

MULTIPLICATION FOOTBALL GAME

The game board is a green rectangular field with white lines. At the top and bottom are goalposts. A central path of multiplication problems is flanked by yellow boxes containing numbers. A blue arrow points down from the top goal, and a red arrow points up from the bottom goal. A 'Free' zone is located in the center of the field.

Top Goal: Start Here

Bottom Goal: Start Here

Central Path (from top to bottom):

- $3 \times 1 =$
- $3 \times 5 =$
- $4 \times 4 =$
- $6 \times 2 =$
- $5 \times 5 =$
- $9 \times 8 =$
- Free** (with a soccer ball icon)
- $8 \times 7 =$
- $4 \times 5 =$
- $7 \times 7 =$
- $7 \times 3 =$
- $4 \times 3 =$
- $2 \times 2 =$

Yellow Boxes (Left Side, from top to bottom):

- 16
- 15
- 12
- 21
- 4
- 12

Yellow Boxes (Right Side, from top to bottom):

- 72
- 3
- 25
- 20
- 49
- 56

Player 1: A player in a light blue shirt and brown shorts is positioned near the top goal.

Player 2: A player in a blue shirt and white shorts is positioned near the bottom goal.

FOOTBALL GAME RULES

Skills to practice:

This game can be used to practice many math skills.

Class Levels: Adaptable for all levels of students

Requirements: Cut out the game resources below. Cut out the balls or players and use as markers. You may want to photocopy the game on A3 and laminate it.

HOW TO PLAY

1. Players use a **problem** and **answer** each time to play.
2. The answers are in the **orange boxes** and a player can use any problem to combine with a corresponding answer. The problems are in the white boxes.
3. To start, the two players or teams should toss a coin to fairly determine who starts first, or do Rocks, Paper and Scissors. The winner starts finding answers to problems in the white box. If the game was about practicing the multiplication, a problem could be **3 x 2 (in the white box)** and the answer is **6 (in the orange)**.
4. Each time a player successfully matches the answer to a problem, s/he advances to the next space and word. Each time they land on a problem, they should look for the corresponding answer. If a player makes a wrong or clearly insensible combination, the player loses a turn. The teacher is always standing by as a moderator or a person of guidance.
5. Both teams (players) keep advancing until they meet on their way in the same space. When they meet they do ROCKS, PAPER and SCISSORS or flip a coin. The player that loses the goes back to his or her start point. The winning player continues while the loser is back to start where s/he begins advancing again until s/he meets the opponent again. When they meet again they do Rocks, Paper, Scissors or flip a coin.
6. Every time opposing sides meet, they do rocks, paper, scissors or flip a coin to see who goes back to start and who advances. The player that gets to the other player's goal first, wins the game.

Note:

7. When players get to the centre, it is a FREE space so they can find the answer to any problem they like using any problem and answer of their choice
8. To play another round, players swap side.

If this does not make sense to you, refer to the video tutorial.

Football Game Tool



Player A



Player B