MULTIPLICATION PROPERTIES

MINI LESSON

Multiplication Properties

Identity Property

1x9= 9

5x1= 5

1x492875= 492,875

Zero Property

0x4= 0

5x0= 0

0x1000000= 0

Commutative Property

8x5=5x8

4x9= 9x4

8x6= 6x8

2x3= 3x2

True or False? 3x8=8x24

Associative Property

(3x4)x2= 12x2 = 24 3x(4x2) = 3x8 = 24

(1x2)x3= 2x3 = 6 1x(2x3)= 1x6 = 6

(6x10)x2 = 60x2 = 120 6x(10x2) = 6x20 = 120

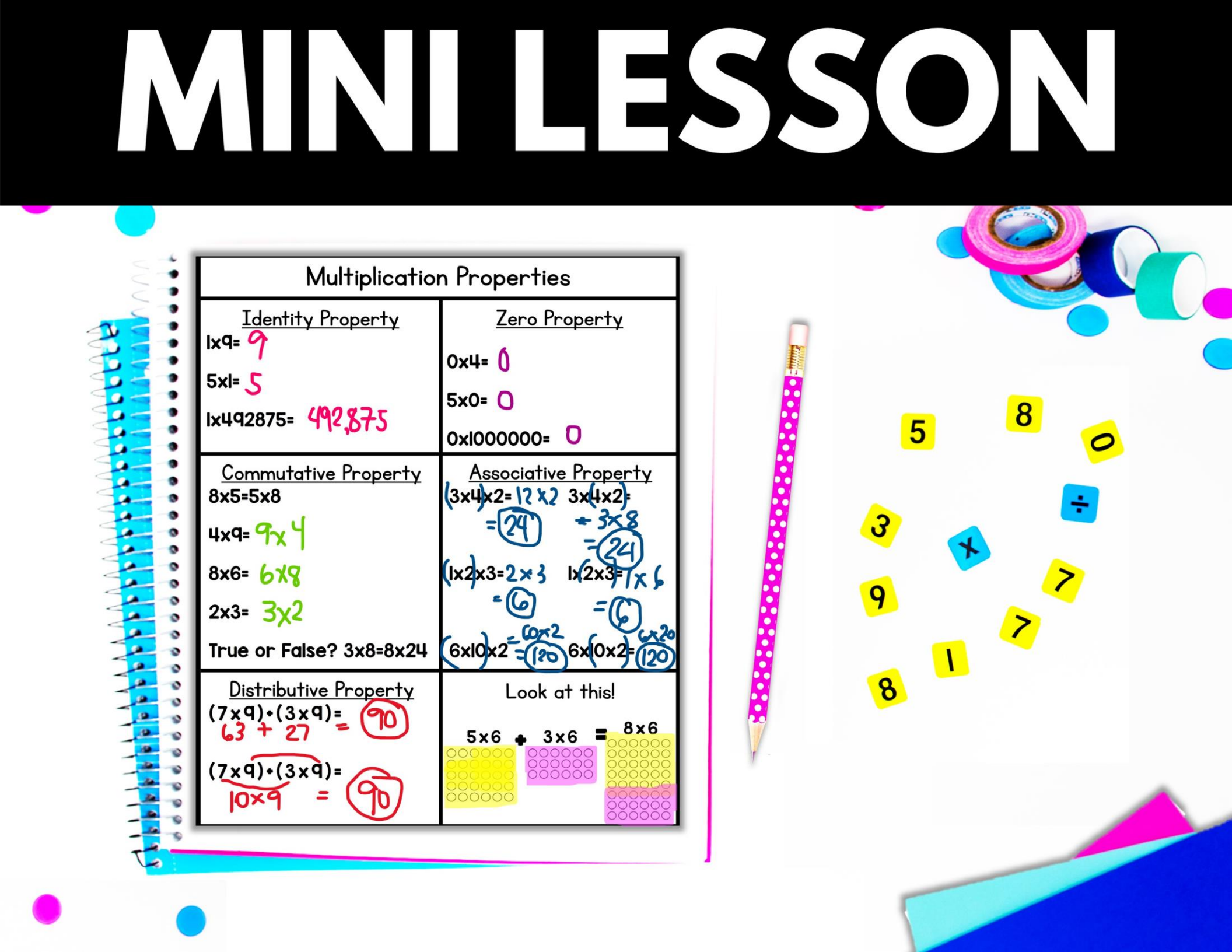
Distributive Property

(7x9)+(3x9)= 63 + 27 = 90

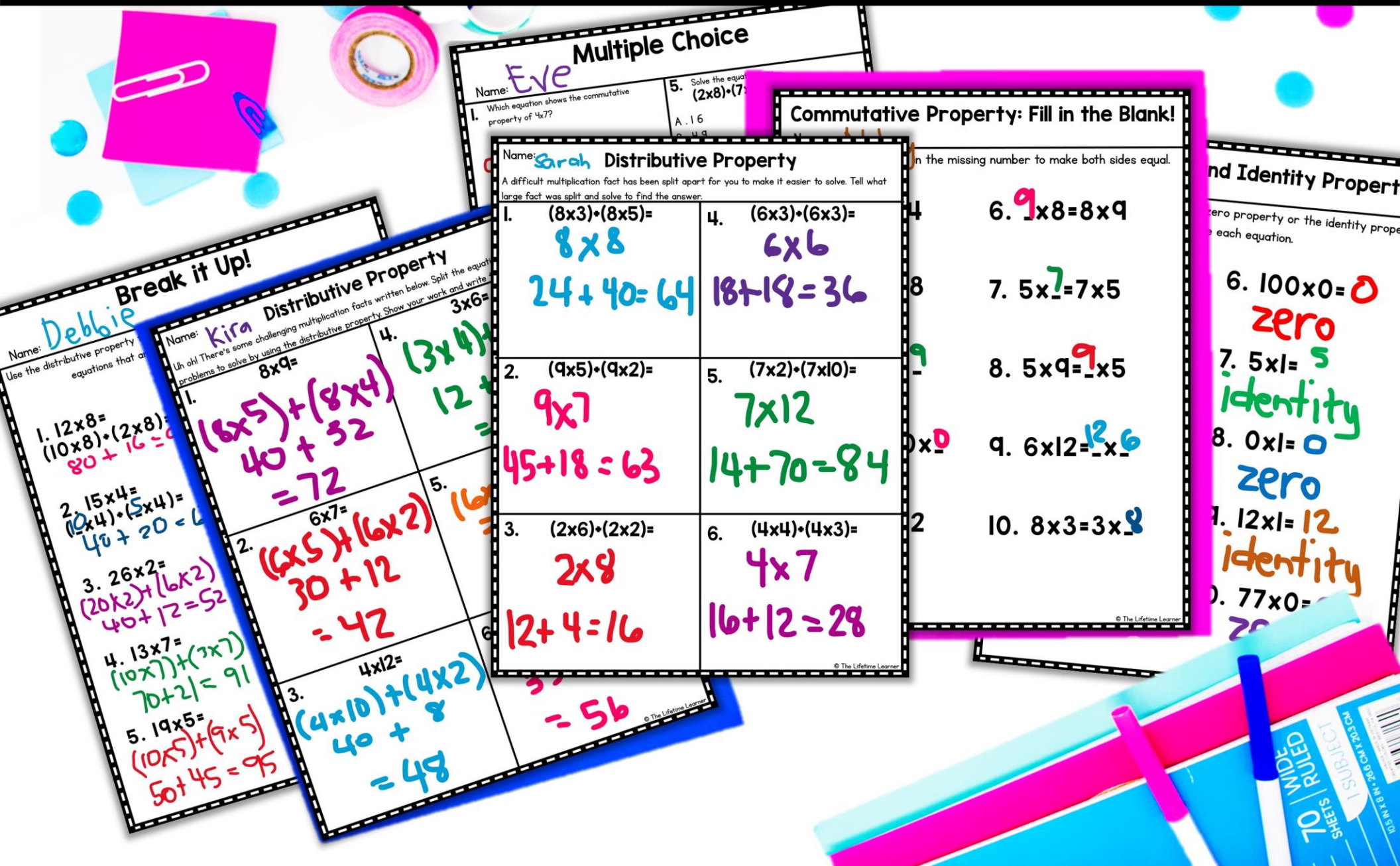
(7x9)+(3x9)= 10x9 = 90

Look at this!

