ARRAYS GAME A

Milestones - x2 Facts

A game for two players.
Aim: To capture (colour in) the most area.
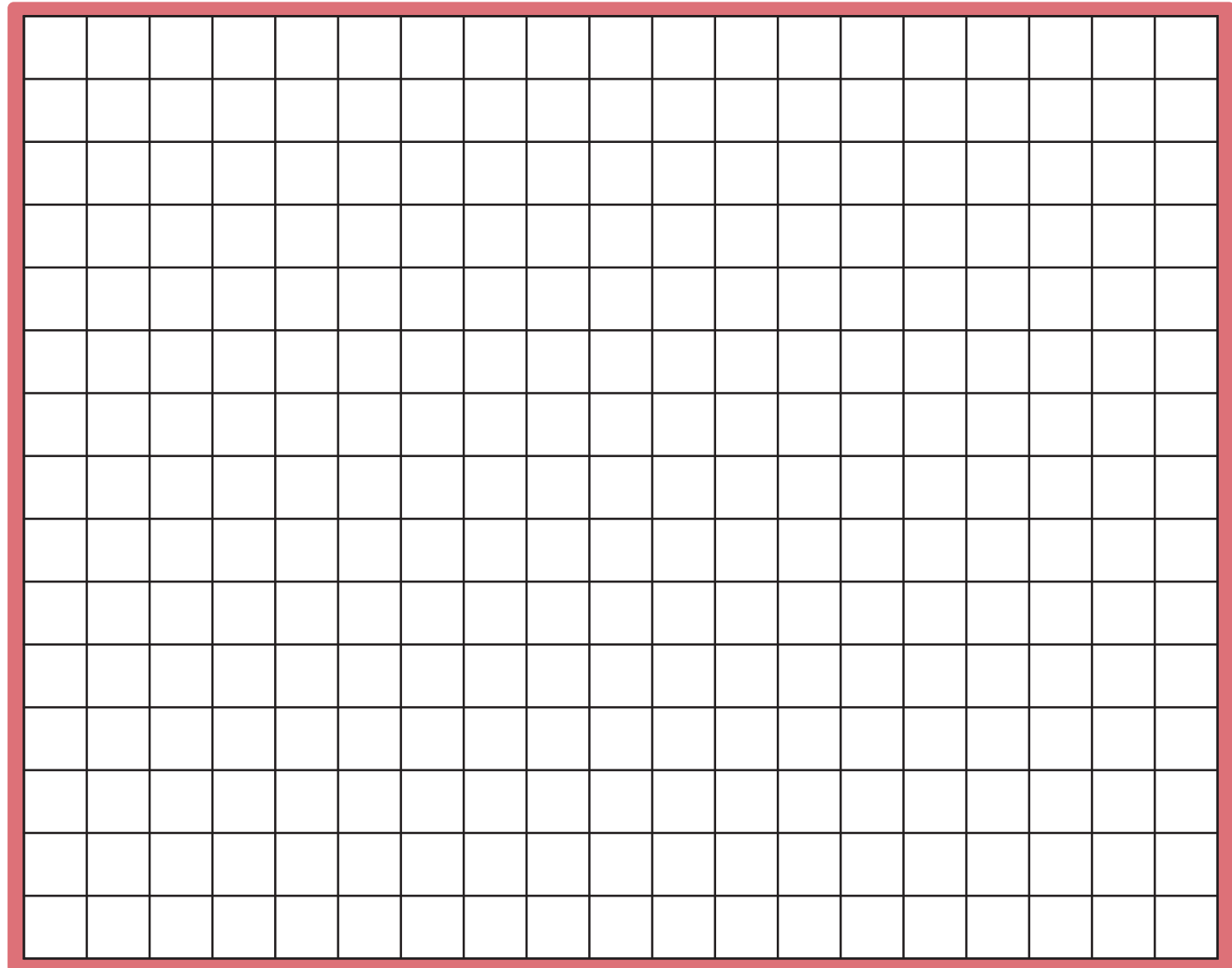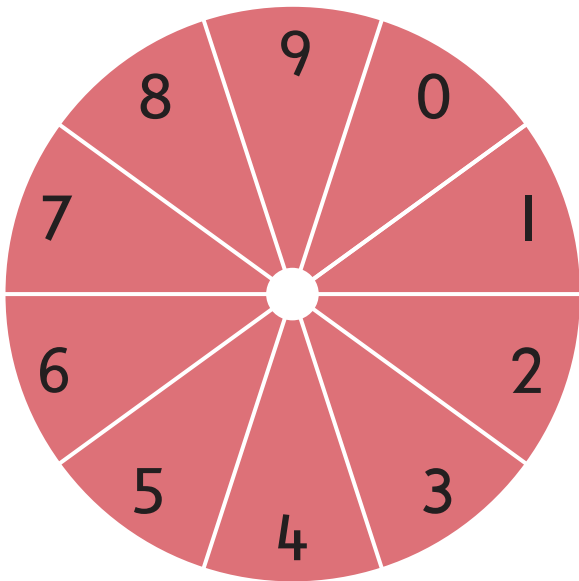**Materials**: Two different coloured pens

Rules:
In turns, each player flicks the spinners and draws a rectangle (array) according to what is indicated on the spinners.
The player should lightly shade the inside of the rectangle and write the calculation.
The winner is the player who captures the most area when the board is filled.

