

THE JUMBO BOOK OF VISUAL MULTIPLICATION STRATEGY FLASHCARDS SAMPLER

FLASHCARD GAMES INCLUDE

- MULTIPLICATION BATTLE
- CONCENTRATION GAME
- ARRAY IT!
- EQUAL GROUP IT!
- WHAT'S MISSING?
- CLIP IT!
- DICE IT!
- SQUARE NUMBERS



THE JUMBO BOOK OF VISUAL MULTIPLICATION STRATEGY FLASHCARDS

**MATH FACT FLUENCY PLAYGROUND LLC
BRIDGEPORT, CT**

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Flashcards created by
Dr. Nicki Newton

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EXERCISING YOUR BRAIN!

THIS BOOK WILL HELP YOU PRACTICE YOUR MATH FACT FLUENCY! MATH FACT FLUENCY IS 3 THINGS:

1. GETTING THE CORRECT ANSWER AND KNOWING HOW TO EXPLAIN IT.

2. BEING ABLE TO THINK FLEXIBLY (KNOWING LOTS OF WAYS TO PLAY AROUND WITH THE NUMBERS).

3. BEING EFFICIENT (WHICH MEANS YOU CAN FIND A WAY TO DO IT THAT IS QUICK AND EASY)!

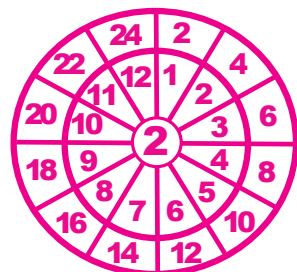
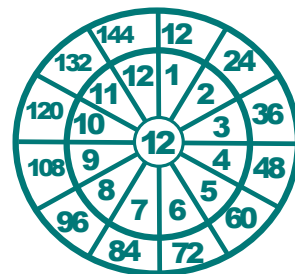
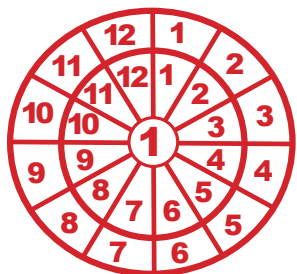
PRACTICING IN MANY DIFFERENT WAYS WILL HELP YOU TO BECOME AUTOMATIC! THIS MEANS YOU DON'T EVEN HAVE TO THINK ABOUT THE PROBLEM, YOU JUST KNOW IT!

THESE VISUAL MATH FLASHCARDS WILL DO ALL OF THE ABOVE.

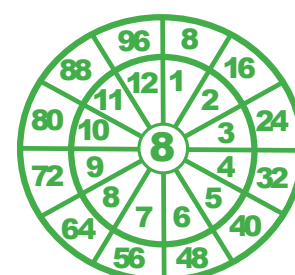
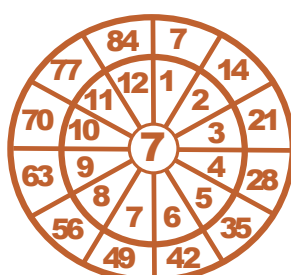
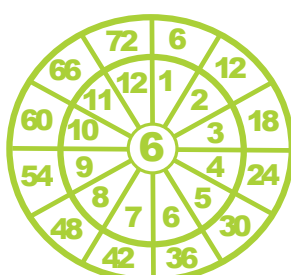
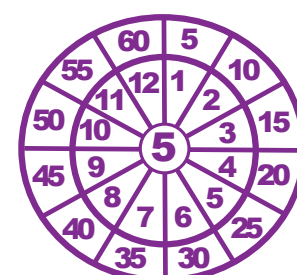
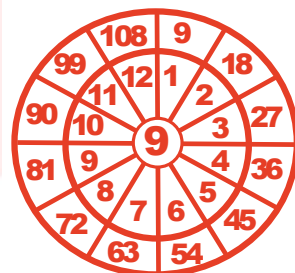
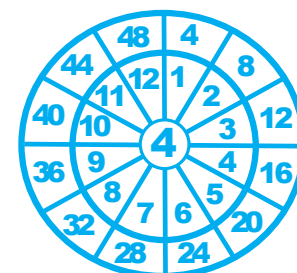
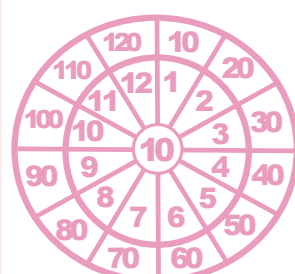
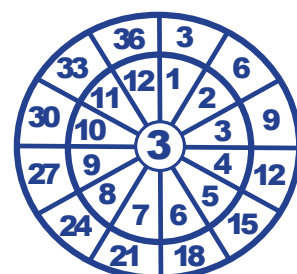
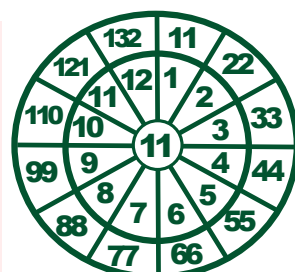
HAPPY MATHING!