5x6 + 3x6 = 8x6



10 WORKSHEETS



ERROR ANALYSIS

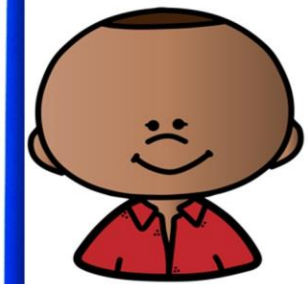
Students decide if each kid solved the problem correctly or incorrectly. They explain their thinking at the bottom.

4 PAGES

Directions: Read the problem below and look at the work the student did. Decide if the work is correct or not.

Fill in the missing number.

5x8=8x_



The student says:

The answer is 40 because 5x8 equals 40.

So you put a 40 in the blank.

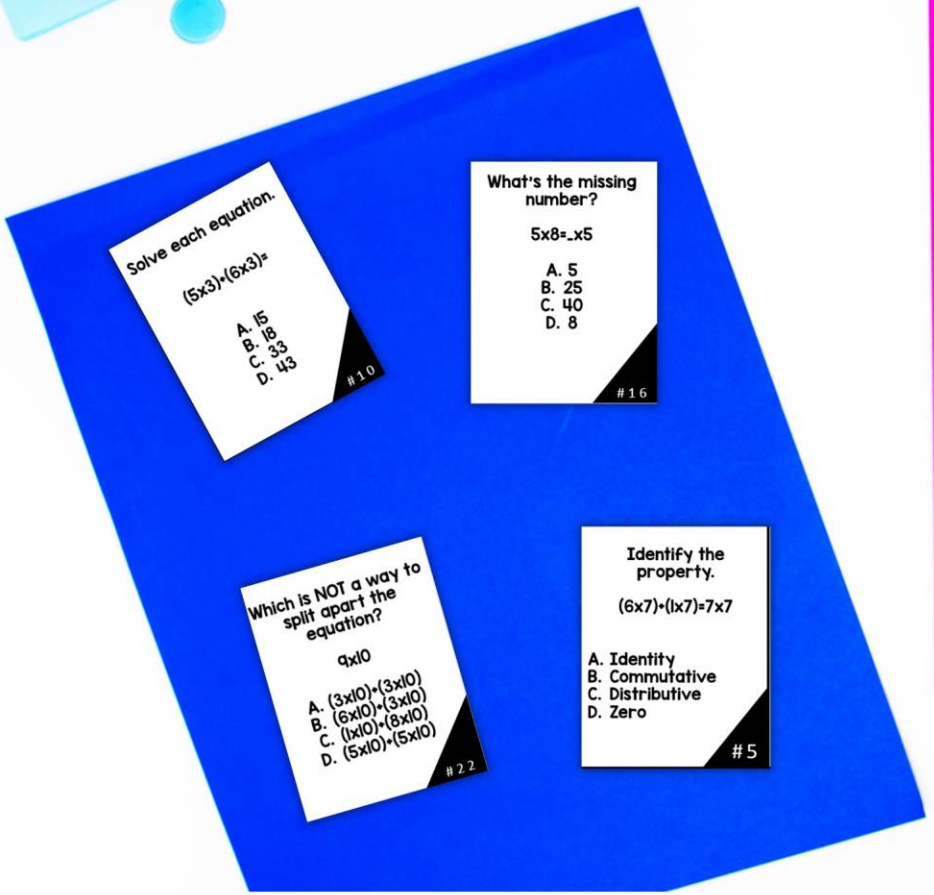
Explain if they are right or wrong. Put a check or X on their work.

