

Features

- Ideal game to reinforce multiplication and division facts through 12.
- Designed for students grade 3 and up.
- Gives students practice recognizing numbers.
- May be played by 1 to 4 players.
- May be used as a class activity or in cooperative learning groups.
- · Answer key provided for inexperienced players.

Objectives

After playing The Winning Touch! students will...

- Be familiarized with basic multiplication and division facts.
- Be able to identify correct multiplication tables from 1 to 12.
- Be able to recall multiplication tables from 1 to 12.
- · Develop a sense of fair play.

Materials

- 1 Game Board
- Number Tiles with answers to all equations
- Answer Key
- 4 Number Tile Holders

Free Exploration

Allow students an opportunity to explore the game before structured play begins. As with most new activities, free exploration is the key to the students' readiness. Encourage students to practice their multiplication facts by simply placing the number tiles product where the 2 factors intersect. After students have had an opportunity to explore and practice, they may begin structured play.

Directions

- Punch out all number tiles. Place tiles, number side down, mix well, and have each player draw one tile. The player who draws the highest number will begin and play moves clockwise around the group. The tiles are then returned to the stock pile and reshuffled. Each player draws 12 tiles and places them on their tile holder - out of view of the other players.
- 2. The first player places a tile anywhere on the board, provided the number on the tile corresponds to a multiplication fact. For those who have forgotten their multiplication facts, an answer key is provided.
- 3. Players continue by placing a number tile touching the first tile, either horizontally, vertically, or diagonally. Again, the tile number must correspond to a multiplication fact.
- 4. If a player is unable to play a tile when his or her turn comes, he or she forfeits their turn. In addition, he or she must draw another tile from the stock pile.
- 5. Should a player place a tile on an incorrect square, he may be challenged by any player. As a penalty for this error, the player must draw 3 additional tiles from the stock pile. The incorrectly placed tile must also be returned to the player.
- 6. The play continues until one player plays out all of his or her tiles

and claims The Winning Touch!. The winner scores the total number of all the remaining tiles helped by the other players. For example, if player No. 1 has 3 tiles left, player No. 2 has 6 tiles left, and player No. 3 has 7 tiles left, the winner scores the total of 16.

The following is an example of how the game plays. (see diagram). If the first player, for example, held tile number 49, he could place it at the intersection of 7×7 . If the second player holds tiles number 64, he could place it at the intersection of 8×8 , which touches the corner of tile 49. The third player, who might hold tile number 42, has a choice of placing his tile at one of two locations on the board: at the intersection of 6×7 or 7×6 . Either of these locations touches a previously placed tile. If the fourth player held tile number 36, he could place it at the intersection of 6×6 . This tile touches a corner of tile number 49, and a side of tile 42. (Note: Tile number 36 could not be placed at the intersection of 12×3 , 12×4 , or 12×4 , or 12×4 , even though the multiplication fact is correct because in these locations, the number tile would not touch another tile on the board.)

1	2	3	4	5	6	7	8	9	10	11	12
2			2-10								
3 4		7.6				21				hi tak	
4					24						
5				25							
6					36		48				
7					36 42	49					
8				40			64				
9								U			
10											
11					66						
12										134	

Extended Activities

Solitaire

The Winning Touch! is a very absorbing game played as solitaire. When one person plays alone, he also draws 12 tiles to start. He places his first tile on the board, corresponding to any correct multiplication fact. After this, he continues placing tiles to touch each other, as in the rules on pages 2 & 3. He keeps drawing tiles from the stock pile whenever he cannot play. The object of the game of solitaire is to play out all of the tiles.

Touch & Answer

Place the playing board directly in front of player one. Have the student close his or her eyes and point. The student may open his or her eyes and identify the correct answer to the selected square. Play continues with the person to the right of player one.

Scoring: Students give themselves a point for each time they touch and answer correctly.

Another option to playing this game is to place a blank overhead transparency over the game board. Each player uses a different color overhead marker and places an X over the squares they touched and answered correctly. The winner could be the first person with 10 X's on the board or the first person to get 3 X's that touch each other. Encourage students to make up their own variations to the game.

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