**Multiplication Card Games for Kids**

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*Image: Getty/Jamie Grill*

Learning multiplication facts isn't easy for all children, especially those who really like to know the "why" behind the facts or those who have trouble with [rote memorization](http://homeworktips.about.com/od/glossary/g/rote.htm).

If your child needs a little help with his multiplication facts and you don’t want to make learning them into a fight or a power struggle, try sitting down with a deck of cards to play a few multiplication card games. It can take the pressure off of both of you and you can have some fun while he’s learning.

**What Your Child Will Learn (or Practice):**

Your child will be working on multiplication facts through the nines, as well as [practicing fact families](http://kidsactivities.about.com/od/MathDailyLife/ss/Understanding-Fact-Families.htm) and comparing numbers to see which is the larger of the two.

**Materials Needed:**

* A deck of cards with the face cards taken out
* Pencil and paper

**Card Game: Two-Player Multiplication War**

1. Shuffle the deck of cards. Deal them all out, face-down and equally between the two players.
2. On a “Ready, Set, Go” count, both players turn over a card. The first player who is able to say the correct product of the two cards wins that hand, keeps both cards and sets them aside in his “win” pile. For example, if your child turns over a 3 and you turn over a 4, the first player to blurt out 12 is the winner. If neither player gets the right answer, the cards go back into the play piles.
3. [Continue](http://kidsactivities.about.com/od/EverydayMathandScience/a/Multiplication-Card-Games-For-Kids.htm) playing the game until all the cards are turned over. The player who has collected the most cards in his "win" pile wins the game.

**Card Game: Multiplayer Multiplication War**

1. After shuffling the deck, place the cards in a one face down pile within reach of all the players.
2. Have each player take two cards. The players may look at their own cards, but not those of the other players.
3. Have each player, in turn, say the product that his two cards multiplied creates. After each player has stated the product, all players must lay their cards face-up in front of them so the multiplication can be checked.
4. The player with the highest product wins and keeps all the cards played in that hand.
5. [Continue](http://kidsactivities.about.com/od/EverydayMathandScience/a/Multiplication-Card-Games-For-Kids.htm) playing until all the cards have been used. The player who has collected the most cards wins the game.

**Card Game: Multiplication Go Fish (Multiplayer)**

In order to play this game, it’s probably a good idea to brush up on the basic [rules of the game “Go Fish.”](http://boardgames.about.com/od/cardgames/a/go_fish.htm) This game uses a variation of those rules.

1. Shuffle the deck and distribute six cards, face-down, to each player.
2. Put the rest of the cards in a the middle as a draw pile.
3. As the first player looks at his hand, he must choose a card he wishes to find a match for. However, instead of simply asking another player "Do you have any 4s?" he has to find a way to express that number as part of a multiplication fact. For example, he might ask, "Do you have any 2 x 2s?" or "I’m looking for the number that when multiplied by 8 makes a product of 16."
4. If the player who was asked has a card that matches the question, he has to give it to the asking player, who sets aside pair. If not, the answer is simply "Go Fish," and the first player has to pick a card from the draw pile.
5. The game ends when one player doesn't have any more cards, but the player with the most paired cards wins.

# Using Games to Memorize the Timestables

## Multiplication Games

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Multiplication With Dice

There are a variety of games that require very little effort to play with children that will help them learn the multiplication facts and commit them to memory. Below, are a few games you can use to assist committing the multiplication facts (times table facts) to memory.

**Deck of Cards**

**Multiplication Snap**
1.) Remove the face cards from the deck, shuffle the remaining cards and distribute the cards between two players.
2.) Each player keeps their pile of cards face down. Together, each player turns over a card.
3.) The first player to multiply the two numbers together and state the answer is the [winner](http://math.about.com/od/fouroperations/a/Using-Games-To-Memorize-The-Timestables.htm) and takes the cards.
4.) The player with the most cards in a specific amount of time is the winner **OR** when one player has all the cards.
*This game should only be played when learners almost* [*know their facts.*](http://math.about.com/od/multiplication/ig/Times-Tables-Worksheets/) *Random facts are only helpful if a child has already mastered the 2's, 5's, 10's, and squares (2x2, 3x3,* [*4x4*](http://math.about.com/od/fouroperations/a/Using-Games-To-Memorize-The-Timestables.htm)*, 5x5...).* If not, it is important to modify the game of Multiplication Snap. To do this, concentrate on a [single fact family or squares.](http://math.about.com/cs/multiplication/a/multws.htm) In this case, one child turns over a card and it is always multiplied by 4 or which ever fact is currently being worked on. For working on the squares, each time a card is turned over, the child that multiplies it by the same number wins. When playing the modified version, the child takes turn turning over a card as only one card is needed. For instance, if a 4 is turned over, the first child to say 16 wins, if a 5 is turned over, the first child to say 25 wins.

**Paperplate Facts**
Take 10 or 12 paper plates and print one number on each paper plate. Give each child a set of paper plates. Each child takes a turn holding up 2 plates, if the partner responds with the correct answer within 5 seconds, a point is given. Then it's that child's turn to hold up 2 plates and the opposite child's chance to answer within a specific time frame. *I love using smarties or a small candy for this game as it provides some incentive. A point system can also be use, the first person to 25 or 15 etc.*

**Roll the Dice**
Using dice (number cubes) to commit the multiplication facts to memory uses a similar approach as multiplication snap and paper plate times [tables](http://math.about.com/od/fouroperations/a/Using-Games-To-Memorize-The-Timestables.htm) uses. Players take turns rolling the two dice and the first one to multiply the dice by the specific number gains a point. Establish the number that the dice will be multiplied by. For instance, if working on the 9 times table, the dice are rolled and each time the dice are rolled, the number is multiplied by 9. Or if children are working on squares, each time the dice are rolled the number rolled is multiplied by itself. A variation of this game is for one child to roll the dice after the other child specifies the number used to multiply the roll of the dice. This gives each child an active part.

**Two Hands** This is another two player game than requires nothing but a method to keep points/score. It is a bit like [rock-paper-scissors](http://boardgames.about.com/od/partygame1/a/rps_rules.htm) as each child says "three, two, one" and they hold up one or both hands to represent a number. The first child to multiply the two numbers together and say it out loud gets a point. The first child to 20 (or any number agreed upon) wins the game. This particular game is also a great [car math game.](http://math.about.com/cs/arithmetic/a/carmath.htm)