

Add and Multiply

Purpose:

The purpose of this activity is to help your child practice their multiplication facts.

Link to Number Framework:

Number Facts, Stage 5

What you need:

- Four dice
- Pen and Paper for recording

What to do:

The aim of the game is to produce the largest total by adding the values on pairs of dice and then multiplying these two totals.

- The dice are rolled. Players race to produce the largest value. For example, if 2, 4, 5, 6 are thrown they could be paired as:
2 + 4 and 5 + 6 which would give $6 \times 11 = 66$ or
2 + 5 and 4 + 6 which would give $7 \times 10 = 70$ or
2 + 6 and 4 + 5 which would give $8 \times 9 = 72$, the winning total
- Roll again. The first player to win three games is the winner.

What to expect your child to do:

Children should be able to add numbers to ten together mentally or give instant responses to these. They should have instant recall of multiplication facts.

Variations:

- Try to get the smallest value
- Add three numbers together and multiply the total by the fourth number
- Use 5 dice: Add three numbers and two numbers and then multiply these totals

Related Māori vocab:

dice	mataono tau
add	tāpiri (-hia)
multiply	whakarea (-tia)
pair	takirua
answer (to a maths problem)	otinga
roll (a dice)	pīrori (-hia)