

MULTIPLICATION/SKIP COUNTING CARD ACTIVITY

Grades: K-5

Integration: Math and Locomotor Skills

Purpose: To increase ability to count and skip count while also working on locomotor skills and increasing heart rate. (such as running, sliding, skipping, jumping, etc)

Materials- Index Cards that are numbered with 2, 4, 6, 8...all the way to 20- with only one number on each card. You will need enough sets so that every 2 children have a set of cards. You will need a large placecard that is divided into 10 squares. These squares need to be big enough for the index cards to fit in and need to have the multiplication problems in them. For example, $2 \times 1 = \underline{\quad}$, in the first square. $2 \times 2 = \underline{\quad}$ in the second square and so on.

Activity: Place your index cards in the center of the gym. Pair students up and give them each a placecard and have them spread out around the gym. When the teacher signals "go," the first student in each pair will move out into the general space as directed (skip, hop, gallop, slide, etc.) and return with the first card (2). The student that is waiting at the card should do the same locomotor skill in place until the partner returns. When the first student returns, both students, working together, will place the numbered card in the correct area of the mat. There are exactly 10 squares in a row, so there is only one place each number will fit numerically. Together, the students must then jump and say " $2 \times 1 = 2$ ". The next student moves (as directed) bringing back the next card in the set (4). Together, the students must again jump, but this time, they must jump and say " $2 \times 1 = 2, 2 \times 2 = 4$ ". The first student then goes again and finds the next card (6). Again, the students jump and say " $2 \times 1 = 2, 2 \times 2 = 4, 2 \times 3 = 6$ ". It is important that when they say the answer they only jump once, for example, say " $2 \times 1 =$ ", then jump and say "2". Do this all the way to 20. The students continue with this activity, taking turns until all squares are filled up and answers are in the correct order. When they are done, students raise their hands and jog in place, until the teacher comes over and has both students jump all the way through the cards, saying all problems and answers. You can do this with all multiplication problems.

Teacher Tip: Laminate the 10 square place card and use dry erase markers to change the multiplication problems on the place cards.

Variation: You can use this activity to establish skip counting memorization. Simply take the multiplication problems off the 10 square placemat and have the students skip count.

By the end of this they have done a lot of counting and jumping!