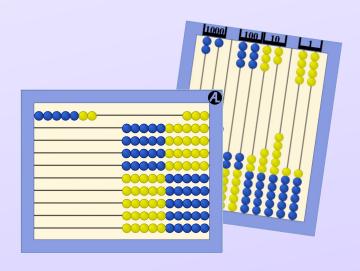
Multiplication without Flashcards or Timed Tests? Thanks, RightStart!



info@RightStartMath.com

Multiplication and Division

- Multiplication and division is often the mathematical downfall for so many children.
- Attempts have been made to solve this by focusing on sheer memorization.
- They struggle to apply the knowledge to new situations and are frequently overwhelmed.
- This results in frustration, confusion, and an aversion to math.

for Learning, Inc. 2025

Multiplication and Division

- We know that a deep understanding of concepts removes anxiety.
- Understanding lessens the burden of memorizing.
- Understanding makes advanced math easier to grasp.
- Math becomes more enjoyable!
- We need to focus on understanding!

Articipies for Laureina Toy 2025

Solution for Success

- Foundation of subitizing
- Strategies to visualize the facts
- Practice and apply with games

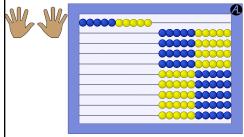
Subitizing

• Subitizing is quick recognition of quantity without counting.



.......

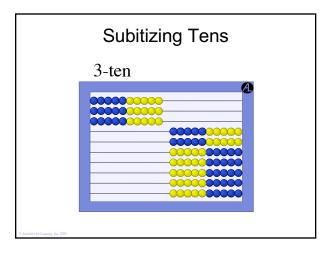
Subitizing

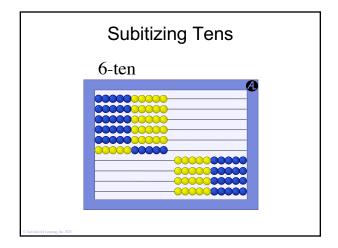


Subitizing

- Subitizing is quick recognition of quantity without counting.
- Subitizing allows quantities over five to be seen in groups of fives.
- Subitizing beyond ten is also done by grouping.
- Subitizing eliminates counting!

didin for Lower Tow 2008





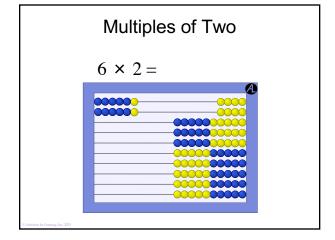
Strategies

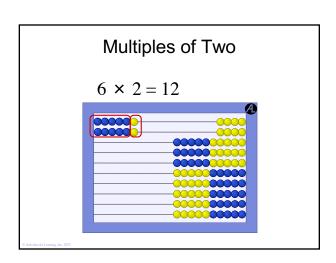
- A strategy is a way to learn a new fact or recall a forgotten fact.
- A visual representation is a powerful strategy.

Visualizing

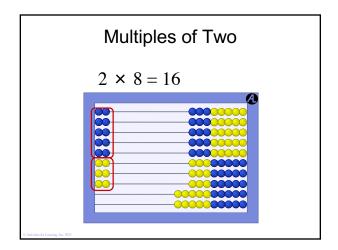
- It is well known that most of us learn best with visualizable images.
 - visual: seen with our eyes.
 - visualizable: seen in our mind's eye.
- Important part of math is visualizing seeing it in your mind.

es for Learning, Inc. 202





Multiples of Two $8 \times 2 = 16$



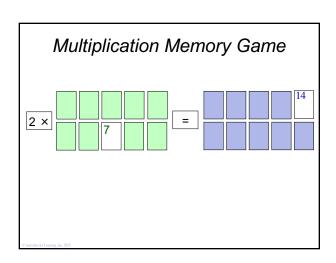
Multiplication Memory Game

Objective: To help the players master the multiplication facts.

Play: Turn over a basic card, state the fact, then try to find the matching product card.

