

MULTIPLICATION TO 10x10

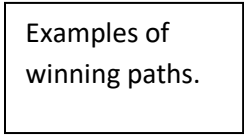
Age range: 3rd Grade+

Learning: Multiply with numbers to 10x10, strategy

- Each player will need 15-20 counters of their own color.

- Choose a multiplication you want to work out on one of the uncovered hexagons on the game board.
- Work out the answer in your head. Use a multiplication square to help you.
- Say the calculation and the answer.
- Your partner will check in their head (or using the multiplication strips).
- If you are right, you place a counter on the hexagon. Then it is your partner's turn. If you are wrong, you don't get to place a counter.
- The winner is the first person to complete an unbroken path of counters from Southampton to Plymouth (path can go across, down, diagonally). See below.

- If you get an answer wrong, your partner can remove one of your counters from the board.





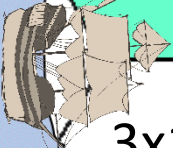
RACE TO THE NEW WORLD

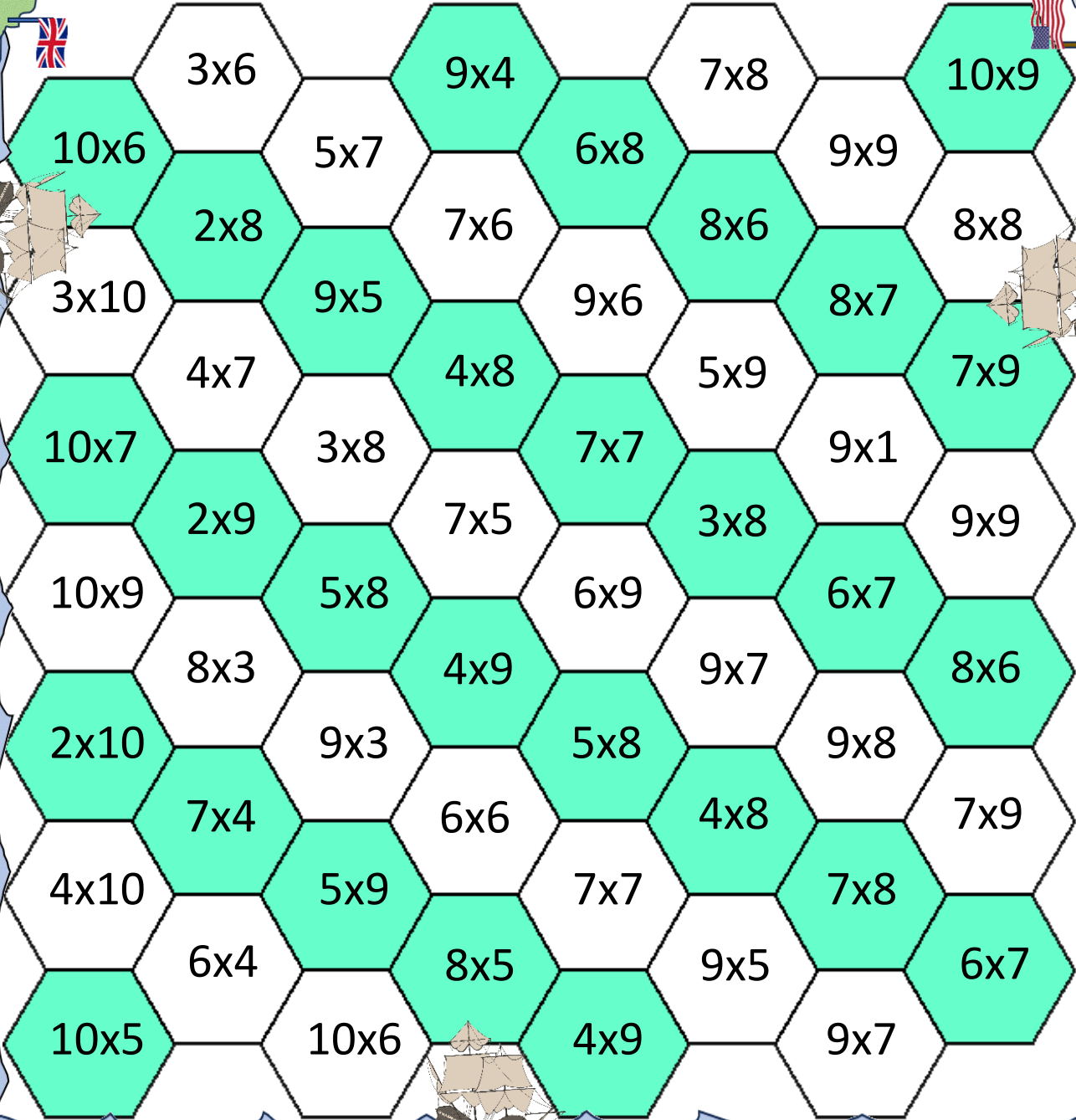
MULTIPLICATION TO 10x10



Southampton, UK







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





Plymouth, MA

Who will be first to get to the New World?