

# MATH CENTERS

## multiplication partner games

### Going Fishing!

**Directions:**

- 1.) Choose a color.
- 2.) When it's your turn, select a problem and read it aloud. Write the answer next to it.
- 3.) Have another player check using a calculator. If it's correct, find the matching answer on a fish and color it. If it's incorrect, your turn is over.
- 4.) Take turns as time allows. Only complete problems that have not been played. Some problems may not have fish. The player with more fish colored in the end wins.

### Snowball Fight!

**Directions:**

- 1.) Choose a color.
- 2.) When it's your turn, select snowball and read its problem aloud. Say the answer.
- 3.) Have another player check with a calculator. If it's correct, find the matching answer in the snow fort and color it. If it's incorrect, your turn is over.
- 4.) Take turns as time allows. Only use snowballs that have not been played. The player with more numbers colored in on the snow fort wins.

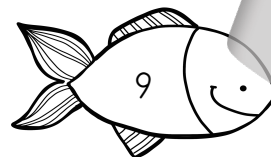
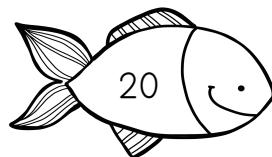
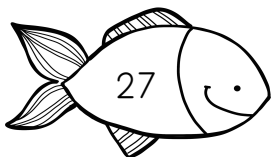
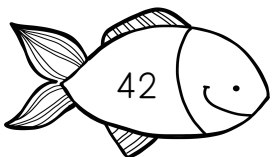
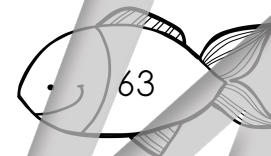
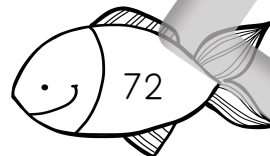
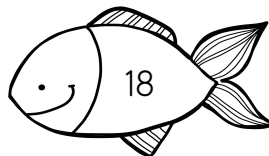
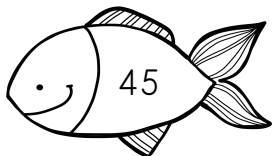
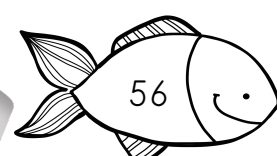
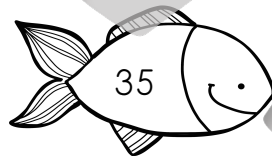
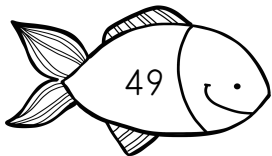
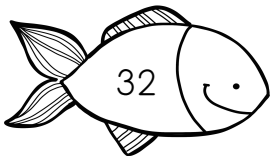
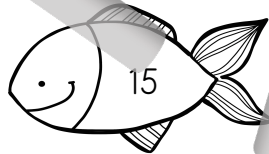
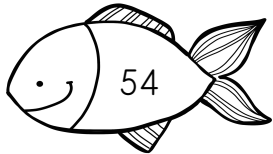
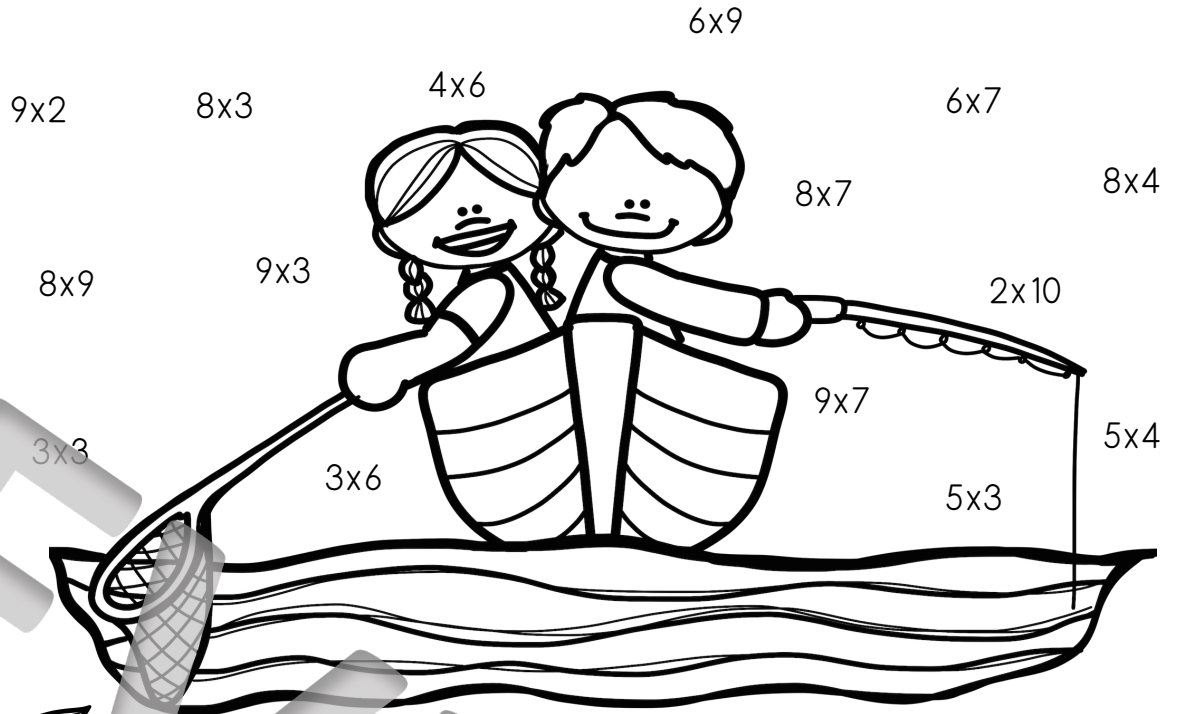