THIS PAGE HAS A FEW TOOLS TO HELP YOU SOLVE THE PROBLEMS. THESE ARE SOME MULTIPLICATION WHEELS AND A MULTIPLICATION CHART. THERE IS AN ANSWER KEY IN THE BACK OF THE BOOK SO YOU CAN CHECK YOUR WORK AT THE END TOO!



X	1	2	3	4	5	6	7	8	9	10
1	1	2	3	4	5	6	7	8	9	10
2	2	4	6	8	10	12	14	16	18	20
3	3	6	9	12	15	18	21	24	27	30
4	4	8	12	16	20	24	28	32	36	40
5	5	10	15	20	25	30	35	40	45	50
6	6	12	18	24	30	36	42	48	54	60
7	7	14	21	28	35	42	49	56	63	70
8	8	16	24	32	40	48	56	64	72	80
9	9	18	27	36	45	54	63	72	81	90
10	10	20	30	40	50	60	70	80	90	100



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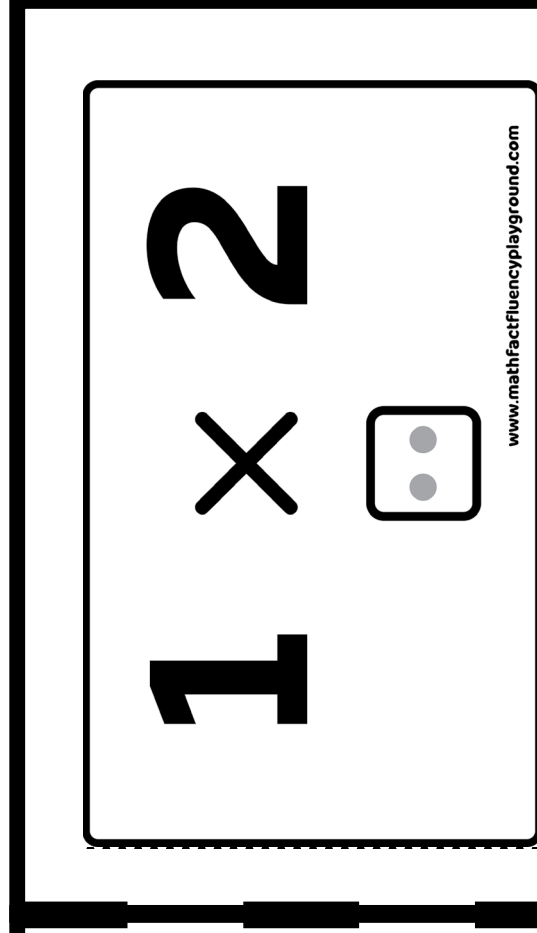
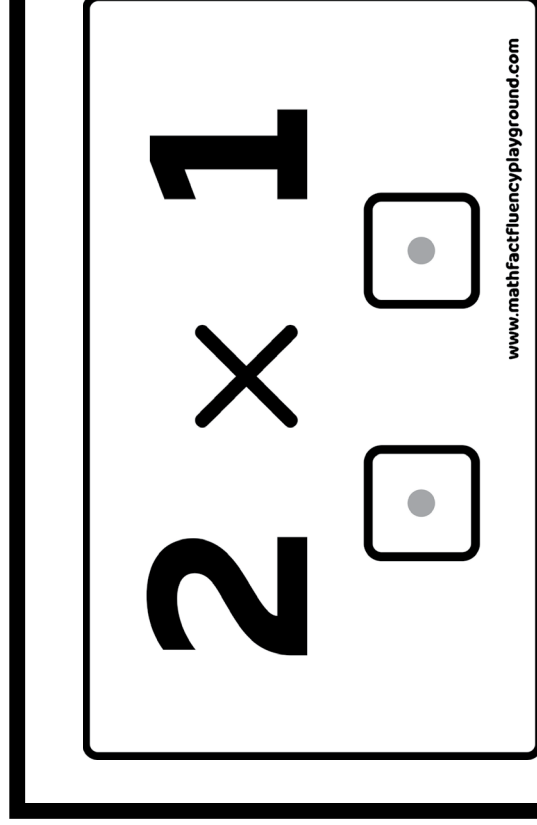