2

9 8 0 7 1 6 2 5 3 4

ARRAYS GAME B

Milestones - x2, x10 Facts

A game for two players.
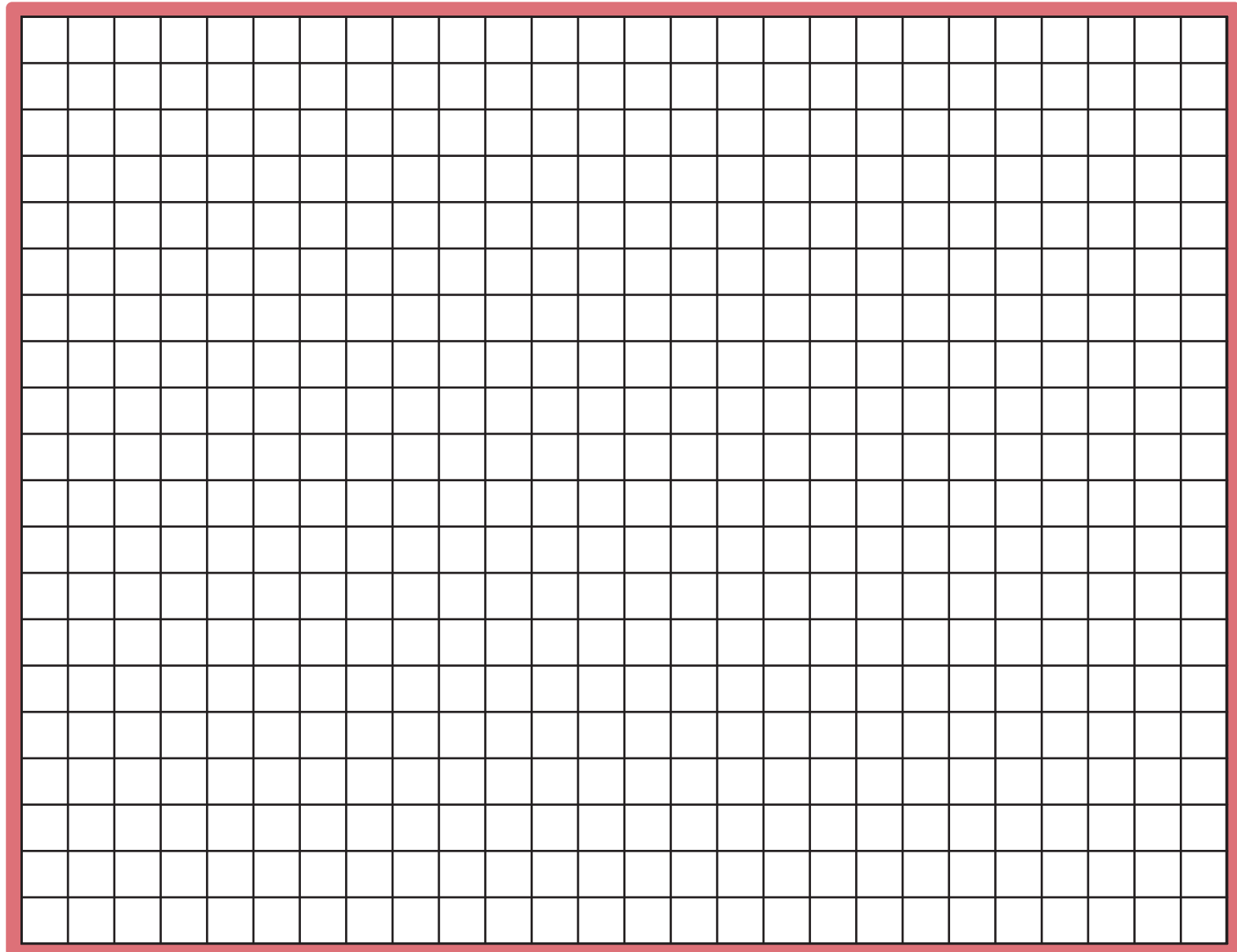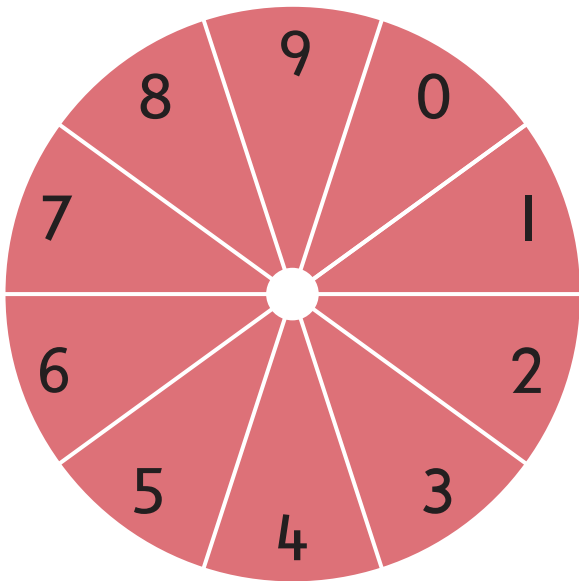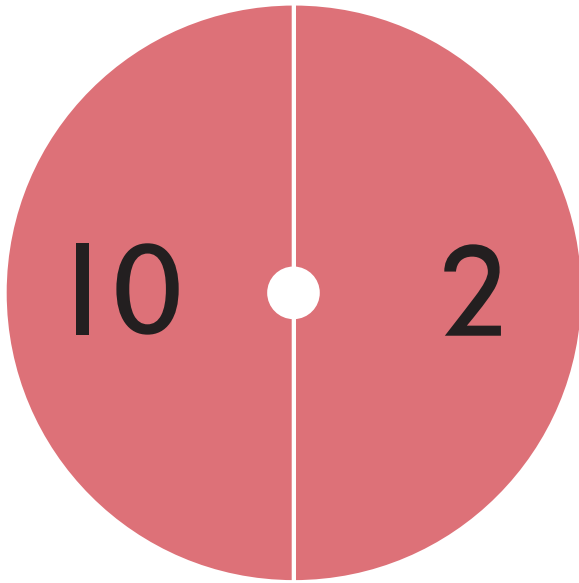**Aim**: To capture (colour in) the most area.
Materials: Two different coloured pens

Rules:
In turns, each player flicks the spinners and draws a rectangle (array) according to what is indicated on the spinners.
The player should lightly shade the inside of the rectangle and write the calculation.
The winner is the player who captures the most area when the board is filled.

ARRAYS GAME C

Milestones - x2, x10, x5 Facts

A game for two players.
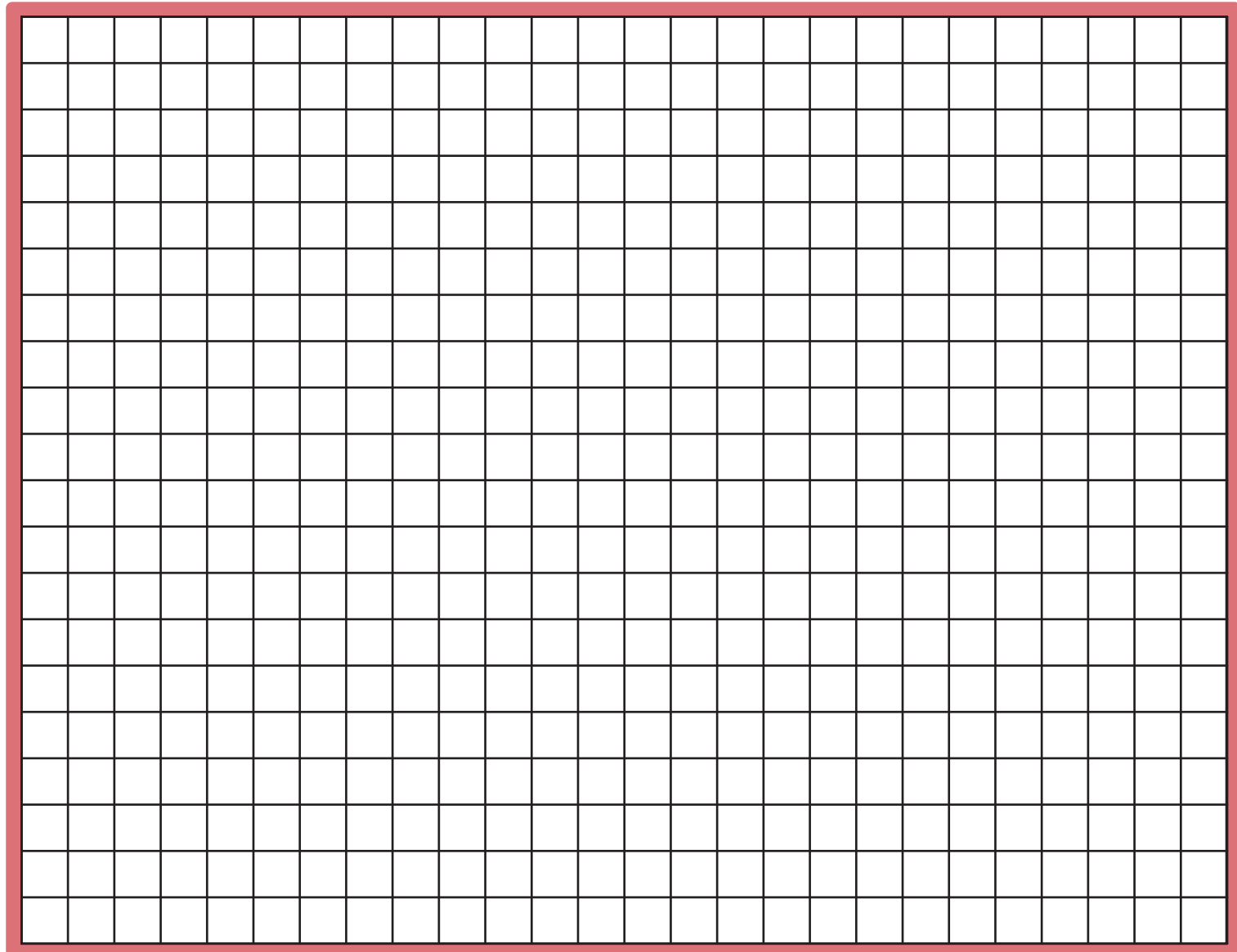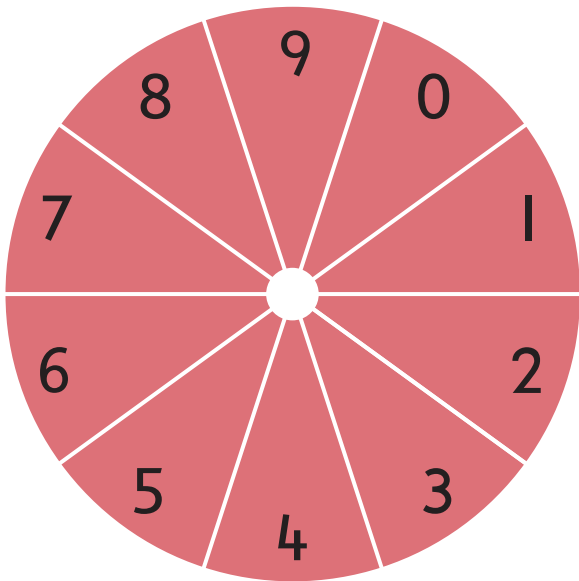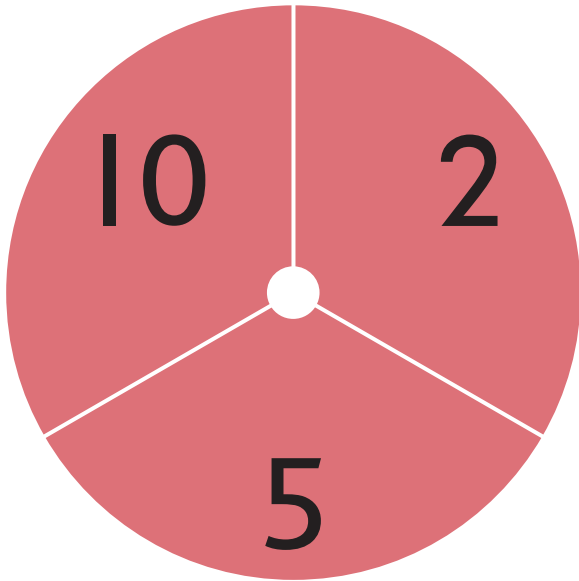**Aim**: To capture (colour in) the most area.
Materials: Two different coloured pens