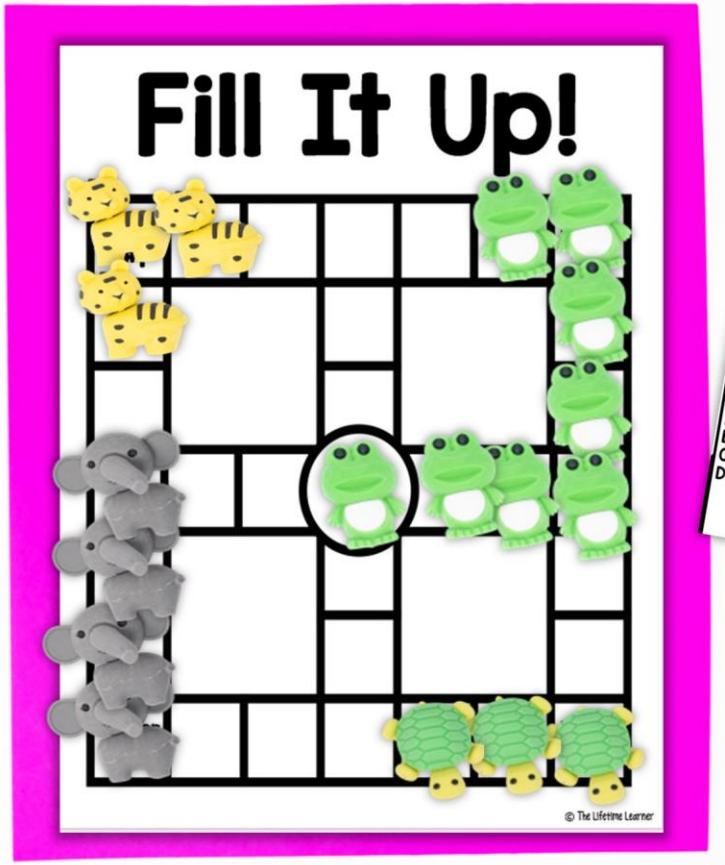
The answer is not 40. The above equation shows the commutative property. 5x8=8x5. The answer is 5.

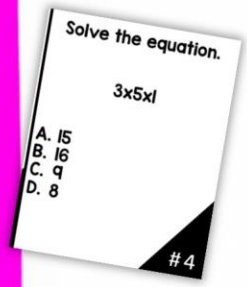
MATH SORT

Students sort the elves on top of the correct posters.

GAME #1







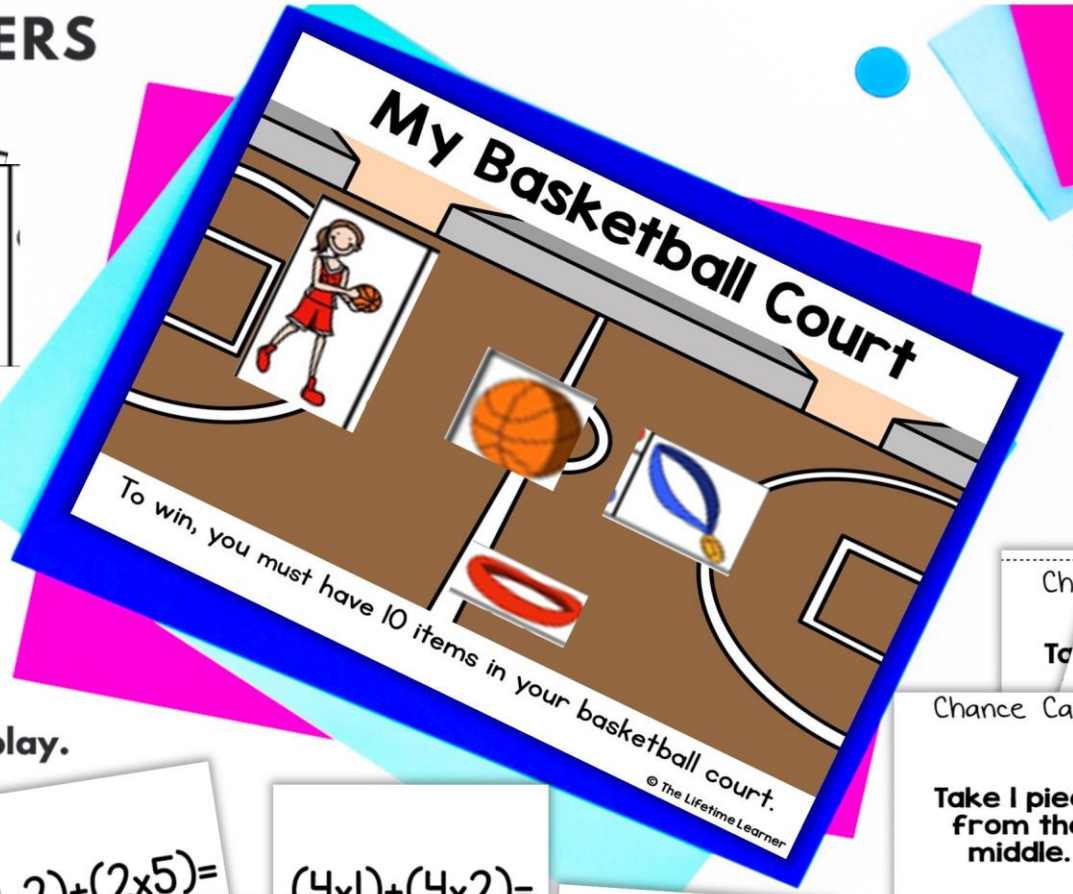
Students try to cover the entire gameboard with their selected game pieces. The person with the most spaces covered at the end wins.

