

## 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:

$$4 * 80 \quad 40 * 8 \quad 40 * 80$$

The Brain and the Calculator solve the problem.

The Caller decides who got the answer first.

# Beat the Calculator Gameboard

		1 2
		4 3
NAME	DATE	TIME

