+25	4,025	-4,000		+500		-70
-1		+2,000			25		1,500		200
401		2,000					-400		+100
+200		+1,000					1,100		300
201		1,000					+3		-200
+11		+10	1,010	+7	1,003	-100	1,103		100
190									+14
-30	220	+110	110	+5	105	-15	120	+6	114



Carolina Clip-It

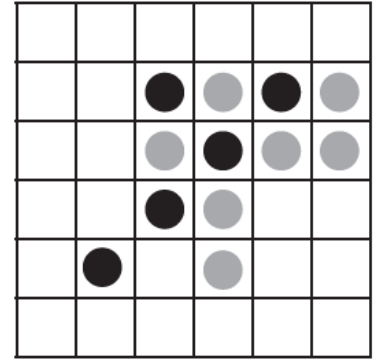
Building Fluency: multiplication facts

Materials: gameboard, 2 paper clips, game markers (approximately 15 of one color per player)

Number of Players: 2

Directions:

1. Player one places paper clips on two numbers at the bottom of the page.
2. Then multiply the two numbers and place a marker on the correct product.
3. Player two can move only one of the paper clips at the bottom of the page.
4. Then multiply the two numbers and place a marker on the correct product.
5. Both paper clips may be placed on the same number.
6. Play continues until one player has 4 markers in a row, horizontally, vertically or diagonally.



Variation/Extension: Students share strategies of how they learned the more difficult multiplication facts.

1	7	15	25	36	54
2	8	16	27	40	56
3	9	18	28	42	63
4	10	20	30	45	64
5	12	21	32	48	72
6	14	24	35	49	81

1 **2** **3** **4** **5** **6** **7** **8** **9**

Charlotte Speedway Race

Building Fluency: multiplying whole numbers

Materials: gameboard, game marker, a die


Number of Players: 2-4

Directions:

1. Player rolls die and moves that number of spaces.
2. Player must give a multiplication fact for the product in the space using 6, 7, 8, and 9 as one of the factors.
3. If an incorrect answer is given, player loses turn, and returns to previous position.
4. Winner is the first to cross the finish line.

Variation/Extension: Students share strategies of how they learned the more difficult multiplication facts.

Start →

↓	49	18	63	28	42	54	PIT STOP	36	24
	24								72
	48								64
	27								Drafted a New Car – Move Forward 2 Spaces
	36								56
	Trouble on the Curve – Go Back 2 Spaces								48
	54	81	72	Your Tire Blows Out – Lose a Turn	56	42	63	32	18



Multiplication Cover-Up

Building Fluency: multiplication facts

Materials: multiplication game card for each player, something to cover the squares on card, and factor cards

Number of Players: 2-12

Directions:

1. Choose one player to be the "caller".
2. The "caller" will place the factor cards face down, then turn one over at a time and call out the multiplication expression. (the two factors on the card)
3. If a player has the product of the expression on their grid, they cover it.
4. The first player to cover 5 in a row, column, or diagonally wins the game.

Variation/Extension: Students share strategies of how they learned the more difficult multiplication facts. Teacher could have students create their own 5 by 5 board in their math notebook filled with products of their choice and play as a class. Additional blank boards are added for your convenience,

SAMPLE BOARDS

9	64	27	5	56
0	45	63	21	36
18	70	FREE	8	1
35	81	20	48	100
28	4	15	54	14

28	70	60	25	15
40	56	1	10	64
9	49	FREE	100	32
30	48	20	21	72
5	80	36	30	42

9	64	27	5	56
0	45	63	21	36
18	70	FREE	8	1
35	81	20	48	100
28	4	15	54	14

28	70	60	25	15
40	56	1	10	64
9	49	FREE	100	32
30	48	20	21	72
5	80	36	30	42

30	63	40	15	42
48	72	60	6	18
10	70	FREE	49	56
50	32	2	100	25
35	16	12	27	24

28	14	25	27	7
12	80	21	63	24
54	42	FREE	20	49
35	72	50	3	30
18	45	64	81	32

0	70	27	48	1
2	54	36	14	100
35	21	FREE	5	9
28	4	15	45	6
64	20	81	8	56

40	10	60	28	9
21	16	24	36	12
2	1	FREE	100	7
48	6	56	5	72
30	15	49	3	70

30	25	40	4	18
32	10	7	3	24
16	12	FREE	2	80
8	6	72	42	63
49	14	50	60	18

64	42	7	5	63
12	20	80	27	18
4	25	FREE	54	9
3	35	45	32	15
14	50	8	81	21

1	21	14	2	35
20	27	100	12	16
6	48	FREE	32	3
60	45	64	0	25
7	10	28	18	63

48	0	80	49	63
27	5	36	12	8
2	100	FREE	1	4
14	24	18	50	36
25	60	9	70	16

56	15	64	60	54
8	10	20	42	3
24	72	FREE	25	9
40	5	81	4	45
2	70	28	30	35

2	48	30	36	16
7	81	0	3	72
56	40	FREE	25	6
60	42	50	80	49
21	32	15	24	10

		FREE		

			FREE	

		FREE		

			FREE	

6x0

0x8

1x1

1x2

3x1

1x4

4x4

9x5

8x2

6x8

9x2

7x7

6x3

5x10

10x2

6x9

5x4

7x8

5x1

7x3

10x6

1x6

6x4

9x7

7x1

3x8

8x8

1x8

5x5

7x10

1x9

3x9

9x8

3x3

7x4

10x8

5x2

6x5

9x9

6x2

8x4

10x10

3x4

7x5

6x6

7x2

9x4

10x4

3x5

6x7