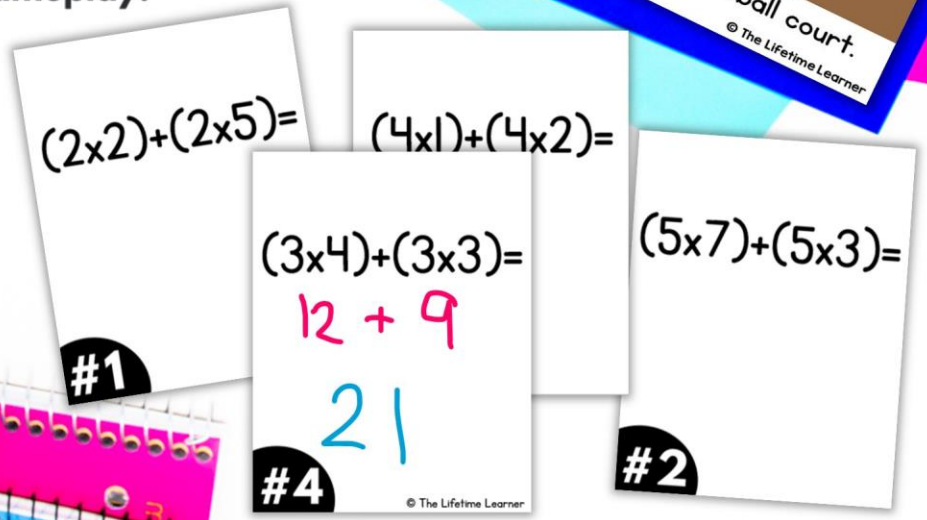
GAME #2

FOR 2-4 PLAYERS

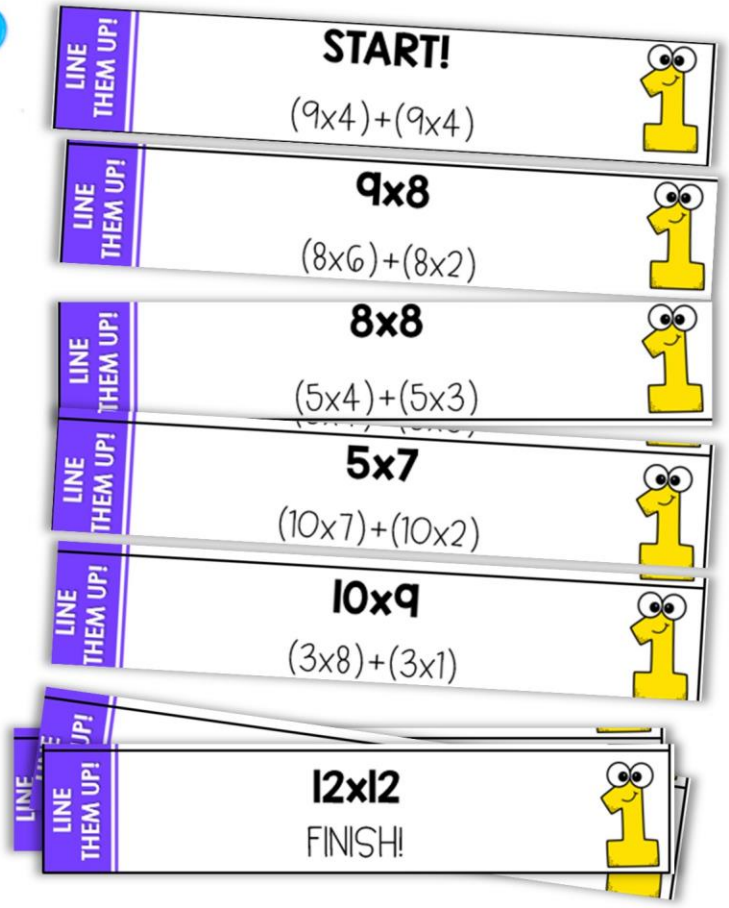
HOW TO PLAY:

1. All players receive a game mat.
2. Students answer a question card.
3. If they are correct, they earn an item.
4. The first person to earn 10 items wins.
5. Chance cards included to spice up gameplay.