Goal: To collect the most cards by matching the multiplier with the product.

e Laumina Inc. 2025



Why Games

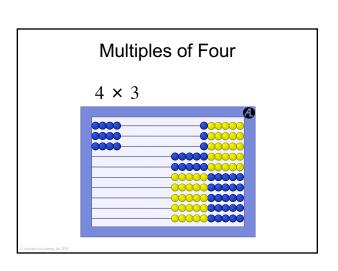
 $\frac{\text{Games}}{\text{Math}} = \frac{\text{Books}}{\text{Reading}}$

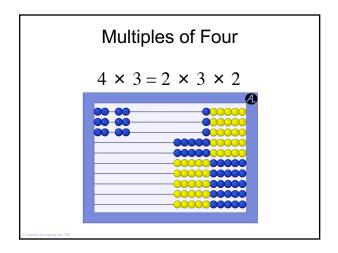
Games provide interesting repetition needed for automatic responses.

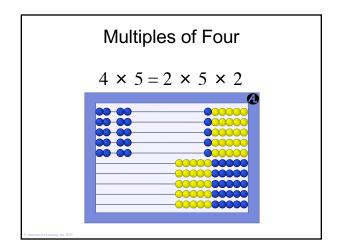
Games are worksheets, albeit with cards.

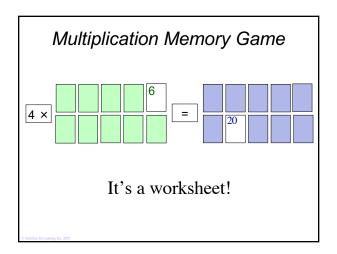
Most importantly, games provide an application for the new information!

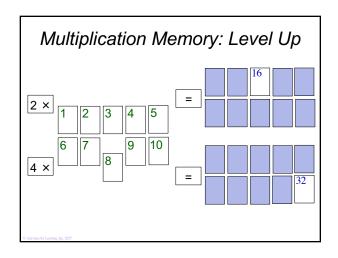
6-1------ I-- 201

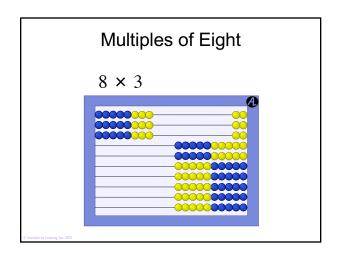


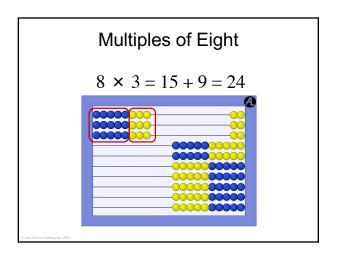


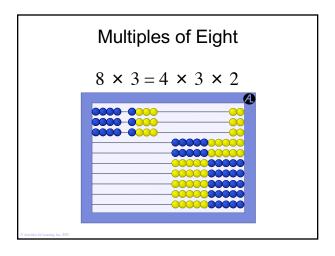


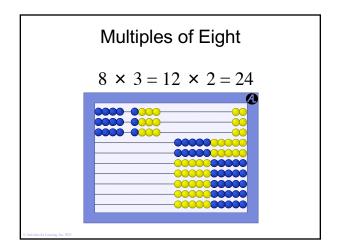


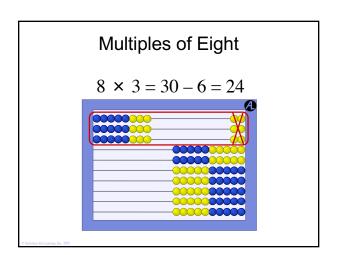












Eights on Top Game

Objective: To help the players associate the correct multiplier and product.

Play: Turn over a multiplier card, state the fact, then mark the matching product card. If another's marker is already there, put the marker on top of the previous marker.

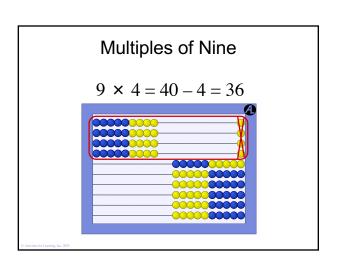
Goal: To have the most markers on top.

Eights on Top Game

9

8 16 24 32 40

48 56 64 72 80



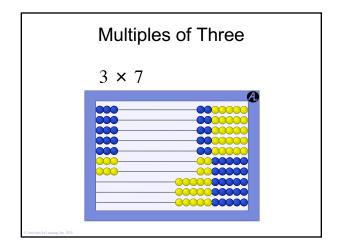
Multiples of Nine

• A pattern: look at the **digits** of the **products**. They all add up to **9**.

