

$$3 \times 2$$

6

2 groups of 4

8

3 groups of 3

9

$$5 \times 2$$

10

$$4 \times 3$$

12

$$2 \times 7$$

14

$$3 \times 5$$

15

2 groups of 8

16

9 groups of 2

18

4 groups of 5

20

3×7

21

3 groups of 8

24

$$5 \times 5$$

$$25$$

$$9 \times 3$$

$$27$$

7 groups of 4

$$28$$

$$6 \times 5$$

$$30$$

$$8 \times 4$$

$$32$$

7 groups of 5

$$35$$

$$4 \times 9$$

$$36$$

8 groups of 5

$$40$$

6 groups of 7

42

9×5

45

6 groups of 8

48

7 groups of 7

49

5 groups of 10

50

6×9

54

7 groups of 8

56

6×10

60

$$9 \times 7$$

$$63$$

$$8 \times 8$$

$$64$$

10 groups of 7

$$70$$

8 groups of 9

$$72$$

10×8

80

9 groups of 9

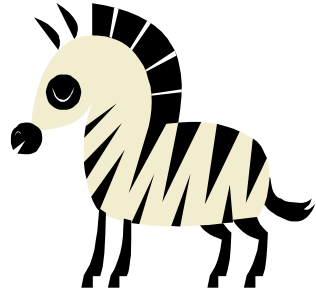
81

10×9

90

10×10

100



ZEBRA Concentration



Can you be the first to match up the most zebra babies with a parent (equations to products)?

Object: To remember the location of particular cards in order to form pairs and being the player with the most pairs at the end of the game.

Number of players: 1 – 4

Materials: Zebra squares (36) with equations and answers; *No Peeking on Your Turn!* multiplication reference chart, a pair of number cubes

How to Play: Shuffle all cards and place them face down on the table in 6 rows of 6. Players roll two number cubes to determine who goes first. Multiply the number on each cube. The player with the highest product goes first. Play goes in a clockwise direction after the first player takes their turn.

The student who rolled the highest product turns over two cards. If the cards match (equation to product), the player keeps the pair. If they do not match, the cards are returned to their original spots face down and the next student gets a turn. The object is to remember the location of particular cards in order to form pairs. The game is over when all the cards are picked, and the winner is the player who has the most matched pairs. If students in the group are unsure if an equation matches the product, they may refer to the multiplication reference chart.