GAME #3

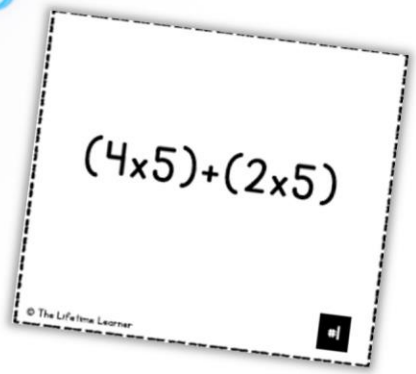


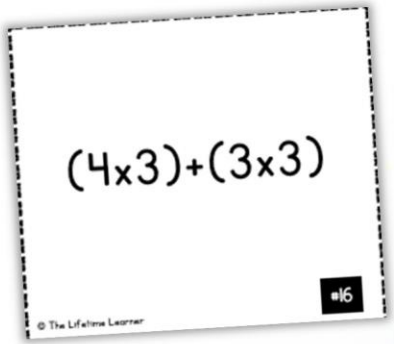
HOW TO PLAY:

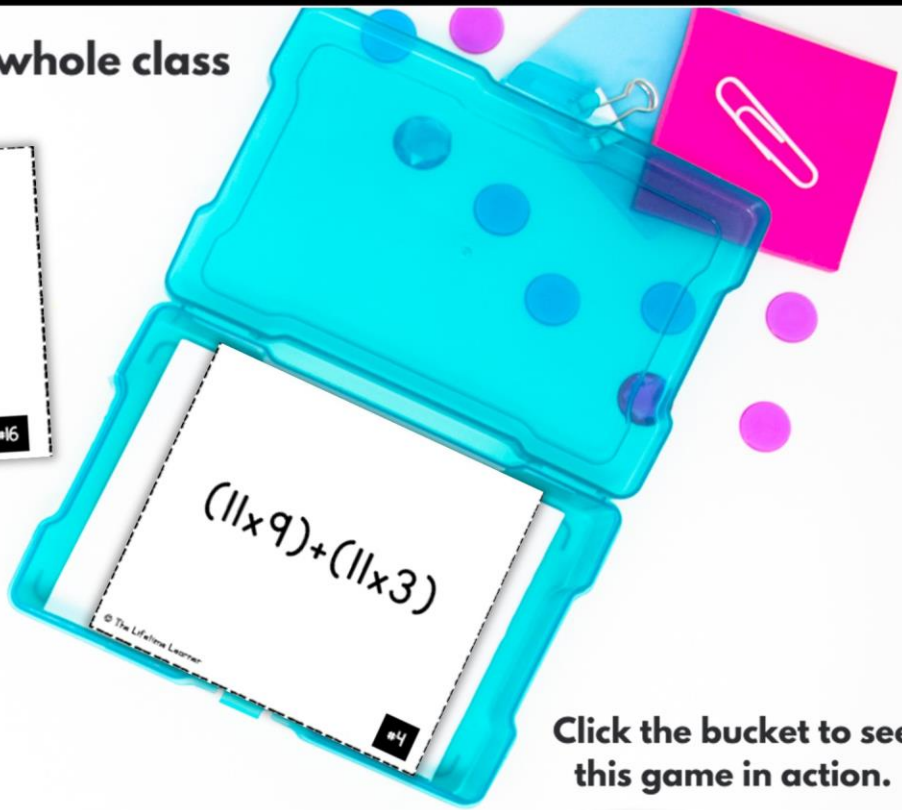
- **Students pair up in teams.**
- **Students race to line up their cards in order before the other team.**