Rules:
In turns, each player flicks the spinners and draws a rectangle (array) according to what is indicated on the spinners.
The player should lightly shade the inside of the rectangle and write the calculation.
The winner is the player who captures the most area when the board is filled.

Spinner 1: 10, 2, 5

Spinner 2: 8, 9, 0, 1, 2, 3, 4, 5, 6, 7

ARRAYS GAME D

Milestones - x2, x10, x5, x3 Facts

A game for two players.
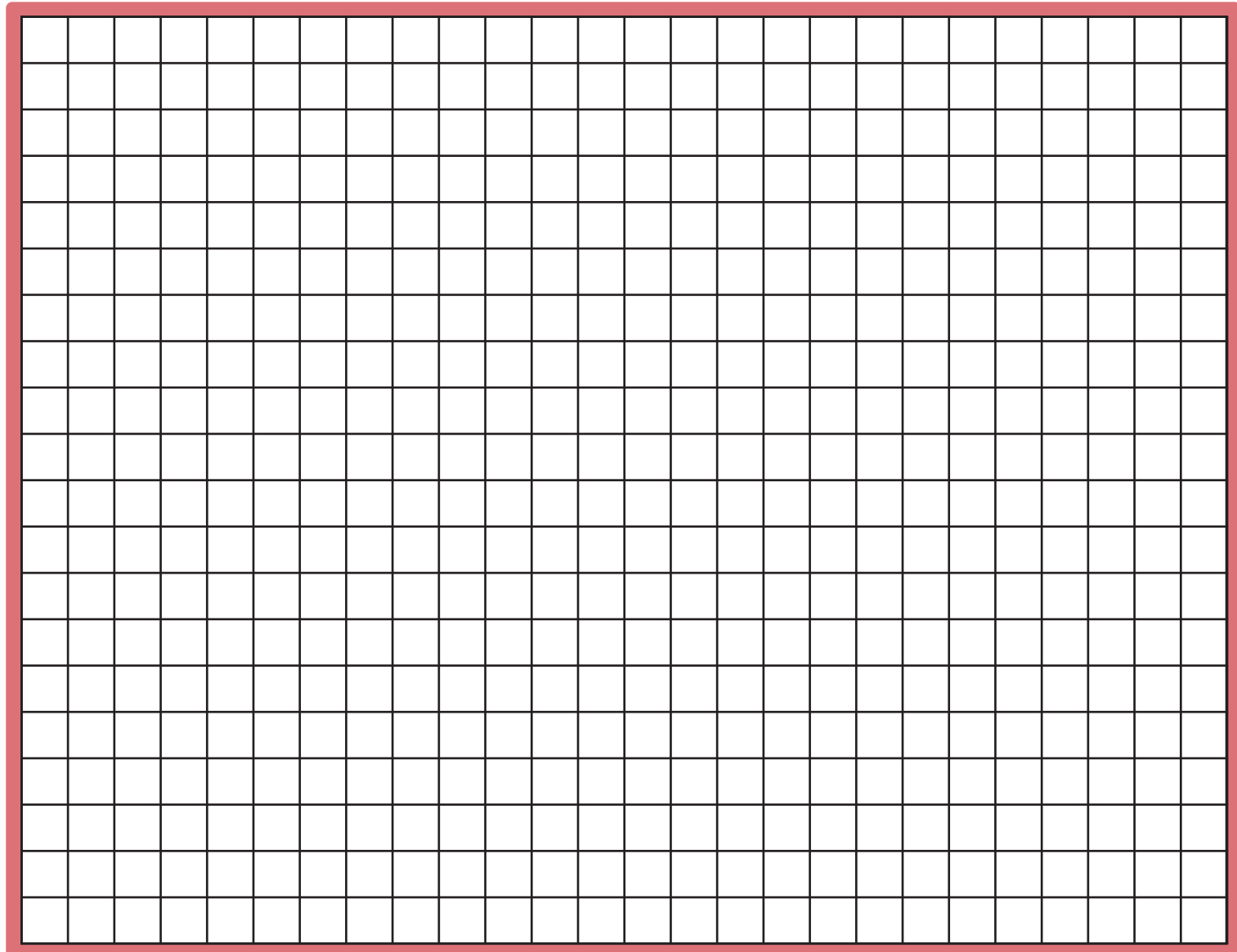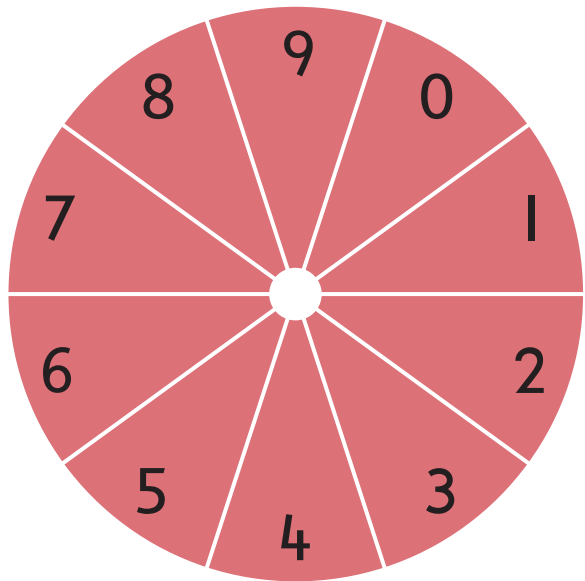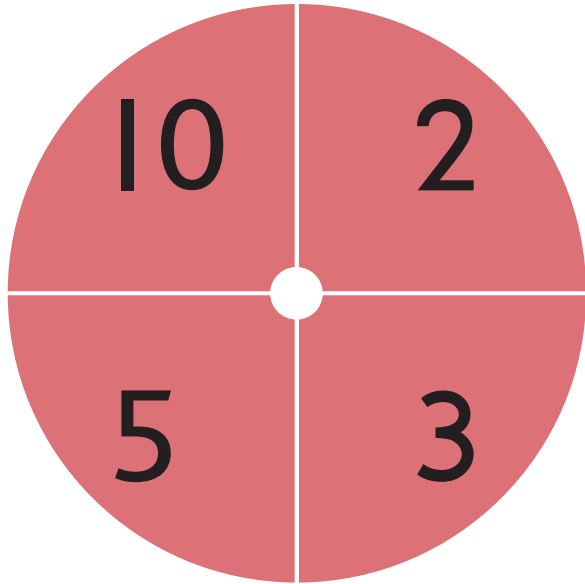**Aim**: To capture (colour in) the most area.
Materials: Two different coloured pens

Rules:
In turns, each player flicks the spinners and draws a rectangle (array) according to what is indicated on the spinners.
The player should lightly shade the inside of the rectangle and write the calculation.
The winner is the player who captures the most area when the board is filled.

