

# Linking Products

Use with **Factivation!**® for  
Multiplication, Lessons 5-9

❖ GAMEBOARD B

P  
R  
O  
D  
U  
C  
T  
S  
↓

9	32	42	32	21	18	48
28	24	28	56	42	32	24
24	18	21	12	48	18	12
28	16	48	24	9	64	16
64	24	12	56	42	24	49
21	49	32	36	48	18	21
36	12	24	28	56	32	24

Factor

**3    4    6    7    8**

X

Factor

**3    4    6    7    8**



This version of “Linking Products” will help you practice your **Factivation!**® **chants** (*Lessons 6-8*) and **connections** (*Lesson 9*), as well as review the **half/whole trick** for  $6 \times 4$ ,  $6 \times 6$ , and  $6 \times 8$  (*Lesson 5*). Have fun!

# 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.*

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**Players:** 2

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

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- 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 “ $5 \times 4$ ”.)
- 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)

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**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-  $6 \times 4$ ,  $6 \times 6$ ,  $6 \times 8$  ( $4 \times 6$ ,  $8 \times 6$ )

Lesson 6: Fun Facts I-  $7 \times 6$ ,  $3 \times 4$ ,  $7 \times 8$  ( $6 \times 7$ ,  $4 \times 3$ ,  $8 \times 7$ )

Lesson 7: Fun Facts II-  $6 \times 3$ ,  $7 \times 3$ ,  $8 \times 4$  ( $3 \times 6$ ,  $3 \times 7$ ,  $4 \times 8$ )

Lesson 8: Squares-  $3 \times 3$ ,  $7 \times 7$ ,  $8 \times 8$

Lesson 9: Final Facts-  $7 \times 4$ ,  $8 \times 3$ ,  $4 \times 4$  ( $4 \times 7$ ,  $3 \times 8$ )



### **\*SUGGESTION**

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