

Linking Products

Use with **Factivation!**® for
Multiplication, Lessons 1-4

❖ GAMEBOARD A

P
R
O
D
U
C
T
S



0	1	20	14	45	0	6
72	15	54	2	27	81	30
8	35	0	15	0	6	40
40	63	14	4	54	25	0
0	8	30	3	18	5	18
5	81	4	45	7	0	72
20	0	35	25	0	27	63

Factor			X 0,1,2,5,9	X 0,1,2,5,9		X 0,1,2,5,9	X 0,1,2,5,9	X 0,1,2,5,9	
	0	1	2	3	5	6	7	8	9
X			X 0,1,2,5,9	X 0,1,2,5,9		X 0,1,2,5,9	X 0,1,2,5,9	X 0,1,2,5,9	
Factor	0	1	2	3	5	6	7	8	9

Linking Products

Game Instructions

Linking Products is a 2-player game that allows students to practice certain groups of facts within the Factivation!® program for the purpose of increasing familiarity with the strategies used and to build fact fluency. It involves knowledge of basic facts as well as some strategy. It is a fun activity for both students and adults, so it can be sent home to play with family members as well as being an engaging activity for a multiplication center or to be used at any time during the school day.

Players: 2

Materials Needed: Linking Products Gameboard (A or B), 2 paperclips, any playing pieces (construction paper squares, counters, etc.) in 2 different colors

- 1) To begin play, each player chooses which color they will be.
- 2) Player 1 places one paperclip on the top row of factors and one on the bottom row.
- 3) The Multiplication fact is said, WITH the product. Player 1 must also say the strategy used to arrive at the product. (Ex.: “ $6 \times 4 = 24$. I used the Half/Whole trick.”)
- 4) Player 1 then finds “24” on the gameboard and covers with a playing piece.
- 5) Play shifts to Player 2. He/she may move ONE paperclip, NOT BOTH, to create a new fact. (In the example above, Player 2 could move ONE paperclip (the one on the 6, for instance, to the number 5, creating the fact “ 5×4 ”.)
- 6) Player 2 repeats the process of giving the product and the strategy used before covering the product on the gameboard.
- 7) Play continues until a player gets four in a row: up, down, or diagonal. (Less Challenge: 3 in a row, More Challenge: 5 in a row)

Important:

* **Paying close attention to your opponent’s attempts to get four in a row allows you to intentionally block them from doing so.**

* **OVER for Rationale**

Why have students play Linking Products?
NOTE TO TEACHER:

“Linking Products”, Gameboard A* Factivation!® Lessons 1-4

When playing with Gameboard A, students will get repeated practice with these facts:

Lesson 1: Zeroes & Ones

Lesson 2: Twos

Lesson 3: Fives

Lesson 4: Nines

“Linking Products”, Gameboard B* Factivation!® Lessons 5-9

When playing with Gameboard B, students will get repeated practice with these facts:

Lesson 5: Sixes- 6×4 , 6×6 , 6×8 (4×6 , 8×6)

Lesson 6: Fun Facts I- 7×6 , 3×4 , 7×8 (6×7 , 4×3 , 8×7)

Lesson 7: Fun Facts II- 6×3 , 7×3 , 8×4 (3×6 , 3×7 , 4×8)

Lesson 8: Squares- 3×3 , 7×7 , 8×8

Lesson 9: Final Facts- 7×4 , 8×3 , 4×4 (4×7 , 3×8)



***SUGGESTION**

Have flipbooks on hand for student reference (for any lessons not yet covered in class).