How Many Legs? Multiplication LI

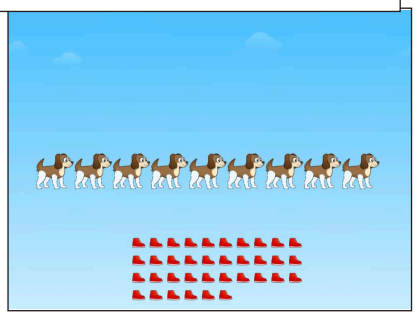
Grade 3 Multiplication 4 levels

Probing Questions
- How do you know how many boots to choose? How are you figuring it out?

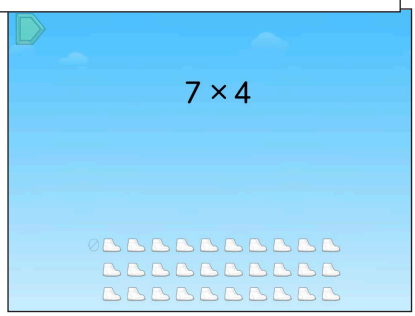
The Bigger Picture
In this objective the focus is on the symbolic representation of multiplication. This is an opportunity to apply and practice the concepts developed in earlier objectives.

What Strategies Are Being Used?
Students may use the boots as a visual support if they have not yet memorized the facts. If students struggle here, assist in using strategies that will help them learn their multiplication facts.

The animation connects the numbers to a visual model.



Practice 3s and 9s in level two, 4s and 8s in level three, and 6s and 7s in level four.



Multiplication Stacks

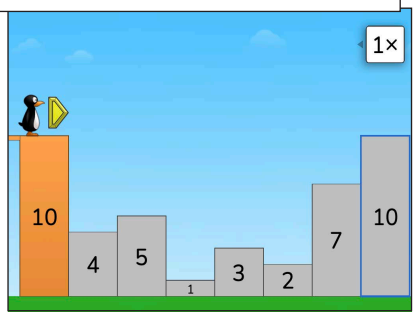
Grade 3 Multiplication 2 levels

Probing Questions
- What happens as you move the cursor?
- How do you know which to choose?
- What will you see after you choose?

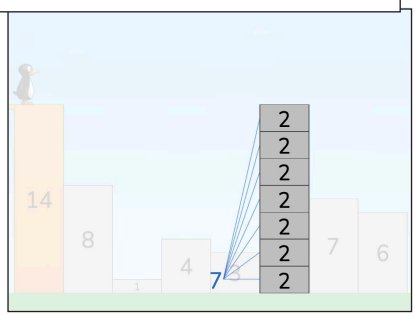
Uncover the Thinking
Students focus on the relationship between the factors and product in a missing factor problem. Ask students to share how they are finding the solutions.

What's Important Here?
Most puzzles require finding multiple factors for the same product.

The multiplier moves over the various gray stacks, which highlight in blue.



The animation uses an area model to support learning.



Multiplication Facts

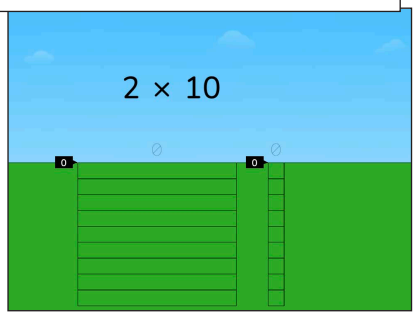
Grade 3 Multiplication 4 levels

Probing Questions
- How do you know what the product is?
- Which facts do you struggle with the most?
- Which are easiest for you?
- How can you figure it out if you don't know it?

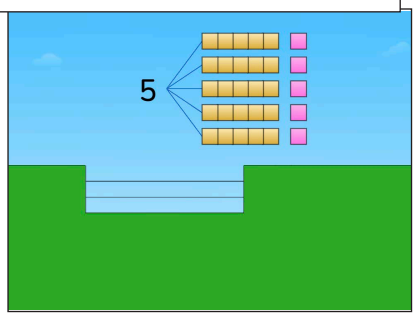
Something to Think About
This game focuses on multiplication facts using symbols. The animation shows the visual proof for the fact.

What do the Standards Say?
Fluently multiply and divide within 100, using strategies such as the relationship between multiplication and division or properties of operations. By the end of Grade Three, know from memory all products of two one-digit numbers.

Each level focuses on two different multipliers.



The animation shows a visual representation of multiplication.



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Multiplication Algorithm

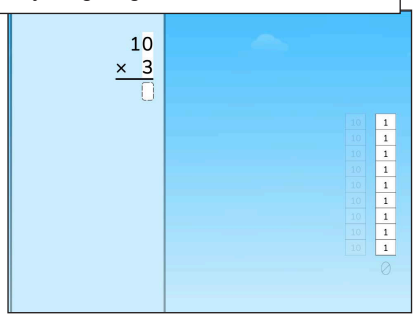
Grade 3 Multiplication 2 levels

Probing Questions
- What do you need to multiply?
- How do you know which blocks to use?

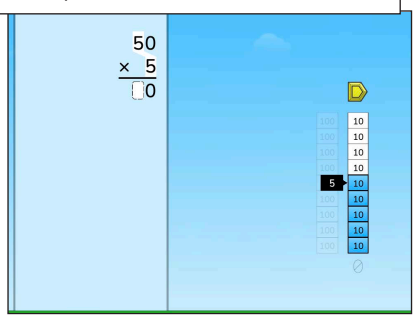
The Bigger Picture
In this objective the focus is on the use of numbers and the multiplication algorithm. It connects the concepts developed in previous objectives to their symbolic representation.

Supporting Struggling Students
Students may struggle in Level 2 where they must fill in the tens first and then the hundreds. The regrouping is done for them.

This game focuses on multiplying a multiple of 10 by a single-digit number.



The pink highlight shows which numbers are to be multiplied.



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