Spinner 1: 10, 2, 5, 3

Spinner 2: 8, 9, 0, 1, 2, 3, 4, 5, 6, 7

ARRAYS GAME CONSOLIDATION 1

Milestones - Multiplication Properties, x2, x10, x5, x3 Facts

A game for two players.
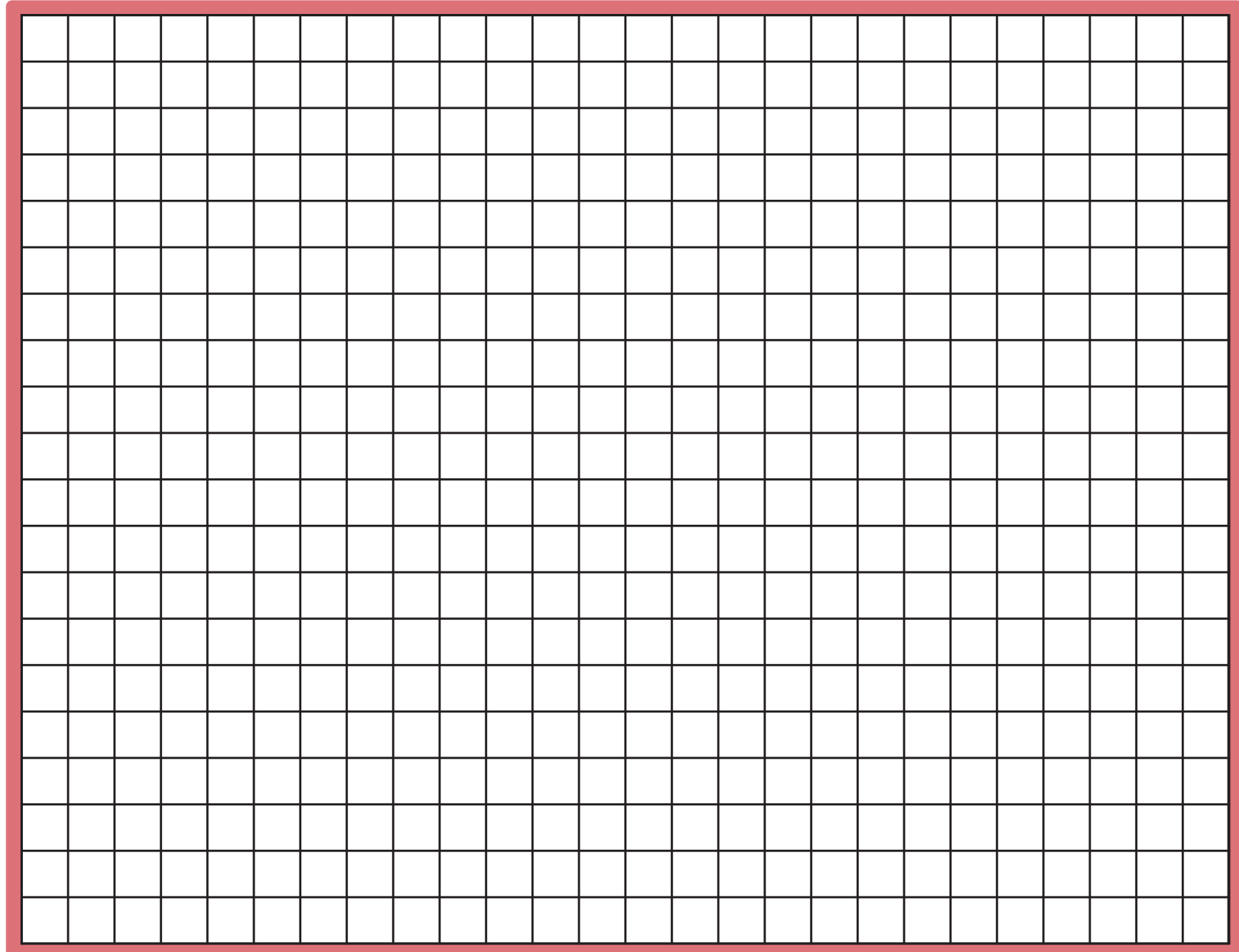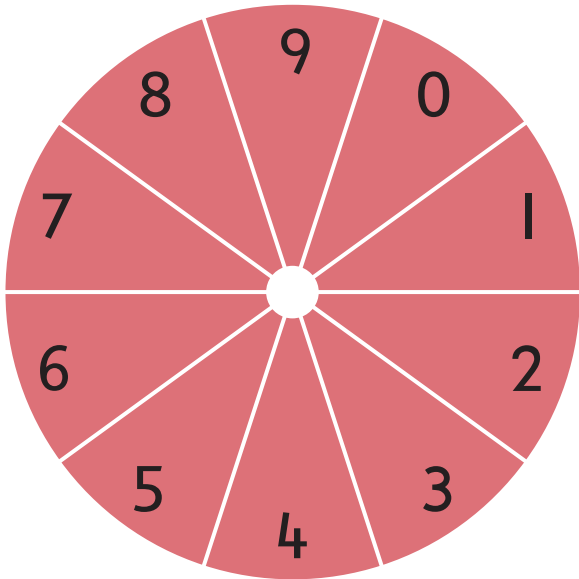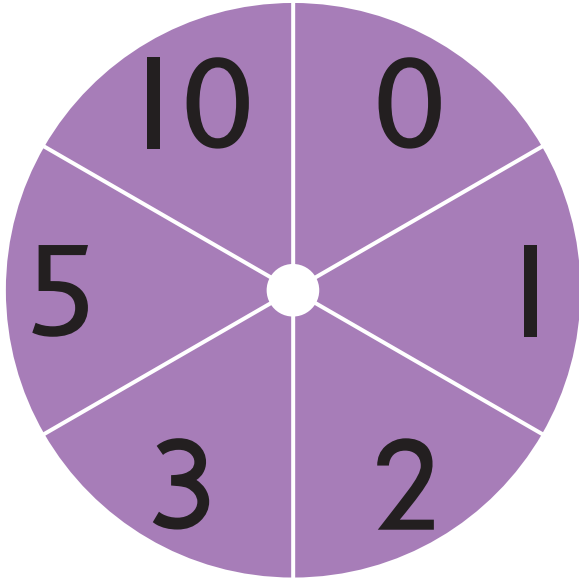**Aim**: To capture (colour in) the most area.
Materials: Two different coloured pens

Rules:
In turns, each player flicks the spinners and draws a rectangle (array) according to what is indicated on the spinners.
The player should lightly shade the inside of the rectangle and write the calculation.
The winner is the player who captures the most area when the board is filled.