 $9 \times 1 = 9$ $9 \times 2 = 18$ $9 \times 3 = 27$ $9 \times 4 = 36$ $9 \times 5 = 45$ $9 \times 10 = 90$ $9 \times 9 = 81$ $9 \times 8 = 72$ $9 \times 7 = 63$ $9 \times 6 = 54$

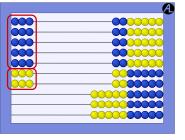
• Another pattern: The digits of the product are **reversed** using this layout.

ir Leaming Inc. 2025



Multiples of Three

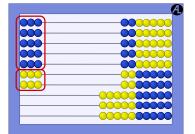
$$3 \times 7 = 3 \times 5 + 3 \times 2$$



e. 2025

Multiples of Three

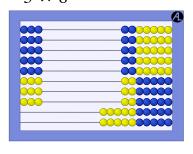
$$3 \times 7 = 15 + 6 = 21$$



Activities for Learning, Inc. 2025

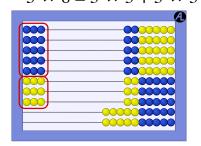
Multiples of Three

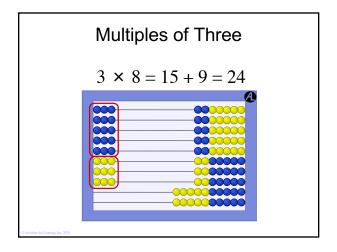
$$3 \times 8$$

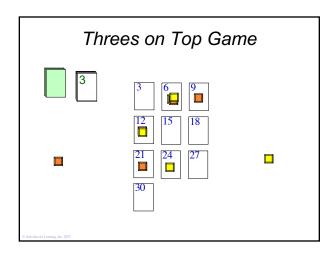


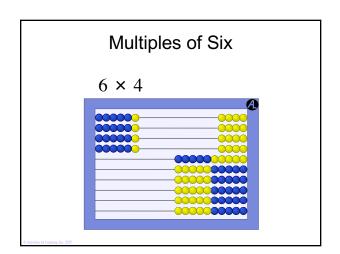
Multiples of Three

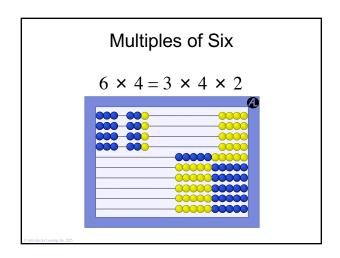
$$3 \times 8 = 3 \times 5 + 3 \times 3$$

