

Rhino Relay



Can the White Rhinos outsmart the Black Rhinos with Multiplication?

Object: To be the first team of rhinos to correctly give the answer to all the multiplication facts in its pile.

Number of players: whole group

Materials: Rhino relay cards for dividing students into two groups – the “*white rhinos*” and the “*black rhinos*,” multiplication flash cards (2 equal stacks)

How to Play: Divide the students into two (approximately) equal groups by randomly handing out the black and white rhino relay cards. Have them form two single file lines facing forward. The first student should be about 10 feet from the front of the room, if possible. Put two equal stacks of flash cards on a desk in the front of the room. When play starts, the first person in line races to the desk, takes the first card in his/her pile, holds it up and announces the answer, places the card in the discard pile and races to tag the next person in line. If the student does not know the answer or gives a wrong answer, he or she puts the card on the bottom of the pile and selects the next card. This student keeps selecting cards until he or she knows the answer or until five cards have been selected. The two teams play simultaneously. The first rhino team to correctly give the answer to all the multiplication facts in its pile wins!