Albie’s Bean Bag Multiplication Blast

Materials Needed

- 5 to 10 bean bags (or pairs of rolled-up socks)
- 3 to 5 hula hoops, buckets, or chalk circles on the ground
- Index cards and a thick marker
- Masking tape (to create a "throw line")
- A score sheet and a pencil

Learning Objectives

By the end of this lesson, Albie will be able to:

- Explain multiplication as "groups of" equal numbers.
- Solve multiplication problems for a specific times table (e.g., the 3s or 5s) using physical objects.
- Calculate a "total score" by multiplying the number of bean bags landed by the value of the target.

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1. Introduction: The Multiplication "Fast-Forward" (The Hook)

The Hook: "Albie, imagine you are a professional athlete. Every time you land a bean bag in a target, you don't just get 1 point—you get a 'power-up' score! If we just added 1+1+1 every time, it would take forever to count your winning score. Today, we are going to use multiplication as our 'fast-forward' button to find your total score in seconds!"

The Goal: Today we are learning how to use the **[Target Times Table, e.g., 3s]** to master the Bean Bag Toss!

2. The Body: I Do, We Do, You Do

Phase 1: I Do (The Teacher Models)

Setup: Place one bucket on the floor. Label it with a large number "3" using an index card.

- **Talking Points:** "Watch me. If I throw 4 bean bags into this bucket worth 3 points each, I have 4 *groups of* 3."
- **Action:** Drop 4 bags into the bucket. "Instead of counting 1, 2, 3... I can say: 3, 6, 9, 12! Or, 4 times 3 equals 12."
- **Success Criteria:** Show Albie that the number of bags is the first number, and the bucket's value is the second number.

Phase 2: We Do (Guided Practice)

Setup: Place three buckets at different distances. Label them all with the number "3".

- **The Activity:** Ask Albie to throw two bean bags into any of the buckets.
- **Prompt:** "How many bags landed? (2). What is the value of the bucket? (3). So, what is our 'groups of' sentence?"
- **Check for Understanding:** Help Albie say, "2 groups of 3 is 6." Write it down on the score sheet together: 2 x 3 = 6.
- **Repeat:** Do this three times until Albie feels confident skip-counting by 3s.

Phase 3: You Do (Independent Play)

The Game: "The Ultimate Multiplication Challenge"

- **The Rules:** Albie has 10 bean bags. He can throw them at any target. Targets are now labeled with different values (e.g., a "2" target, a "5" target, and a "10" target).
- **The Task:** After throwing all 10 bags, Albie must go to each target and calculate the score for that specific group.
- **Example:** "I landed 3 bags in the '5' target. That’s 3 x 5 = 15 points!"
- **The Final Step:** Albie records his scores on his sheet and adds them up for his "Grand Total."

3. Conclusion: The Recap

- **Summary:** "Albie, you didn't just play a game; you used multiplication to calculate a complex score! What does the 'x' symbol mean when we talk about groups?" (Answer: "Groups of").
- **Reflection:** Ask Albie: "Which was faster—counting every bean bag one by one, or multiplying the groups?"
- **Takeaway:** Reinforce that multiplication is just a shortcut for adding the same number over and over.

Assessment

- **Formative (During the lesson):** Can Albie correctly identify that 3 bags in a "5" bucket means 3 x 5? (Check for the "Groups of" concept).
- **Summative (End of lesson):** Provide Albie with a "Final Boss" challenge: "If I put 6 bags in the 2-point bucket, what is the total score?" If he answers 12 correctly, he has mastered the objective.

Differentiation (Adapting the Lesson)

- **For more support:** Keep all buckets the same value (only use the 2s table) and provide a "skip-counting" cheat sheet (2, 4, 6, 8, 10...).
- **For an extra challenge:** Use "Mystery Buckets." Place a card face down in the bucket. Albie throws the bag, then flips the card to see what number he has to multiply his "landed bags" by.
- **Kinesthetic Variation:** If Albie has extra energy, have him do jumping jacks equal to the product (the answer) of his throw!