

Math Cards to Build Multiplication Fluency

Many parents use 'flash cards' as a way of encouraging the learning of math facts. These usually include 2 unhelpful practices – memorization without understanding and time pressure. In our Math Cards activity we have used the structure of cards, which children like, but we have moved the emphasis to number sense and the understanding of multiplication without any time constraints.

Material

One deck of [math cards](#) (click to download cards)

Task Instruction

1. The aim of the activity is to match cards with the same numerical answer, shown through different representations.
2. Lay all the cards down on a table and ask children to take turns picking them; pick as many as they find with the same answer (shown through any representation).

For example 9 and 4 can be shown with an area model, sets of objects such as dominoes, and the number sentence. When students match the cards they should explain how they know that the different cards are equivalent. This activity encourages an understanding of multiplication as well as rehearsal of math facts.

If needed you can make additional math cards with your child to focus on other needed facts.

<https://www.youcubed.org/tasks/>

How Close to 100?

Material

- Two dice
- Recording sheet

Task Instruction

- This game is played in partners. Two children share a blank 100 grid.
- The first partner rolls two number dice.
- The numbers that come up are the numbers the child uses to make an array on the 100 grid.
- They can put the array anywhere on the grid, but the goal is to fill up the grid to get it as full as possible.
- After the player draws the array on the grid, she writes in the number sentence that describes the grid.
- The second player then rolls the dice, draws the number grid and records their number sentence.
- The game ends when both players have rolled the dice and cannot put any more arrays on the grid.
- How close to 100 can you get?

Variation: Each child can have their own number grid. Play moves forward to see who can get closest to 100.