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Dice Flashcards

These are visual multiplication dice cards. The dice cards help students to visualize the facts. They also help students to practice the commutative property. It is important to teach the properties from the beginning. When working with these cards separate them by different strategies. For example, make a set of multiplying by 1. Make sure that students can explain the strategy. What happens when you multiply by 1? Make a different set of multiplying by 2. Ask students what happens when you multiply by 2? Be sure to have students always explain what is the strategy for the set of cards that they are multiplying.



ODD AND EVEN

Many of the standards ask students to be able to discuss and explain what happens when you multiply:

Even x Even

Odd x Odd

Even x Odd

These flashcards help students to visualize the math facts and results of multiplying these problems.

$$2 \times 2 = ?$$



Even x Even = ?

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Even

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Distributive Property

It is important to teach properties from the very beginning and as a part of the process rather than a sidebar lesson. We need students to be able to visualize the properties and explain what is happening and how and why we would use them. We want students to understand that they can take a problem and break it apart into friendlier numbers. You can break up the number and multiply a factor by two addends that make up the other factor, you can first multiply the factor by each addend and then add the sum.

Distributive Property

$$2 \times 3 \quad 2 \times 2 + 2 \times 1$$



$$2 \times 3 = (2 \times 2) + (2 \times 1) = ?$$

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Missing Number

Missing number is part of most 3rd grade standards. This is an expansion of the idea of missing numbers in the primary grades, where students are working with addition and subtraction. Now they are working with missing numbers with multiplication and division. Students should be encouraged to reason about the numbers and explain how they are finding the answer. Also, they should be able to defend their thinking and discuss why their answer is correct.

$$0 \times 2 = \square$$

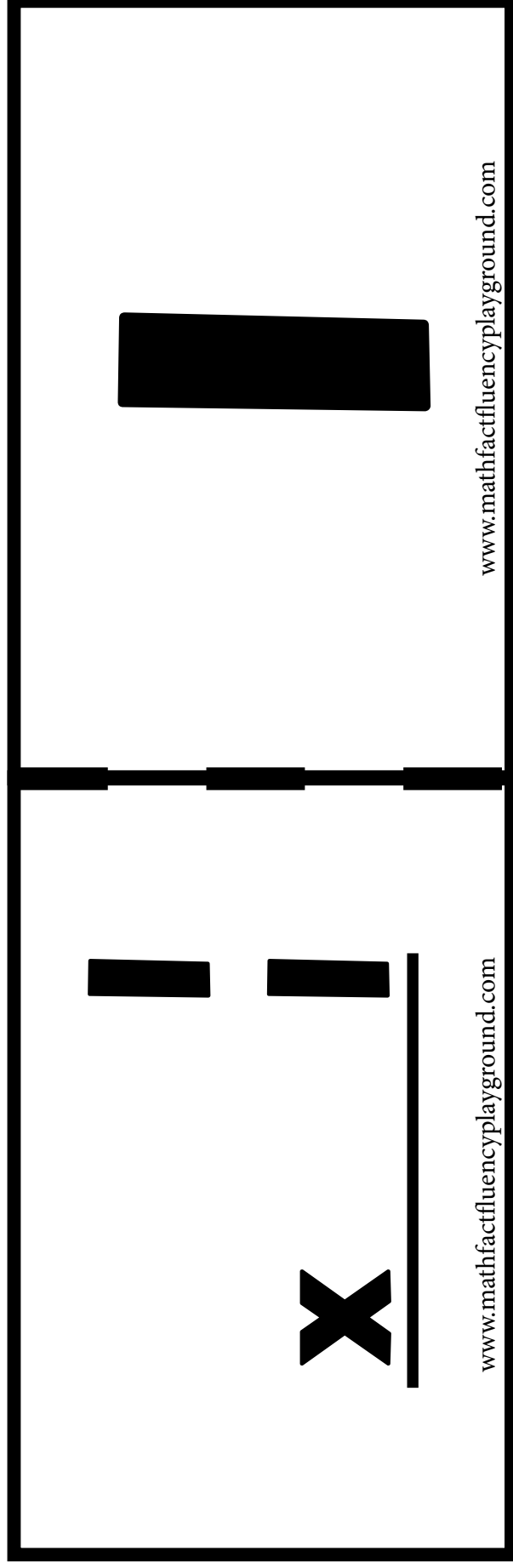
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$$0 \times 2 = \square$$

