

Multispin 10

70	50	80	40	60	20
60	40	90	30	80	30
90	70	0	10	30	80
50	90	10	0	50	60
70	20	90	30	60	20
50	80	40	20	70	40

Multispin

A game for two players, each being represented by a different coloured counter.

Materials: Some counters in two colours.

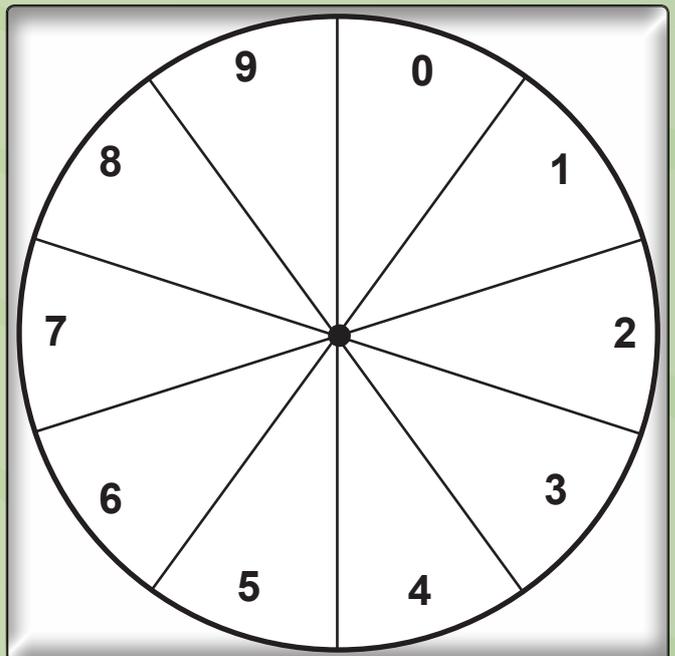
Aim: To be the first player to place three counters in a row, column or diagonal.

Rules:

- The first player flicks the spinner and multiplies the number shown by the multispin number and places a counter on the result. For example, if a player flicked the spinner in Multispin 10 and the spinner landed on five, the player would multiply 5 by 10 and place a counter on 50.
- The second player does the same.
- The first player to place three of their counters in a row, column or diagonal is the winner.

Extension

- For a longer game play 'four in a row.'
- Allow players to 'take off' another player's counter if the player manages to spin and produce the same result.



Objective: Recall multiplication facts



Multispin 11

99	55	88	77	44	66
44	99	66	33	88	33
22	88	0	11	55	66
77	55	11	0	99	22
33	66	44	77	33	44
55	77	22	88	99	22

Multispin

A game for two players, each being represented by a different coloured counter.

Materials: Some counters in two colours.

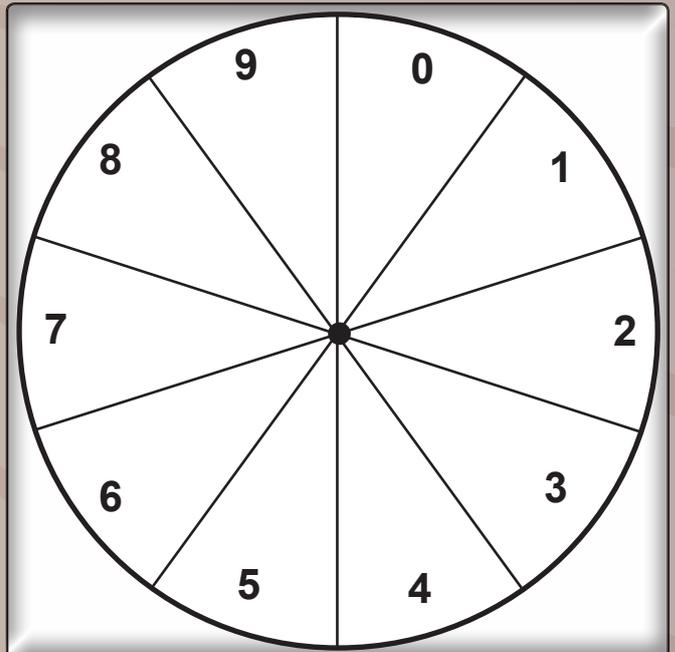
Aim: To be the first player to place three counters in a row, column or diagonal.

Rules:

- The first player flicks the spinner and multiplies the number shown by the multispin number and places a counter on the result. For example, if a player flicked the spinner in Multispin 11 and the spinner landed on five, the player would multiply 5 by 11 and place a counter on 55.
- The second player does the same.
- The first player to place three of their counters in a row, column or diagonal is the winner.

Extension

- For a longer game play 'four in a row.'
- Allow players to 'take off' another player's counter if the player manages to spin and produce the same result.



Objective: Recall multiplication facts



Multispin 12

24	108	36	72	84	72
72	84	96	36	96	24
36	48	0	12	60	48
108	60	12	0	84	108
96	36	48	24	72	48
60	24	84	60	108	96

Multispin

A game for two players, each being represented by a different coloured counter.

Materials: Some counters in two colours.

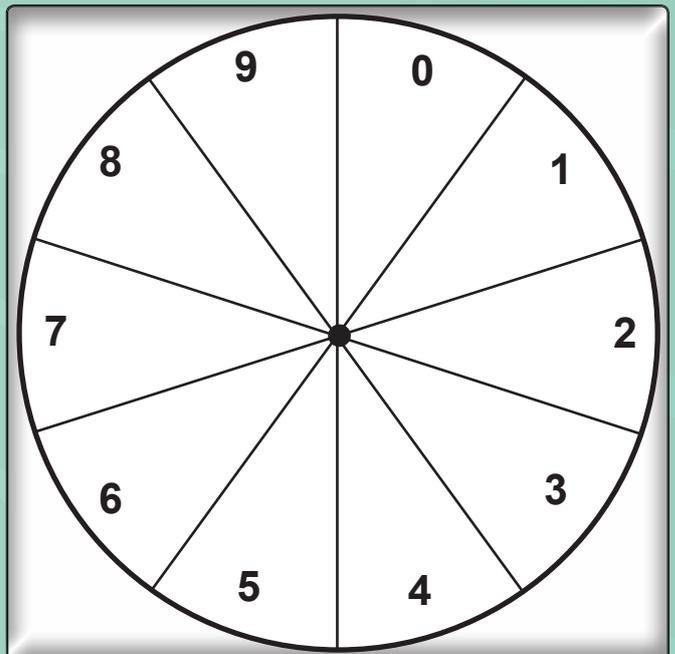
Aim: To be the first player to place three counters in a row, column or diagonal.

Rules:

- The first player flicks the spinner and multiplies the number shown by the multispin number and places a counter on the result. For example, if a player flicked the spinner in Multispin 12 and the spinner landed on five, the player would multiply 5 by 12 and place a counter on 60.
- The second player does the same.
- The first player to place three of their counters in a row, column or diagonal is the winner.

Extension

- For a longer game play 'four in a row.'
- Allow players to 'take off' another player's counter if the player manages to spin and produce the same result.



Objective: Recall multiplication facts