ARRAYS GAME E

Milestones - x2, x10, x5, x3, x9 Facts

A game for two players.
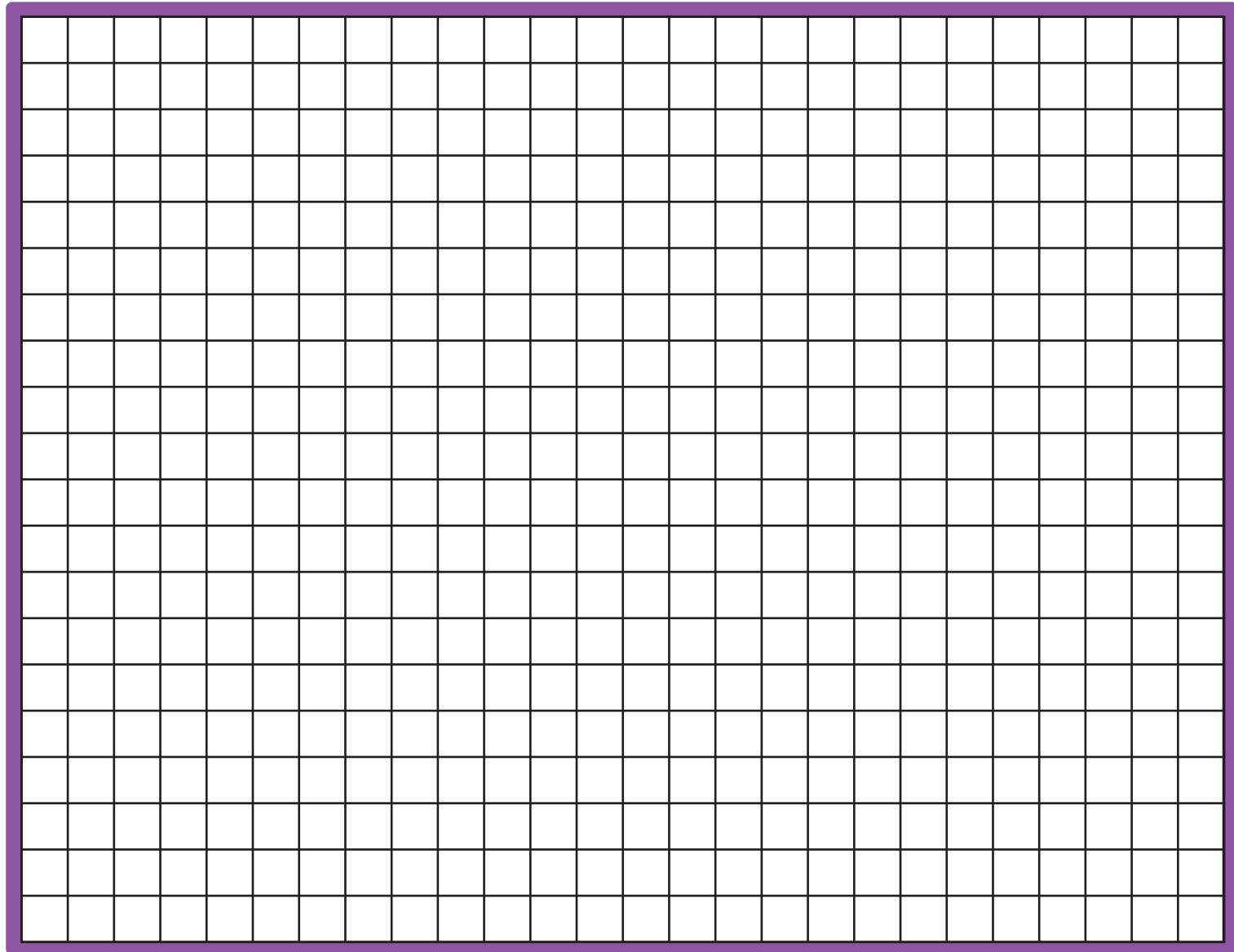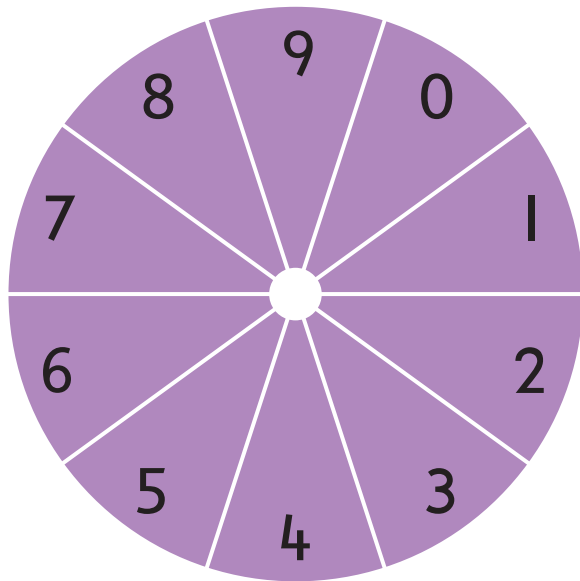**Aim**: To capture (colour in) the most area.
Materials: Two different coloured pens

Rules:
In turns, each player flicks the spinners and draws a rectangle (array) according to what is indicated on the spinners.
The player should lightly shade the inside of the rectangle and write the calculation.
The winner is the player who captures the most area when the board is filled.

ARRAYS GAME F

Milestones - x2, x10, x5, x3, x9, x4 Facts

A game for two players.
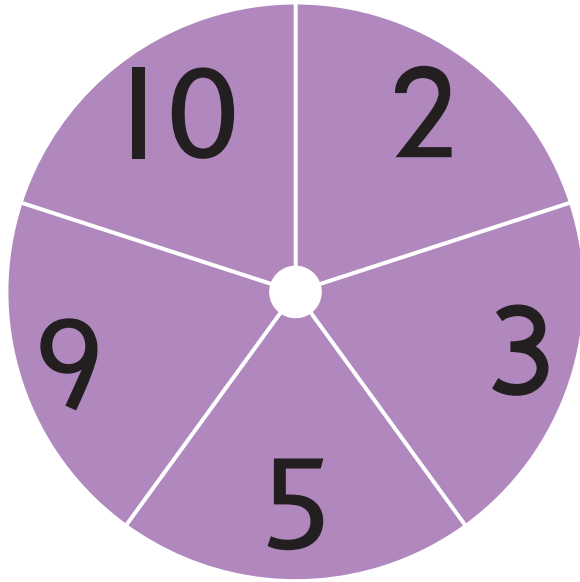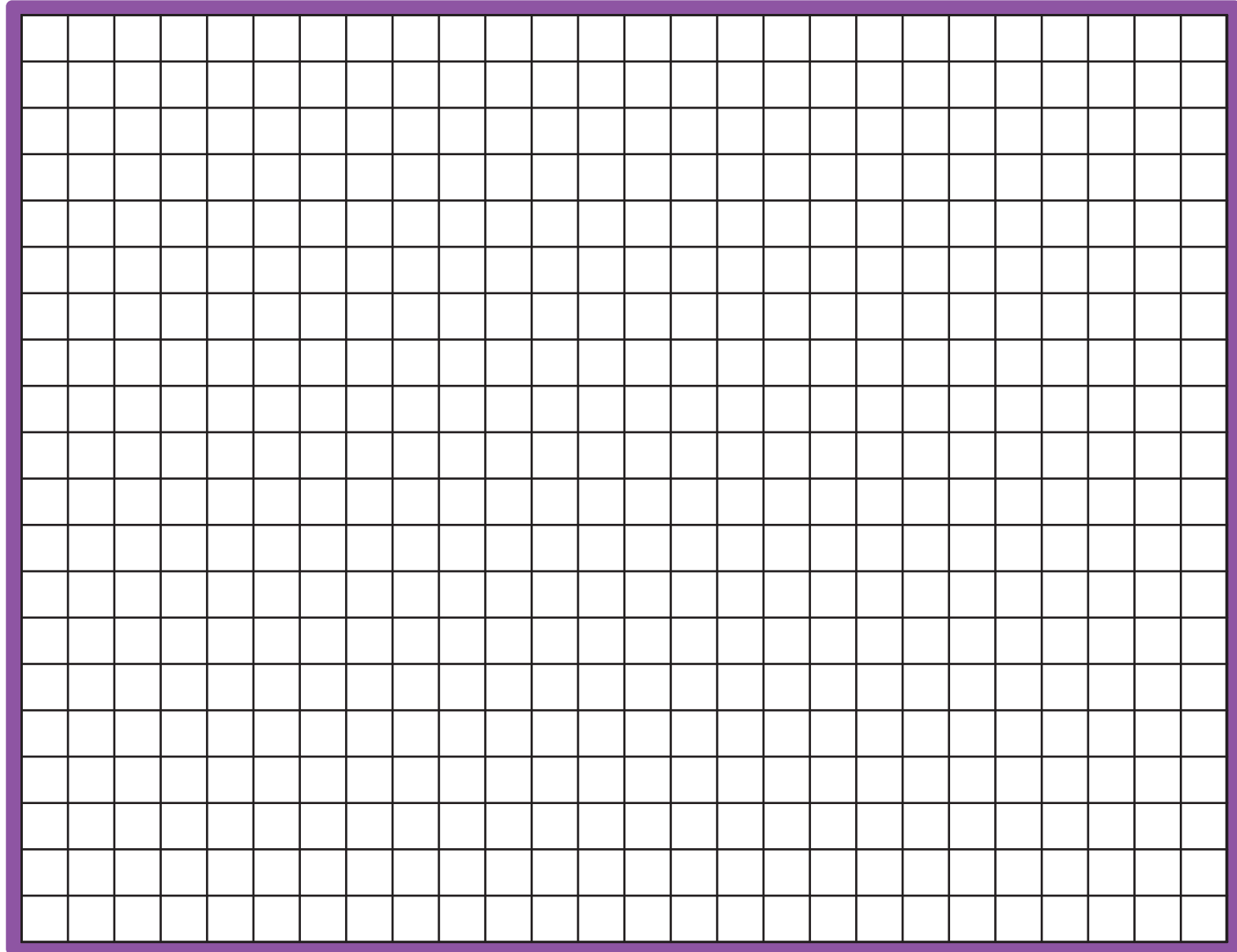**Aim**: To capture (colour in) the most area.
Materials: Two different coloured pens

