

Grade 5

Don't Touch!

Module 5- Multiply Whole Numbers & Decimals; Percent

We estimate in order to quickly find an approximate answer to a problem. Many situations don't require an exact answer. Use this game to help your child estimate answers to multiplication problems.

Materials:

Don't Touch Gameboard A or Don't Touch Gameboard B
2 different kinds of markers (2 kinds of beans or 2 colors of torn paper or 2 kinds of coins, etc.). You will need 8 of each kind.
Paper and pencil
Calculator (optional)

Object of the Game:

The object of the game is to **avoid** having three markers in a row on the gameboard (horizontally, vertically, or diagonally).

Directions:

1. Choose Gameboard A or Gameboard B to use.

Round 1

2. Player 1 chooses one factor from Row 1 and one factor from Row 2 from the "Choices" box.
3. Player 1 finds the product of the two factors.
4. Player 1 locates this product on the game board and places one of his/her markers on that place.
5. The second player follows steps 2 - 5.

Round 2

6. Players One and Two follow steps 2 - 5. Each player must carefully select his/her numbers because he/she wants to avoid

placing markers next to one another. Markers may only be placed on uncovered squares.

7. The game continues until one player has 3 markers in a row going horizontally (across), vertically (up and down), or diagonally.

Question to ask your child while playing:

What was your strategy for estimating the products?

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Don't Touch Gameboard A

6,408	2,148	6,360	10,680
4,272	7,240	2,896	5,874
3,982	4,344	1,969	15,900
9,540	1,432	3,580	8,745

	Choices			
Row One	8	11	12	20
Row Two	179	362	534	795

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Don't Touch Gameboard B

130.5	81.2	353.4	44.2
107.9	210.8	153	232.4
159.6	256.5	37.7	179.8
514.6	74.1	373.5	95.2

Choices				
Row One	1.3	2.8	4.5	6.2
Row Two	29	34	57	83