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Vertical Cards

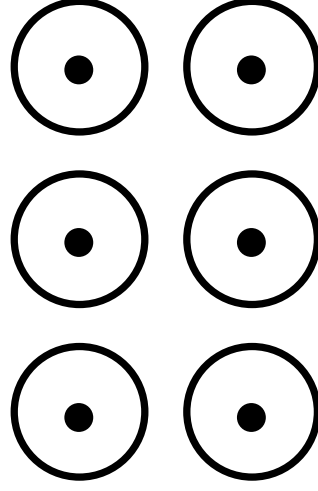
These are traditional flashcards. One of the best things for students to do with these cards is to name the strategy that they would use to solve the problem. This helps students to think about the numbers and decide which strategy works best.



Equal Group/Array

These are cards that work on modeling multiplication strategies. The students practice with cards where they can see the different equal group and array models. Encourage students to tell stories where they can match the models. You can play battle games, match games and concentration games, as well as just practicing the facts with the flashcards.

EQUAL GROUPS



$$6 \times 1 = ?$$

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Fill in the missing number: Working with Equalities

These cards focus on equality. They are another way to get students to work with the meaning of the equal sign and to practice their math facts in a way that they have to stop and think about the numbers. These cards are more difficult than the first level of missing number cards. They should be given after the first level (see cards before this set).

$6 \times 2 = 4 \times \underline{\quad}$	$6 \times 2 = 4 \times 3$
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Fluency Doesn't Just Happen. It is a well planned journey!



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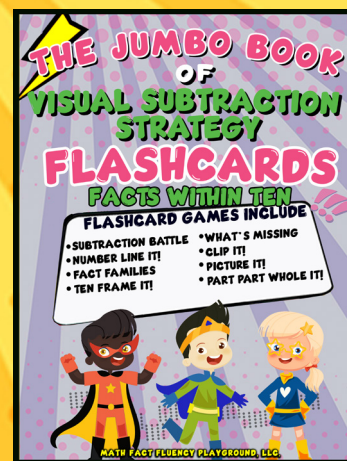
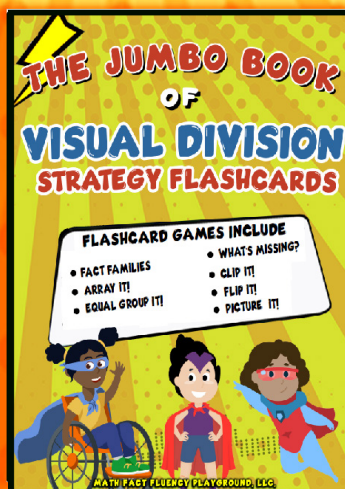
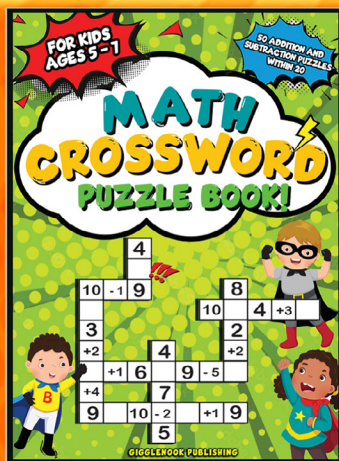
!!!

This activity book was created to help students with their basic multiplication facts.

It is a fun and engaging way for students to practice their fundamental math facts. Purposeful, intentional practice read over time helps students to learn their facts.

⚡

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