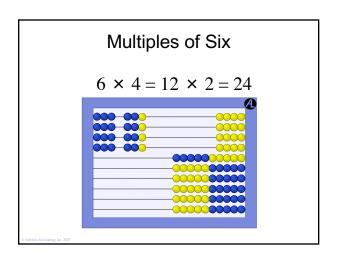


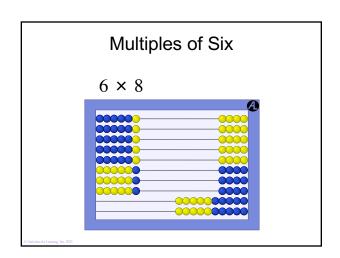


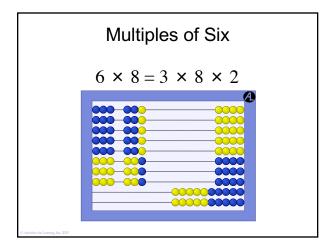


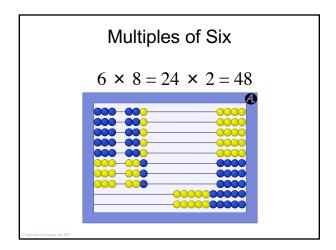


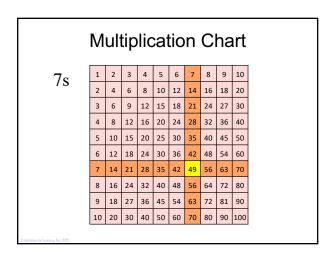


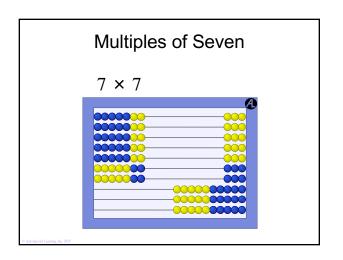


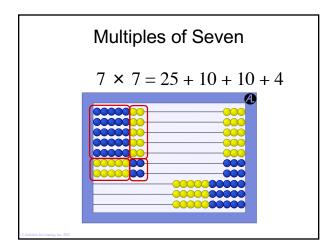


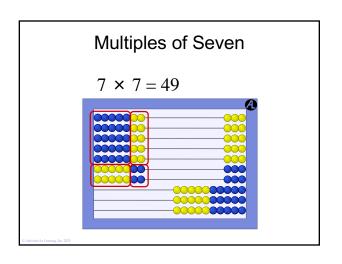












Multiples Solitaire

Rules:

Choose four sets of multiples. Shuffle together.
Only the top card of a fan may be played.
Columns start with lowest number of a set.
Cards in a fan can be moved to another

location if they immediately precede the card in a set that they are being moved to.

This example game: sets of 1s, 2s, 4s, and 8s.

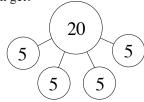
Introducing Division

Maria picks 20 oranges with three friends. If the four friends share the oranges equally, how many oranges does each person get?

$$5 \times 4 = 20$$

Introducing Division

Maria picks 20 oranges with three friends. If the four friends share the oranges equally, how many oranges does each person get?



© Activities for Learning, Inc.

Introducing Division

Maria picks 20 oranges with three friends. If the four friends share the oranges equally, how many oranges does each person get?

$$20 \div 4 = 5$$

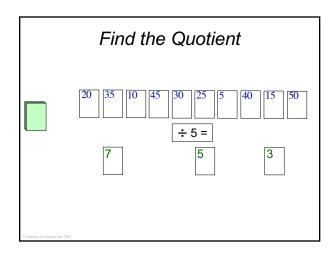
Find the Quotient

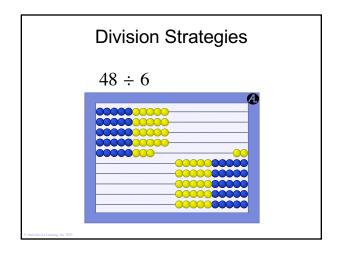
Objective: To see the relationship between multiplication and division.

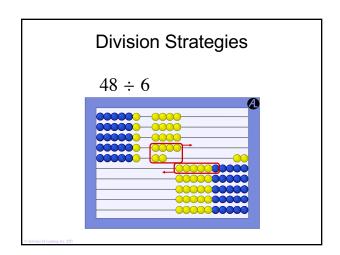
Play: Pick up the top card, determine how many times the divisor is in that number, then place the card below that number in the row.

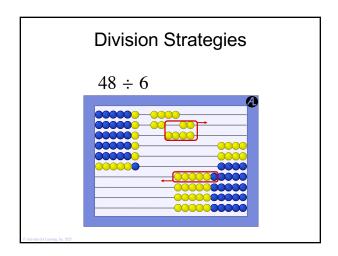
Goal: To match all the cards.