created by the owl teacher

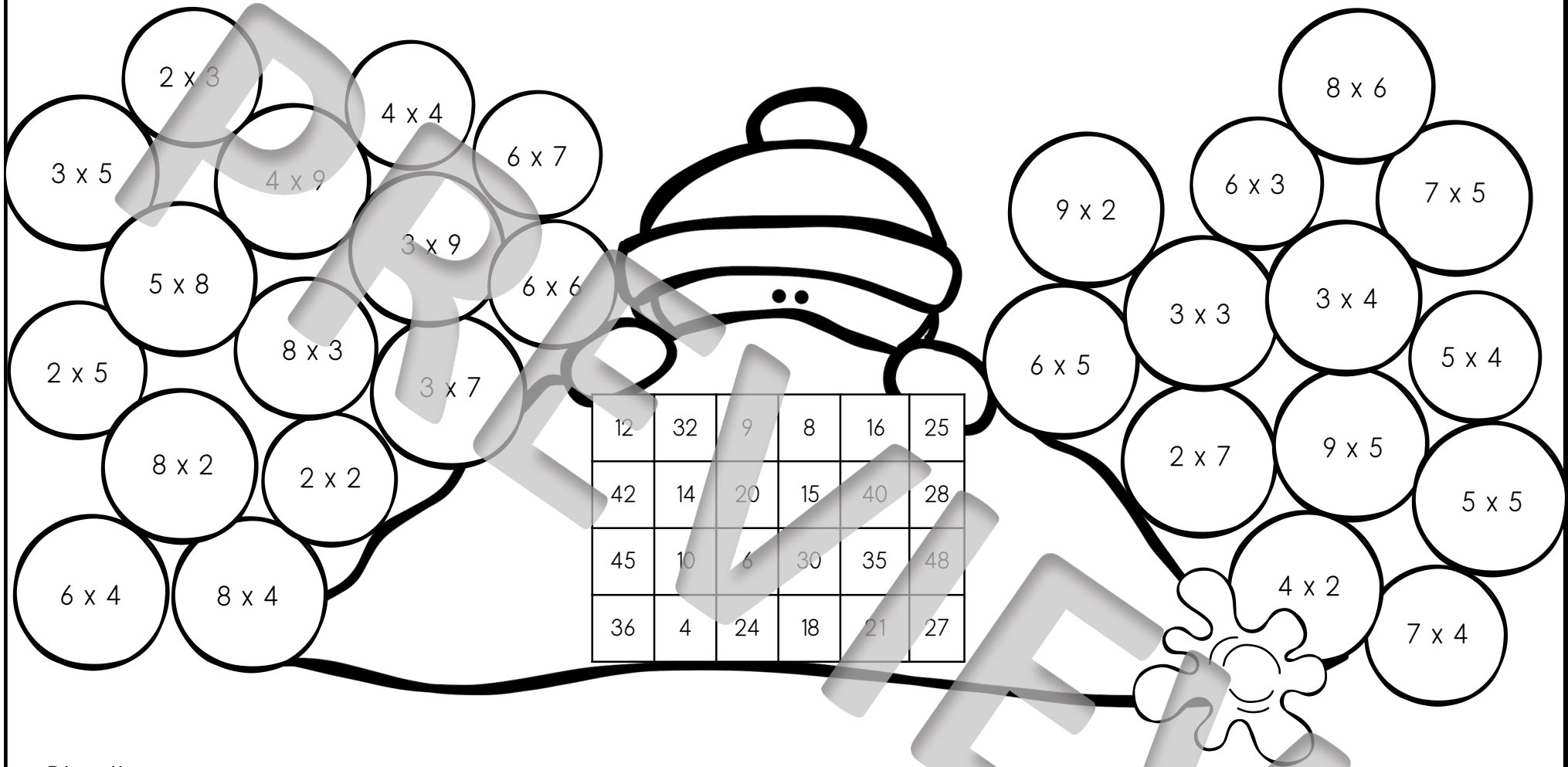
# Going Fishing!

## Directions:

- 1.) Choose a color.
- 2.) When it's your turn, select a problem and read it aloud. Write the answer next to it.
- 3.) Have another player check using a calculator. If it's correct, find the matching answer on a fish and color it. If it's incorrect, your turn is over.
- 4.) Take turns as time allows. Only complete problems that have not been played. Some problems may not have fish. The player with more fish colored in the end wins.



# Snowball Fight!



## Directions:

- 1.) Choose a color.
- 2.) When it's your turn, select snowball and read its problem aloud. Say the answer.
- 3.) Have another player check with a calculator. If it's correct, find the matching answer in the snow fort and color it. If it's incorrect, your turn is over.
- 4.) Take turns as time allows. Only use snowballs that have not been played. The player with more numbers colored in on the snow fort wins.

# Rocket Time!

## Directions:

- 1.) Choose a color that's different from the other player's.
- 2.) On your turn, multiply a number from the rocket's wings by a number on the rocket. Show your work on a separate sheet of paper.
- 3.) Color the meteor with the matching answer. If your answer has already been colored, your turn is over.
- 4.) Play for a set amount of time or until all the meteors have been colored. The player with more colored meteors wins.