Rules:
In turns, each player flicks the spinners and draws a rectangle (array) according to what is indicated on the spinners.
The player should lightly shade the inside of the rectangle and write the calculation.
The winner is the player who captures the most area when the board is filled.

ARRAYS GAME G

Milestones - x9, x4, x8 Facts

A game for two players.
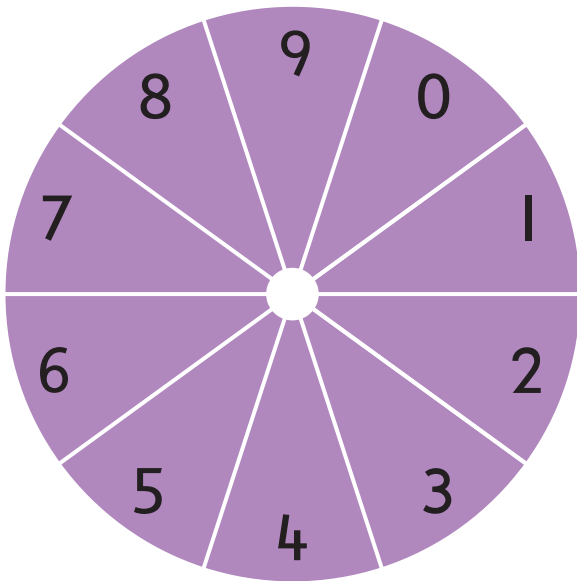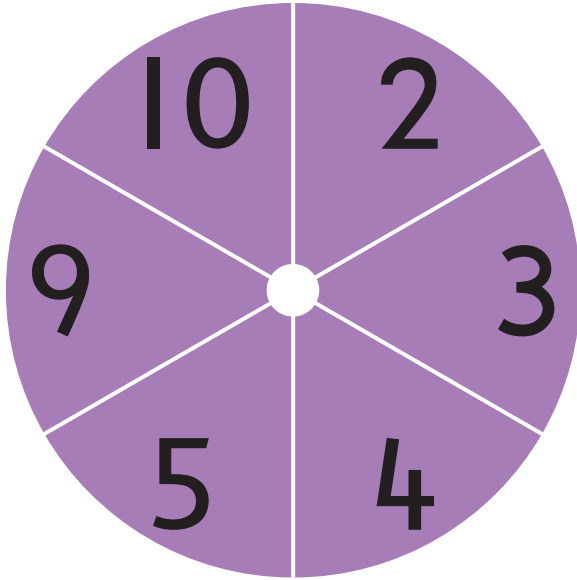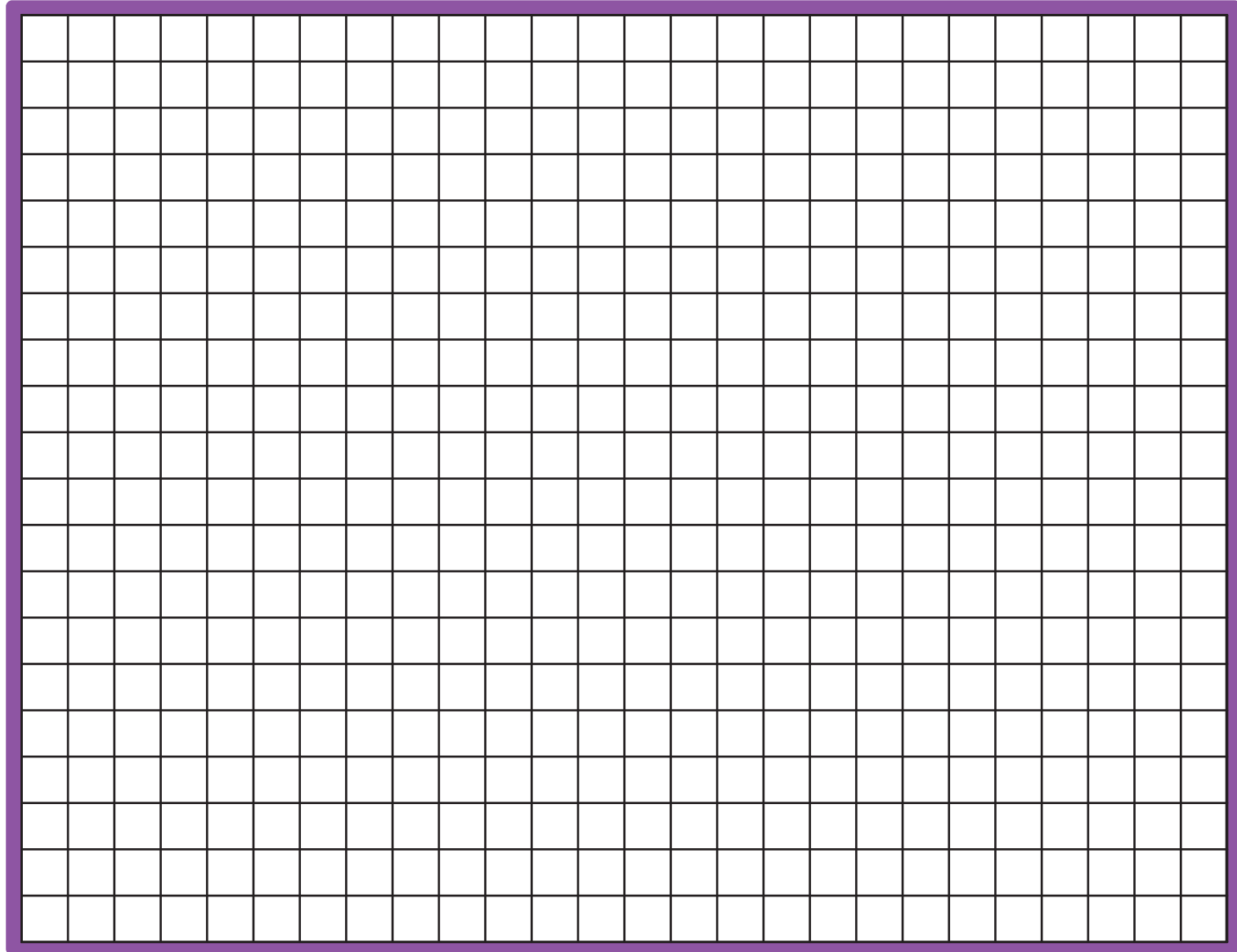**Aim**: To capture (colour in) the most area.
Materials: Two different coloured pens

Rules:
In turns, each player flicks the spinners and draws a rectangle (array) according to what is indicated on the spinners.
The player should lightly shade the inside of the rectangle and write the calculation.
The winner is the player who captures the most area when the board is filled.