GAME #4

the perfect game to play with the whole class



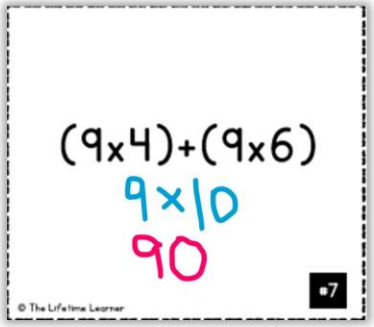




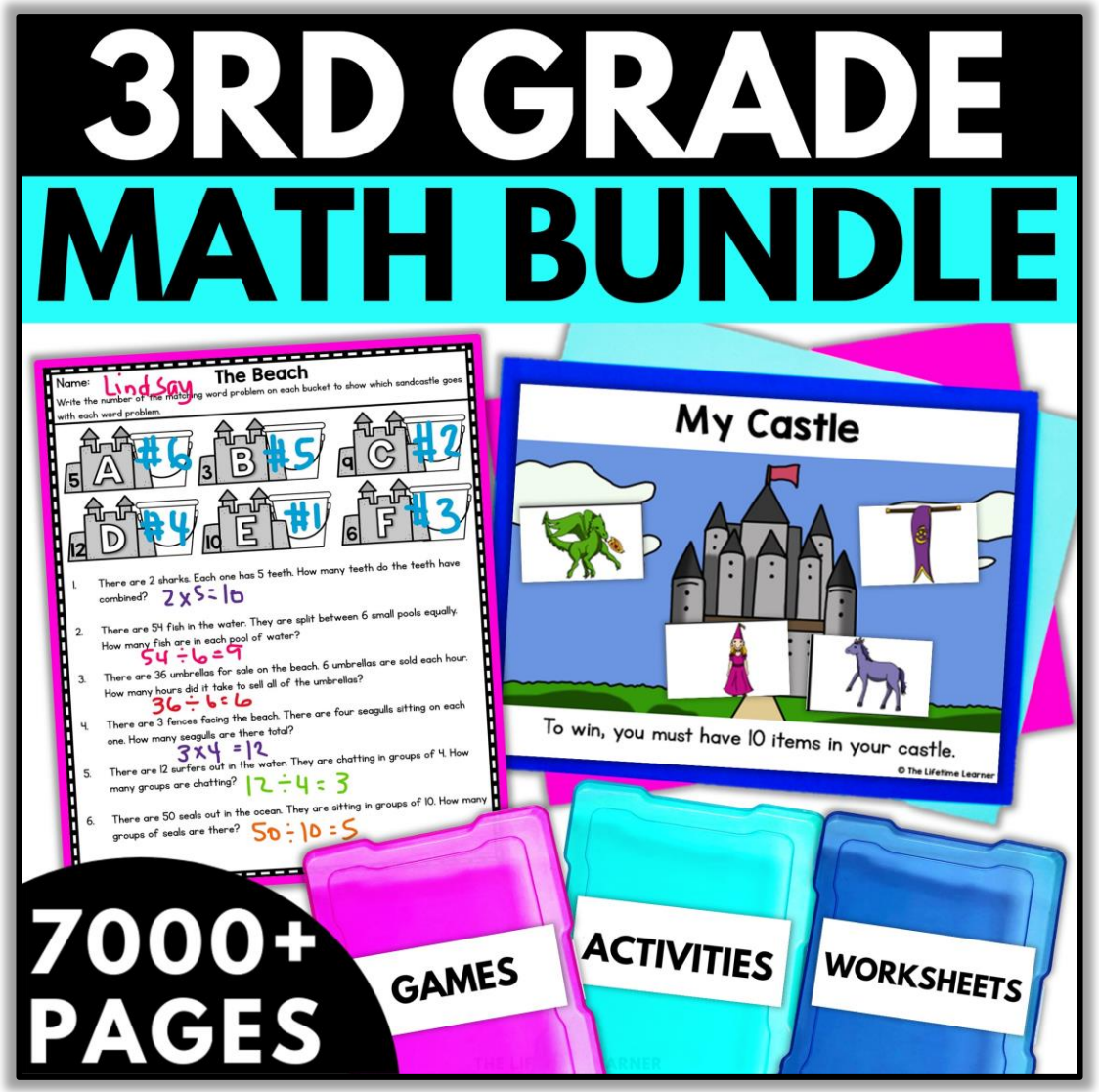
HOW TO PLAY:

1. Students answer task cards.
2. If they get it right, they drop it in the bucket.
3. Students play for a set amount of time.
4. At the end of gameplay, the teacher draws task cards out of the bucket.
5. Any student whose task card gets pulled out gets a small prize.

Click the bucket to see this game in action.



BUY THE BUNDLE AND SAVE BIG!



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