Multiplication Snake

Purpose: Students will quickly and accurately solve multiplication problems.

Grade level/TEKS Reference: 4th Grade

4.4(H) – solve with fluency one- and two-step problems involving multiplication and division, including interpreting remainders

Length of time necessary for Game: Dependent upon how quickly students can solve the multiplication questions. Can be as short or long the student needs it to be.

Number of Participants: 1 player

Source for Game: https://www.mathplayground.com/multiplication_snake.html

Directions:

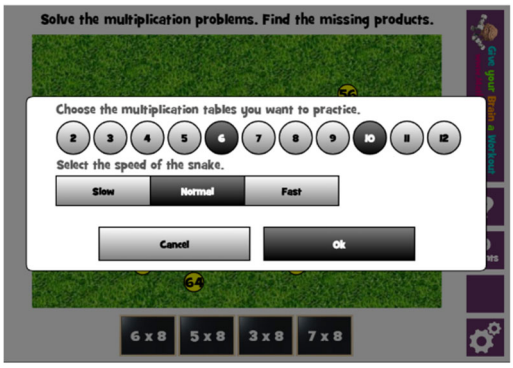
This game is a rendition of the popular snake game.

The original snake game is played by guiding a "snake" made up of dots around a screen to eat more dots. As the snake eats, the dots get added to the length of the snake. The game generally continues until all the snake becomes to large to move and runs either into itself or the wall.

This game follows a similar pattern, but instead of dots, the snake eats numbers. The numbers need to eat to grow the snake correspond to a series of multiplication problems at the bottom of the screen. When the user eats to correct product to the multiplication problems, the snake gets a little bit longer. Another difference between Multiplication Snake and the original snake is that if the user hits the wall or its own tail, the game does not automatically end.

The game continues until the snake gets stuck by its own tail.

The student can determine which of multiplication tables they want to work on by selecting two sets of numbers from 2 to 12. There are also differing levels of difficulty as the game allows you to adjust the speed at which the snake moves.



Adapted by: Johnathan Hill (2020)