ARRAYS GAME H

Milestones - x9, x4, x8, x6 Facts

A game for two players.
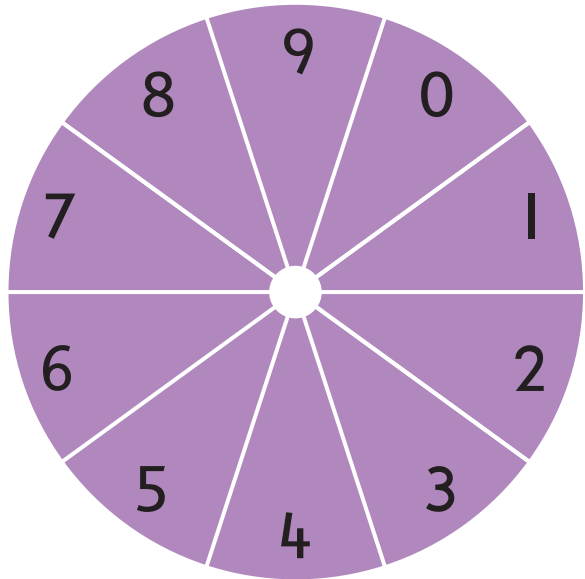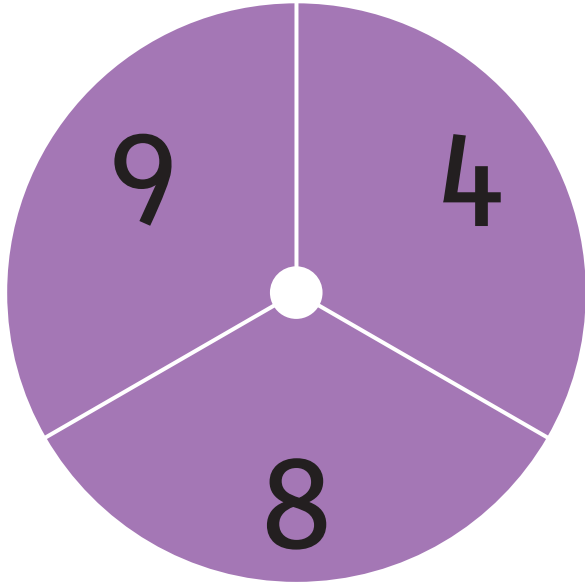**Aim**: To capture (colour in) the most area.
Materials: Two different coloured pens

Rules:
In turns, each player flicks the spinners and draws a rectangle (array) according to what is indicated on the spinners.
The player should lightly shade the inside of the rectangle and write the calculation.
The winner is the player who captures the most area when the board is filled.

