

Charlotte Speedway Race

Building Fluency: fluently multiply within 100

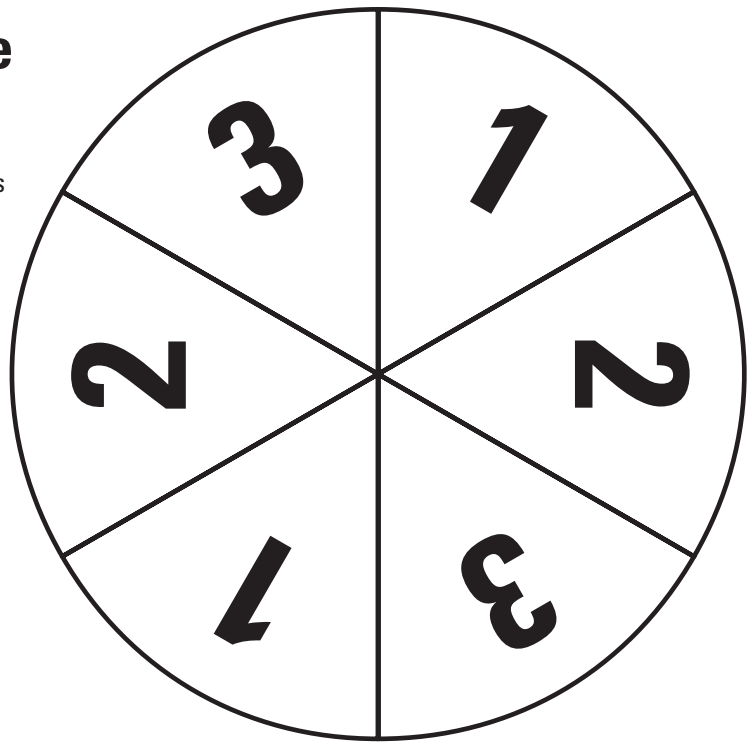
Materials: gameboard, spinner (paperclip and pencil), game markers

Number of Players: 2

Directions:

1. Each player takes a turn and spins the spinner.
2. Move the number of spaces shown on the spinner.
3. Player must give a multiplication fact for the product in the space using 2 or 5 as one of the factors.
4. If an incorrect answer is given, the player loses the turn and returns to the previous position.
5. The winner is the first to cross the finish line.

Variation/Extension: A player may tell a second factor pair to make that product and move an extra space.



0	PIT STOP	24	25	15	30	18	20	START
55								
14		60	6	Stop for Gas – Lose a Turn	45	12	4	
2								30
Trouble on the Curve – Go Back 2 Spaces								Car Stalls – Lose a Turn
35								50
10	15	20	16	Your Tire Blows Out – Lose a Turn	35	40	8	18