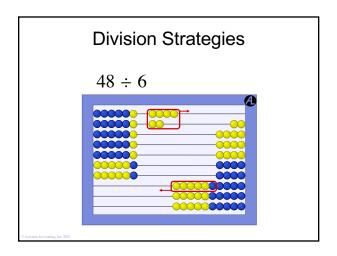
rational transition for the Manager

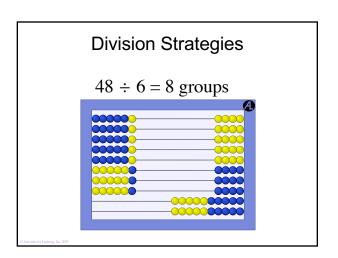


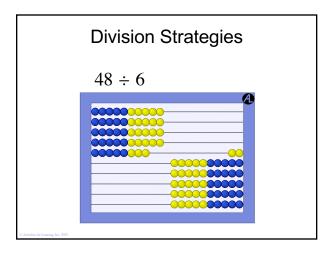


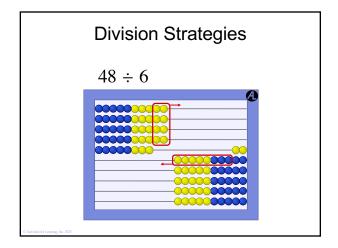


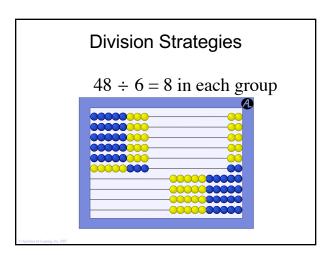




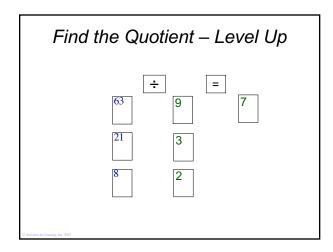


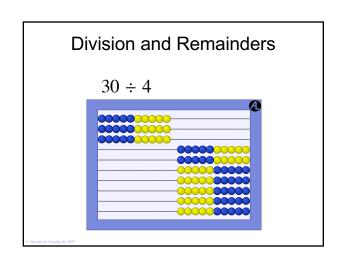


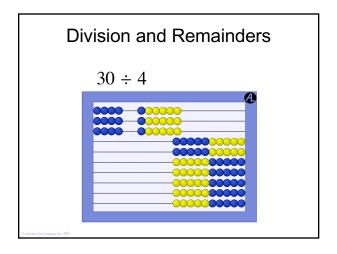


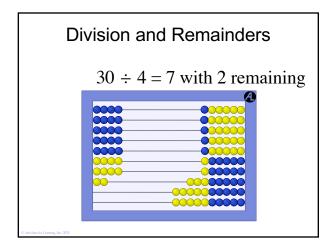


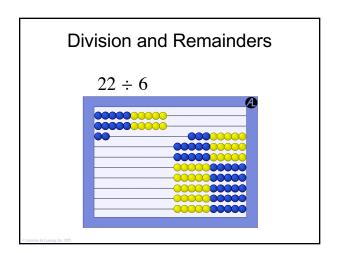
Find the Quotient – Level Up Objective: To practice division facts. Play: Play cards so that the multiplication card divided by the first basic number card in the row equals the second basic number card in the row, the quotient. Play a card that is a factor of the multiplication card. Up to six cards can be played during a turn. Goal: To collect the most cards.

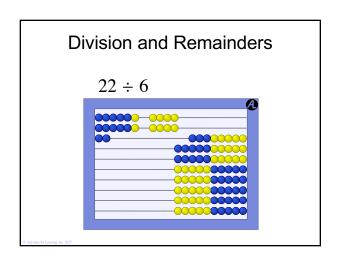


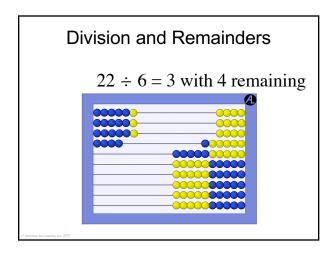


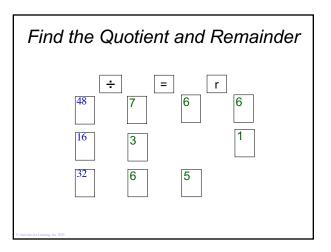












Solution for Success

- Foundation of subitizing
- Strategies to visualize the facts
- Practice and apply with games

11 7

Multiplication and Division

- We know that a deep understanding of concepts removes anxiety.
- Understanding lessens the burden of memorizing.
- Understanding makes advanced math easier to grasp.
- Math becomes more enjoyable!

for Learning, Inc. 202

In Conclusion ...

Math needs to be taught so 95 percent is understood and only 5 percent memorized.

- Richard Skemp major pioneer in mathematics education

In Conclusion ...

Our goal as a teacher of mathematics is to help our children transform, expand, and refine these beginning ideas into deeper mathematical thinking.

- Dr. Joan A. Cotter

es for Learning, Inc. 20

In Conclusion ...

If a child can't learn the way we teach, maybe we should teach the way they learn.

Ignacio Estrada,Gordon and Betty Moore Foundation

s for Learning, Inc. 2025