

MULTIPLICATION BINGO

Level	2 (Age group 8 – 10)		
Resources	Paper		
Required	Pencil		
	Paper notecards with multiplication statements on it		
Alternate Options	Students are to make the multiplication notecards by:		
for the Resources	 Cutting paper into cards the size of your palm 		
	• On 5 cards write a multiplication statement from the 4 times table.		
	Repeat this for the 2,3,5,6,7,8,9,10, 11 and 12 times table		
	 Make 5 cards for each player per multiple 		
Strand Covered	Number and Operations		
Targeted Skills	Multiplication tables		
Inspired by	Third Space Learning		
Time Required	30 minutes total		
Preparation time	10 minutes for preparation		
Play time	20 minutes		
Previous Learning	Multiplication with 2,3,4,5 and 10		
Required	Multiplication with 6, 7, 8, 9, 11, 12		
Support Required	Medium support		

Rules of the Game:

Goal	The player who crosses out all 5 numbers on their multiplication notecard wins				
Rules	Before the round begins, the multiple for that round needs to be decided. C				
	cards created for the decided upon multiple is used.				
	Unce a sum is drawn from the pile of cards, each player has to work out the				
	answer on their own				
	The player has to call out "Pingol" once they dye highlighted				
	The player has to call out Bingo! Once they ve fightighted				
	Number of players: 2 to 5				
Steps	Step 1: Place the cards from a single decided multiple in a pile facing down in				
	cop proc and can as more a single accurate matched in a bire rate8 accurate				
	the middle of the group of 2-5 players. For example, before the game starts it is				
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	Step 4: The players individually work out the sum and cross out the number if it is present on their sheet. For example, "4x4" is called out, and all those who wrote "16" on their sheet cross "16" out.				
	Step 5: The first player to	have all 5 numbers or	their sheet cros	ssed out, wins	
Images or	None				
Illustrations	Example of cards with mu	ultiples on it:			
	4x2	4x8			
	4x4	4x6			
	4x1 Example Bingo sheet:				
	BI	N	G	0	
	4 3	6 12	8	16	
Variations of the	1. This game can be	e played with many mu	Itiples per round	l. For example,	
Game	from both the 4 a	a with only 4 times tat and 5 times table.	bie, the round ca	n include cards	
	2. Players write dov	vn 8 numbers on their	sheet instead of	5	
Enrichment	This game can be used for learning various different types of questions like			estions like	
	reading time, probability, recalling facts, etc. (the questions on the cards and			the cards and	
Simplification	1 Instead of working out the calculation on their own, the students can				
	work together to	solve the problem on	ce a card is draw	n.	



2.	Instead of multiplication, addition or subtraction questions can be
	written on the cards.