Spinner 1: 9, 4, 8, 6

Spinner 2: 8, 9, 0, 1, 2, 3, 4, 5, 6, 7

ARRAYS GAME 1

Milestones - x9, x4, x8, x6, x7 Facts

A game for two players.
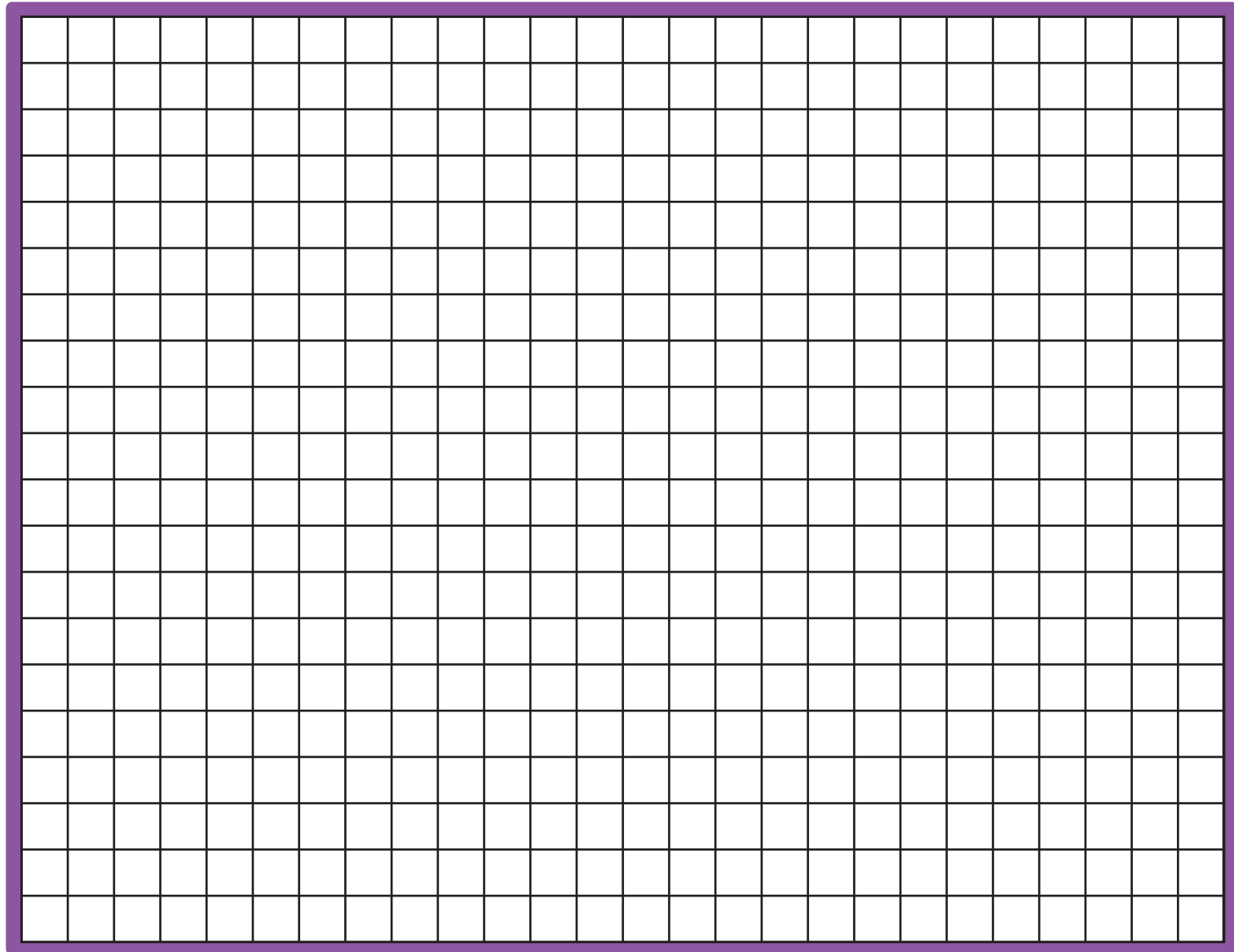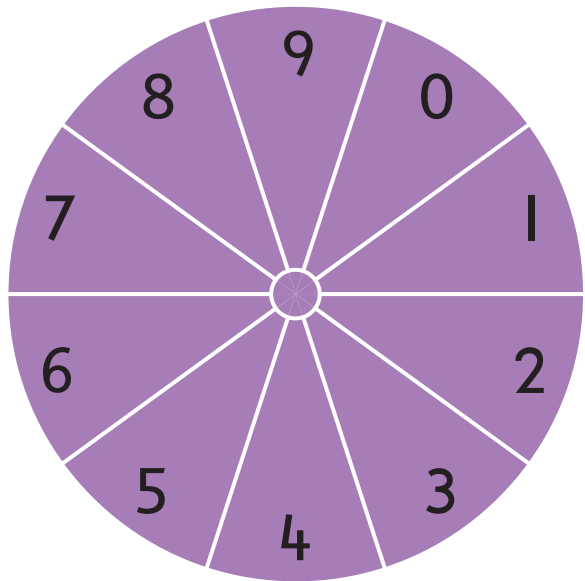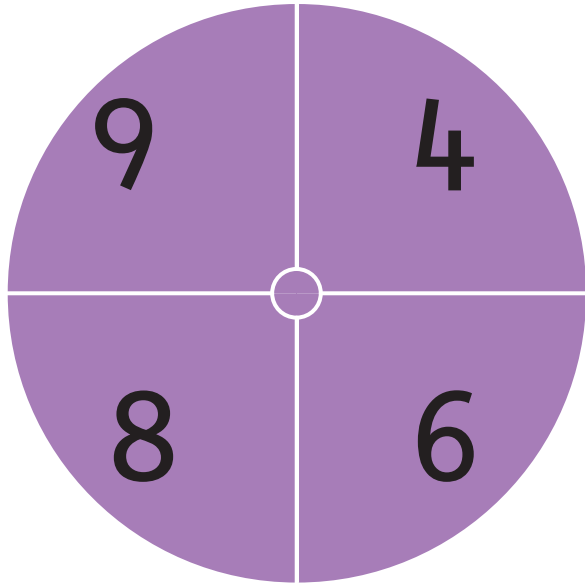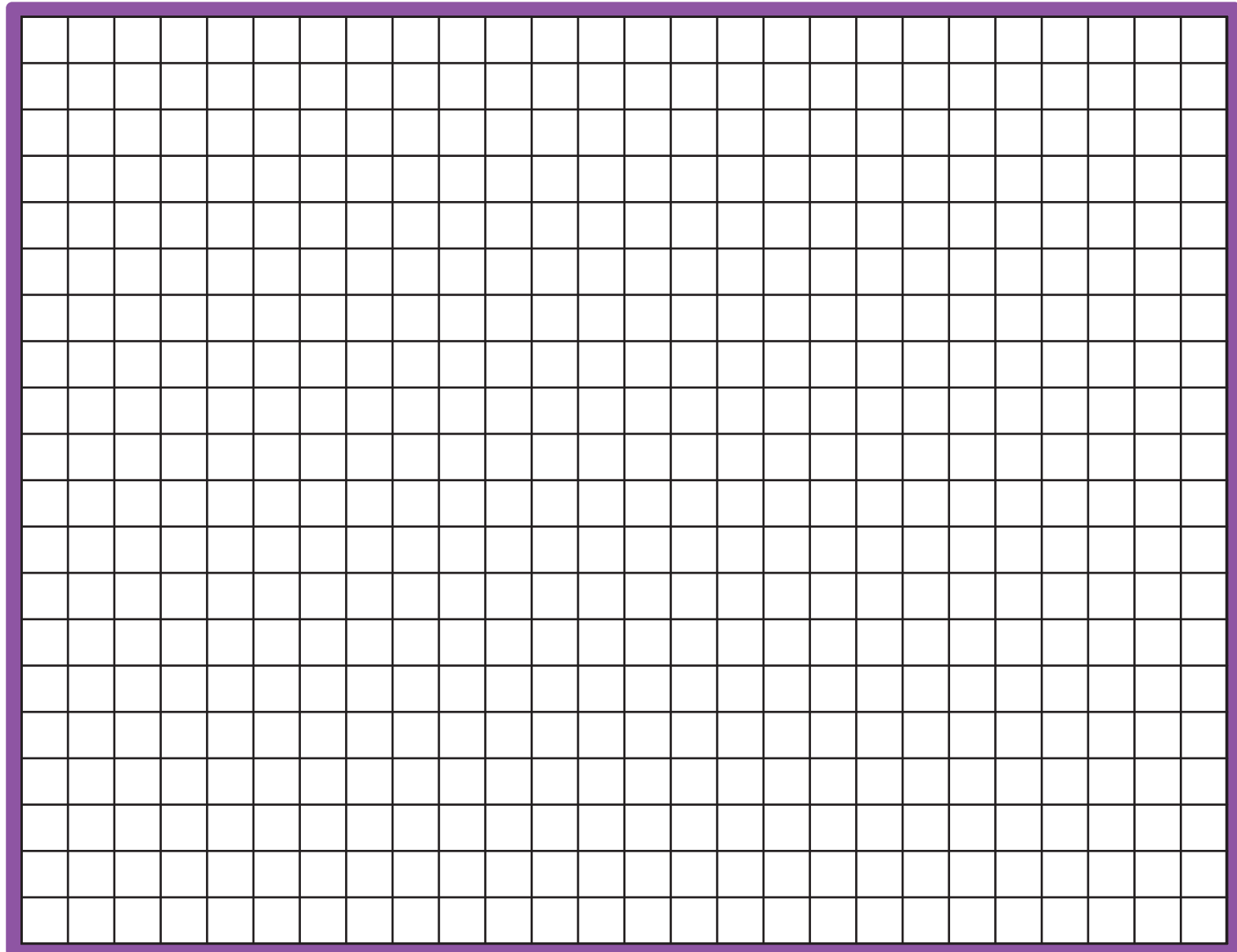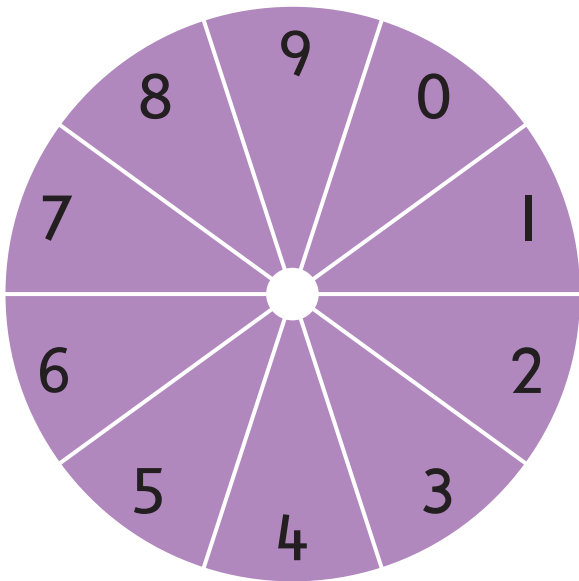**Aim**: To capture (colour in) the most area.
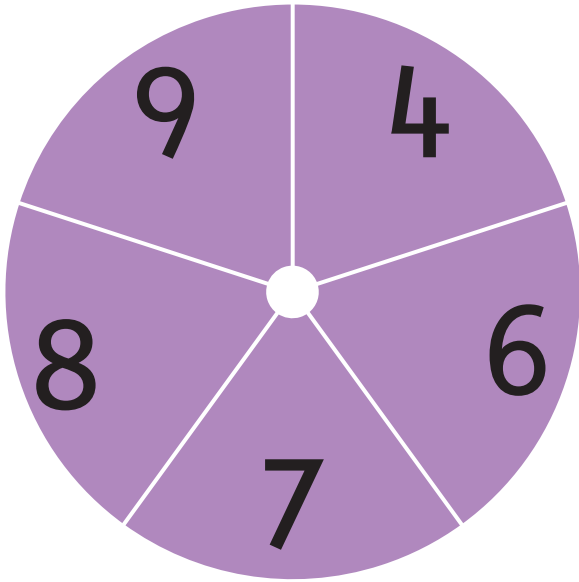**Materials**: Two different coloured pens

Rules:
In turns, each player flicks the spinners and draws a rectangle (array) according to what is indicated on the spinners.
The player should lightly shade the inside of the rectangle and write the calculation.
The winner is the player who captures the most area when the board is filled.

Spinner 1: 9, 4, 6, 7, 8

Spinner 2: 8, 9, 0, 1, 2, 3, 4, 5, 6, 7

ARRAYS GAME J

Milestones - Consolidation of all Multiplication Facts

Aim: To colour (capture the most area).
Materials: Two different coloured pens or erasable markers.
A game for two players.

Rules:
Each player flicks the spinners and draws a rectangle (array) according to what is indicated on the spinners. The player should lightly shade the inside of the rectangle and write the calculation.
A time limit can be set and the winner is the player who captures the most area in this time period.

Spinner 1: 9, 10, 1, 2, 3, 4, 5, 6, 7, 8

Spinner 2: 9, 0, 1, 2, 3, 4, 5, 6, 7, 8