

# Multiplication Bingo

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## Learning Overview

Learning multiplication facts (tables), and being able to recall them when needed, not only assists students with in the head calculations, it also boosts their confidence with numeracy enormously. This activity is a game, modelled on the traditional Bingo, which provides practice at recall of multiplication facts. The element of luck and competition keep students' attention and interest more than multiple practice examples on paper could ever do.

The game could be used many times after its introduction. It could be used to start a session or as a break in a session when a change of pace or mood is needed.

## Preparation and Materials

Recall of multiplication facts

## Skills and Knowledge

Photocopy *Activity Sheet 1 (3 pages)* and cut into separate playing cards. These could be done on card and laminated for reuse.

Photocopy *Activity Sheets 3: Question Cards* and cut into separate cards. Place in a small box or bowl suitable for 'drawing' from during the game.

A collection of counters or coins.

## Suggested Procedure

### Introducing the activity

Distribute one bingo card and a pile of counters to each student.

### Describe the game

Begin by asking students if they have ever played Bingo, and if not, describing the general idea to them.

Explain:

- *I will draw one multiplication question at a time from this bowl*
- *You work out the answer*
- *Don't call it out – keep it to yourself*
- *If the answer is on your card cover it with a counter*
- *When you have covered all of the squares on your card call 'Bingo'*



### **Conduct a trial run**

As a trial run, pick a card at random, and go through the motions together, asking what the answer is and then getting students to see if they have it on their card and deciding who could have put a counter on their card and who could not.

Replace the card in the bowl.

### **Play the game**

Pick cards at random, one by one, or let the students select them for you.

Put the used questions aside rather than replacing them in the bowl.

**Note:** If you put them aside in the order they were selected, it will be easier to check students' winning cards at the end.

### **Check the cards**

At the end you could repeat the questions and get students to check each other's placement of the counters.

### **Extension or variation**

Get students to create their own cards by writing down 12 different multiplications and placing the answers on their card.

They could simply make up the multiplications or they could generate random questions by throwing two 10-sided dice, or selecting two cards from a pack (either remove or ignore the face cards).



 Copy onto card and cut.

25	21	10	36
40	0	54	72
60	50	45	8

3	16	12	24
27	6	54	60
56	48	7	32

3	12	0	15
42	64	60	18
49	27	10	30

8	32	45	28
0	24	80	18
28	36	16	72



✂ Copy onto card and cut.

56	60	3	24
25	14	14	49
7	54	15	0

25	63	21	16
10	12	36	0
6	80	28	15

70	27	40	8
64	12	60	21
6	72	32	25

48	8	7	42
32	50	81	49
14	45	15	18



 Copy onto card and cut.

63	18	3	24
49	14	8	30
9	54	15	0

25	14	24	16
10	12	9	0
4	45	60	15

70	0	40	8
64	50	60	21
6	72	81	25

48	8	7	60
32	50	81	12
14	45	15	18



# Bingo

## Activity Sheet 2

✂ Copy onto card and cut.

3x0	2x2	3x5	9x4	9x9
1x1	3x2	6x3	10x4	9x10
1x3	4x2	7x3	5x5	10x10
4x1	2x5	8x3	6x5	10x6
5x1	2x6	3x9	7x5	7x7
1x6	2x7	10x3	8x5	8x7
7x1	8x2	4x4	9x5	9x7
8x1	9x2	5x4	5x10	7x10
1x9	2x10	6x4	6x6	8x8
1x10	3x3	7x4	6x7	9x8
6x9	3x4	4x8	8x6	10x8

