### Grades 4 - 6

### Multiplication Wrestling

Strand Operations and Computation Skill Practice using the partial-products algorithm

#### **OPTIONS FOR INDIVIDUALIZING** GRADES K 1 2 3 4 5 6 **ENRICHMENT** CORE PROGRAM RETEACHING

#### Games Kit Materials (per group) Multiplication Wrestling Gameboard (or Game Masters 111, 112, and 113) Everything Math Deck Grade 4 Grade 5 AND PRACTICE (number cards 0-9, 4 of each) CR. 202 285 Players 2

**Game Master 111** Game 111 Multiplication Wrestling

Object of the game To get the greatest product of two 2-digit numbers. **Directions** 

- One player shuffles the deck of cards and places it facedown on 1. the gameboard.
- Each player draws 4 cards and forms two 2-digit numbers. 2. There are many possible ways to form 2-digit numbers using the 4 cards. Each player should form his or her 2 numbers so that their product is as great as possible.
- Players create 2 "wrestling teams" by writing each of their 3. numbers as a sum of tens and ones.
- Each player's 2 teams wrestle. Each member of the first team 4. (for example, 70 and 5) is multiplied by each member of the second team (for example, 80 and 4). Then the 4 products are added.
- Scoring: The player with the greater total product wins the **5.** round and receives 1 point.
- To begin a new round, each player draws 4 new cards to form **6.** 2 new numbers. A game consists of 3 rounds.

Name	Date	Time
Multiplication	Wrestling Scorecar	d Game 112
Players' Names		
Round 1		
Round 2		
Round 3		
Total		
Players' Names		
Round 1		
Round 2		
Round 3		
Total		
Players' Names		
Round 1		
Round 1 Round 2		
Round 1 Round 2 Round 3		
Round 1 Round 2		
Round 1 Round 2 Round 3		
Round 1 Round 2 Round 3		
Round 1 Round 2 Round 3 Total		
Round 1 Round 2 Round 3 Total Players' Names		
Round 1 Round 2 Round 3 Total Players' Names Round 1		
Round 1 Round 2 Round 3 Total Players' Names Round 1 Round 2		

Printing a day of the			Everyday Mathem
M	ultiplicati	on Wrest	ling
WORKSHEET	SKILL Practice using the pa	rtial-products algorithm	WORKSHEET
Player:	GAMES RIT MA  • Everything Meth D  4 of sechi	TERIALS sck (number cards 0-9,	
Results: Round 1	Round 3 PLAYERS 2	Results: Round 1	
Conds:	OBJECT OF THE To get the larger pro- numbers	duct of two 2-sigit	
Nurrbers formed. •		They the deck of cards torned;	× 44 10000000000000000000000000000000000
Teams: ( ) • ( )	two 2-digit num	sers so their product is	* } * ( *
Products: *	# Players create	t "wrestling tenms" of their mombers as Products:	*
	Players multipl	er's 2 seams "wrastle." y each member of their sch member of their ben the 4 products are	*
5	added. The play product wins th 1 point.	eer with the larger se round and soccives	*
	4		
Total (auti 4 products):		Total (add: 4 prode	erito):

#### EXAMPLE

Player 1: Draws 4, 5, 7, 8

Forms 75 and 84

75 \* 84

Team 1 Team 2

(70+5) \* (80+4)

Products: 70 \* 80 = 5,600

4 = 2805 \* 80 = 400

4 = 20

(add 4 products) 5,000

1,200

+ 100 Total 6,300

Player 2: Draws 1, 4, 6, 9

64 \* 91

Team 1

Products:

Forms 64 and 91

Team 2

(60+4) \* (90+1)

60 \* 90 = 5,400

4 \* 90 = 360

(add 4 products) 5,000 700

120

Total

+ 4 5,824

#### **Game Master 113**

Multip	lication Wrest	ling Worksheet	- Master 1	13∰
Round 1	Cards:			
	Numbers formed:			
	Teams: ( +	) * (	+	_)
	Products:		-	-
				-
			-	-
		*	~	-
	Total (add 4 products):		-	-
Round 2	Cards:		-	-
	Numbers formed:			
	Teams: ( +	) * (	+	_)
	Products:			-
			-	-
			-	-
	Total (add 4 products):			-
_	Tomic (and 4 producing).			
Round 3	Cards:			
TTOURING S	Numbers formed:			-
	Teams: ( +	) # (	+	)
	Products:			
			-	_
			-	
			-	
	Total (add 4 products):			
96 Gase Man	ers			Molephanier Wron

### Multiplication Wrestling

Game **Master** 

**Materials** 

Everything Math Deck (number cards 0-9. 4 of each)

**Players** 

2

#### **Directions**

Shuffle the deck of cards and place it facedown on the playing surface. Each player draws 4 cards and forms two 2-digit numbers. There are many possible ways to form 2-digit numbers using the 4 cards. Each player should form his or her 2 numbers so that the product of the numbers is as large as possible. The object of the game is to get the largest product of two 2-digit numbers.

Example:

Player 1: Draws 4, 5, 7, 8

Forms 75 and 84





Player 2: Draws 1, 4, 6, 9

Forms 64 and 91





Each player creates 2 "wrestling teams" by writing each number as a sum of 10s and 1s.

Player 1: 75 \* 84

Team 1 Team 2 (70 + 5) \* (80 + 4) Player 2: 64 \* 91

Team 1 Team 2 (60 + 4) \* (90 + 1)

Next, each player's 2 teams wrestle. Each member of Team 1 (for example, 70 and 5) is multiplied by each member of Team 2 (for example, 80 and 4). Then the 4 products are added.

Player 1:

Teams (70 + 5) \* (80 + 4)

Products:

70 \* 80 = 5,600

70 \* 4280

5 \* 80 = 400

5 \* 4----20

(add 4 products) 5,000

> 1,200 + 100

> > 6,300

Total

Player 2:

Teams (60 + 4) \* (90 + 1)

Products:

60 \* 90 = 5.40060 \* 160

4 \* 90 =

360 4 \* 1

(add 4 products)

5,000 700

120

Total

4 5,824

Scoring

The player with the largest product wins the round and receives 1 point. To begin a new round, each player draws 4 new cards to form 2 new numbers. A game consists of 3 rounds.

## Multiplication Wrestling Scorecard

Players' Names	
Round 1	
Round 2	
Round 3	
Total	

Players' Names	
Round 1	
Round 2	
Round 3	
Total	

Players' Names	
Round 1	
Round 2	
Round 3	
Total	

Players' Names	
Round 1	
Round 2	
Round 3	
Total	

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# Multiplication Wrestling Worksheet Game Master

Round 1

Cards:

Numbers formed:

Products:

Total (add 4 products):

Round 2

Cards:

Numbers formed:

Products:

Total (add 4 products):

Round 3

Cards:

Numbers formed:

Products:

Total (add 4 products):