## **Multiplication Wrestling**

 Materials
 □ 1 Multiplication Wrestling Record Sheet for each player (Math Masters, p. G35)

 □ number cards 0–9 (4 of each) or 1 ten–sided die

 Players
 2

 Skill
 Multiplying 2-digit numbers using partial-products multiplication

 Object of the Game
 To get the larger product of two 2-digit numbers.

## **Directions**

- 1 Shuffle the deck of cards and place it number-side down on the table.
- Each player draws 4 cards and forms two 2-digit numbers. Players should form their numbers so their product is as large as possible.
- 3 Each player creates 2 "wrestling teams" by writing each of their numbers as a sum of 10s and 1s.
- 4 Each player's 2 teams wrestle. Each member of the first team (for example, 70 and 5) is multiplied by each member of the second team (for example, 80 and 4). Then the 4 products are added.
- 5 The player with the larger product wins the round and receives 1 point.

## Example

Player 1:

Draws 4, 5, 7, and 8.

Forms 75 and 84.





Team 1	Team 2			
(70 + 5)	* (80 + 4)			
Products:	70 * 80 = 5,600			
	70 * 4 = 280			
	5 * 80 = 400			
	5 * 4 = 20			
Total	6,300			

$$75 * 84 = 6,300$$

Player 2:

Draws 1, 4, 9, and 6.

Forms 64 and 91.





ieaiii 1	ieaiii Z	
(60 + 4)	* (90 + 1)	
Products:	60 * 90 = 5,40	00
	60 * 1 =	50
	4 * 90 = 36	50
	4 * 1 =	4
Total	5,82	24

64 \* 91 = 5,824

6,300 is greater than 5,824, so Player 1 gets 1 point.

To begin a new round, each player draws 4 new cards to form 2 new numbers. The player with more points at the end of 3 rounds is the winner.

## Multiplication Wrestling Record Sheet

		1, 2
NAME	DATE	TIME

	SRB
ı	267

					207
Round 1	Cards:				
	Numbers formed:		*		
	Teams: (	+	) * (	+	)
	Products:		*	=	
			*	=	
			*	=	
			*	=	
	Total (add 4 products)	:			
Round 2	Cards:				
	Numbers formed:		*		
	Teams: (	+	) * (	+	)
	Products:		*	=	
			*	=	
			*	=	
			*	=	
	Total (add 4 products)	:			
Round 3	Cards:				
	Numbers formed:		*		
	Teams: (	+	) * (	+	)
	Products:		*	=	
			*	=	
			*	=	
			*	=	
	Total (add 4 products)	:			