## **Beat the Calculator (Extended Facts)**

Materials ☐ number cards 1–10 (4 of each)

☐ 1 calculator

**Players** 3

**Skill** Practicing extended multiplication facts

Object of the Game To multiply numbers without a calculator faster than a player

using one.

## **Directions**

1 One player is the "Caller," one is the "Calculator," and one is the "Brain."

2 Shuffle the deck and place it number-side down on the table.

3 The Caller draws 2 cards from the number deck, attaches a 0 to either one of the factors or to both factors, and asks for the product.

4 The Calculator solves the problem using a calculator.
The Brain solves it without a calculator. The Caller decides who got the answer first.

5 The Caller continues to draw 2 cards at a time from the number deck, attach a 0 to one or both factors, and ask for the product.

6 Players trade roles every 10 turns or so.



## Example

The Caller turns over a 4 and an 8.

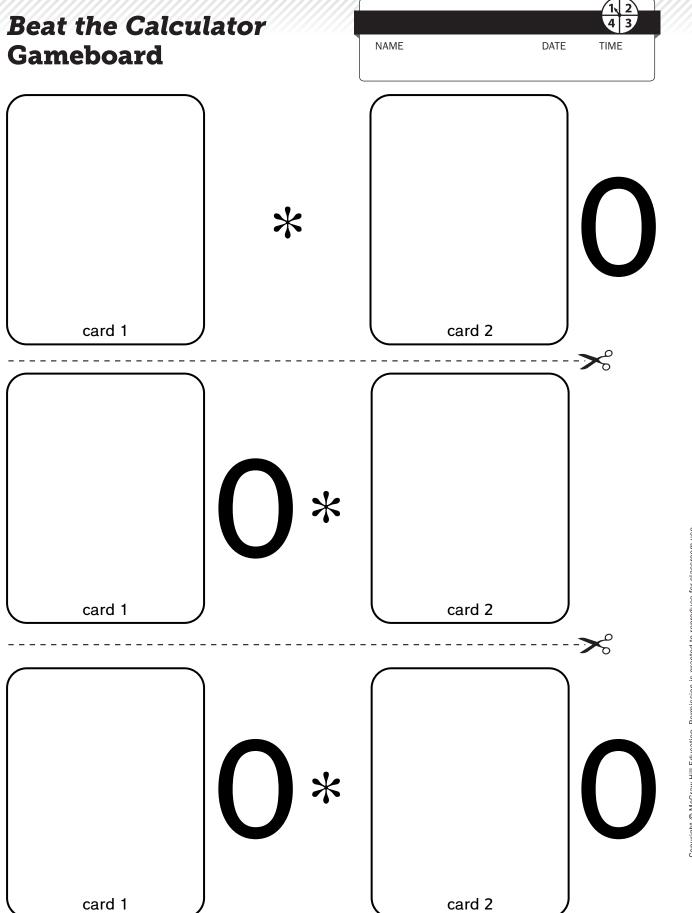




He or she may make up any one of the following problems:

The Brain and the Calculator solve the problem.

The Caller decides who got the answer first.



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