

# Times Table Triumph: Multiplication Mission!

**Grade Level:** 4

**Subject:** Mathematics (Arithmetic)

**Focus:** Mastering Multiplication Facts (Times Tables)

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## Materials Needed:

- Whiteboard or large paper
  - Dry-erase markers or regular markers
  - Multiplication flashcards (up to 10x10 or 12x12)
  - Two standard dice (6-sided)
  - Deck of playing cards (optional, for Multiplication War)
  - Timer (optional)
  - Small prizes or stickers (optional, for motivation)
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## Lesson Activities:

### 1. Warm-Up: Multiplication Chant & Quick Recall (5-10 minutes)

Start with a fun multiplication chant or song (plenty available online, or make one up!). Then, do a quick round of flashcards, focusing on tables the student finds easier to build confidence. Go through about 10-15 cards rapidly.

### 2. Activity 1: Dice Duel Multiplication (15 minutes)

**Goal:** Practice random multiplication facts.

- Player 1 rolls two dice.
- Player 1 multiplies the two numbers shown on the dice and says the answer aloud. (e.g., rolls a 4 and a 6, says "4 times 6 equals 24").
- Player 2 (teacher/parent) confirms the answer. If correct, Player 1 gets a point (or keeps track on the whiteboard).
- Switch roles.
- Play for a set time (e.g., 10 minutes) or until someone reaches a target score.
- **Variation:** Use 10-sided or 12-sided dice if available for a greater challenge.

### 3. Activity 2: Flashcard Speed Challenge (10 minutes)

**Goal:** Improve recall speed.

- Shuffle the multiplication flashcards well.
  - Set a timer (e.g., 2 minutes or 5 minutes).
  - See how many flashcards the student can answer correctly within the time limit.
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- Record the score. Try to beat this score next time! Focus on celebrating improvement.
- Review any cards the student struggled with together.

#### 4. Activity 3: Multiplication War (Optional, 10-15 minutes)

**Goal:** Practice facts in a competitive card game format.

- Remove face cards (or assign them values, like Jack=11, Queen=12, King=0 or 13, Ace=1).
- Deal the deck evenly between two players.
- Players keep their cards face down.
- Both players flip over their top card simultaneously.
- The first player to correctly multiply the two card values wins both cards and adds them to the bottom of their pile.
- If there's a tie (both players say the answer at the same time), it's 'War'! Each player places three cards face down, then flips a fourth card face up. The first to multiply these new cards correctly wins all the cards from that round.
- The player who collects all the cards wins.

#### 5. Wrap-up & Assessment: Mini Multiplication Quiz (5 minutes)

Ask 5-10 multiplication questions verbally, perhaps focusing on facts practiced during the games or ones previously identified as tricky. Alternatively, create a very short written quiz (5 problems) using facts from the day's activities. Provide positive reinforcement for effort and accuracy.

#### 6. Cool Down: Multiplication Story (5 minutes)

Create a quick, fun story problem using one of the multiplication facts practiced. For example: "If 3 friends each brought 7 cookies to the homeschool picnic, how many cookies were there in total? ( $3 \times 7 = 21$ )". Let the student solve it.

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#### Differentiation/Extension:

- **Support:** Focus on smaller times tables (2s, 5s, 10s). Allow use of a multiplication chart for reference during games initially. Spend more time on chants and visual aids.
- **Challenge:** Introduce 11s and 12s tables. Use a timer for increased speed pressure (if motivating, not stressful). Create two-step word problems involving multiplication. Introduce division as the inverse operation.

**Motivation:** Use stickers or small rewards for achieving goals (e.g., beating a speed challenge score, winning Dice Duel). Keep the energy positive and focus on fun and progress, not just perfection!