

Grade level: 4 and 5

Subject: Math

Objective:

- to teach about “3 digit multiplication” - content
- “Use games to provide opportunities for authentic practice of multiplication computations” - content

Materials / prep

- Cards (for each student)
- Dice
- Scrap paper and a pen
- Write the values of the cards on the board (ie king = 13)

Time	Teacher activity	Student activity	Assessment
5 min	Hook		
20 min	<p>Activity: individual Math race</p> <p>Explanation</p> <ul style="list-style-type: none">- Each student is given a deck of cards or two dice. They will draw 2 cards or roll 2 dice to find their 2 multipliers(without using a calculator, writing the equation as a multiplication sentence). The students keep on playing until time runs out (the students goal is to finish as many equations as possible), at the end of the lesson each student will add all of their products to find their total. . Modification don't add the scores at the end to make the game less competitive <p>Demonstration</p> <ul style="list-style-type: none">- Give a demonstration with Sherisse making sure to model good neat writing on the piece of paper	<p>Individual Math race game</p> <p>The students will..</p> <ul style="list-style-type: none">- Draw cards or roll dice and find as many products as they can in roughly 15 minutes. At the end of the time they will add all of their products together.	

	<p>Check for understanding</p> <ul style="list-style-type: none">- "Where do you put the cards when you're done with them?"- "What number does a king represent?"		