

Title: Penguin Jump Multiplication

Purpose: The game is designed to reinforce multiplication facts fluency.

Grade Level/TEKS Reference: 3rd – 5th grade

TEK: 3.4(E) Represent multiplication facts by using a variety of approaches such as repeated addition, equal-sized groups, arrays, area models, equal jumps on a number line, and skip counting

Length of time necessary for game or activity: 5 to 10 minutes depending on how many times the students are allowed to play

Number of Participants: 1 person per computer

Source for Game or Activity:

https://www.mathplayground.com/ASB_PenguinJumpMultiplication.html

Procedure

1. Have students login to a computer
2. Share the link for the game with the students
3. The students can practice their knowledge of multiplication facts using the game
4. The students can practice using the multiplication game as many times as needed

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