



FACTOR FRENZY AND MULTIPLE MADNESS

Multiple Madness! ☆☆☆

Roll the die and move your piece this number of spaces. Say the first 4 multiples of the number you land on. If you make a mistake you must go back to your original space. If you land on a blank space, follow the arrow to your new position on the board. The winner is the first to the end!

START

Factor Frenzy! ☆☆☆

Roll the die and move your piece this number of spaces. Say or write down all the factors of the number you land on. If you make a mistake you must go back to your original space. If you land on a blank space, follow the arrow to your new position on the board. The winner is the first to the end!

START

60

63 66 ROLL AGAIN 67

65 70 72

62 64 69

77

82 ROLL AGAIN 84

87

85 83 73 75 76 ROLL AGAIN

88 80 78 71

90

94

92 98 94 99

91 96 93 97

100

FINISH

Keep scrolling to see what's included!

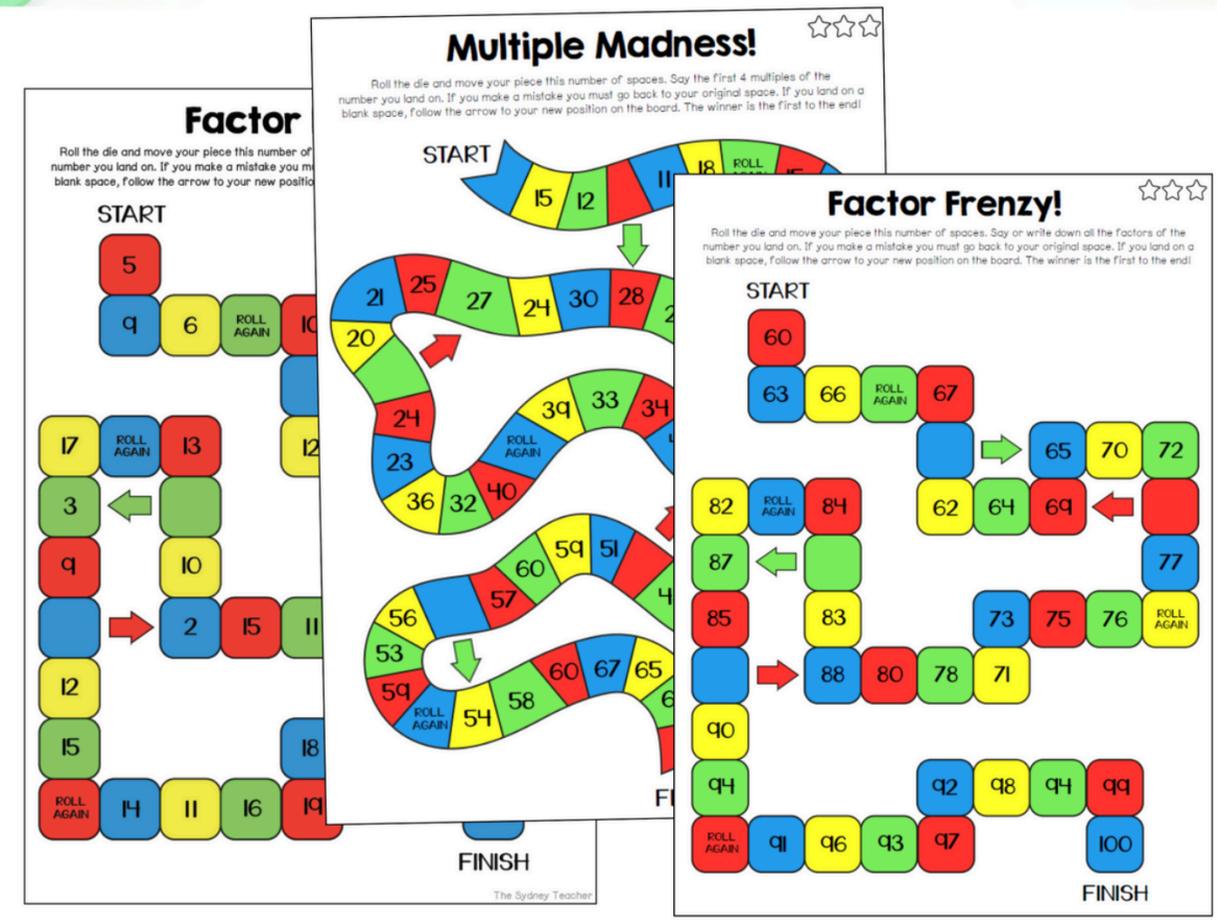
DO YOUR STUDENTS NEED REVISION OF FACTORS AND MULTIPLES?



♥ The activities are Australian Curriculum aligned!

♥ Board games only require a die and counters to play!

♥ Just print and go!



FACTOR FRENZY & MULTIPLE MADNESS WITH 3 EXCITING LEVELS!

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CONTENTS

What's included in this pack?

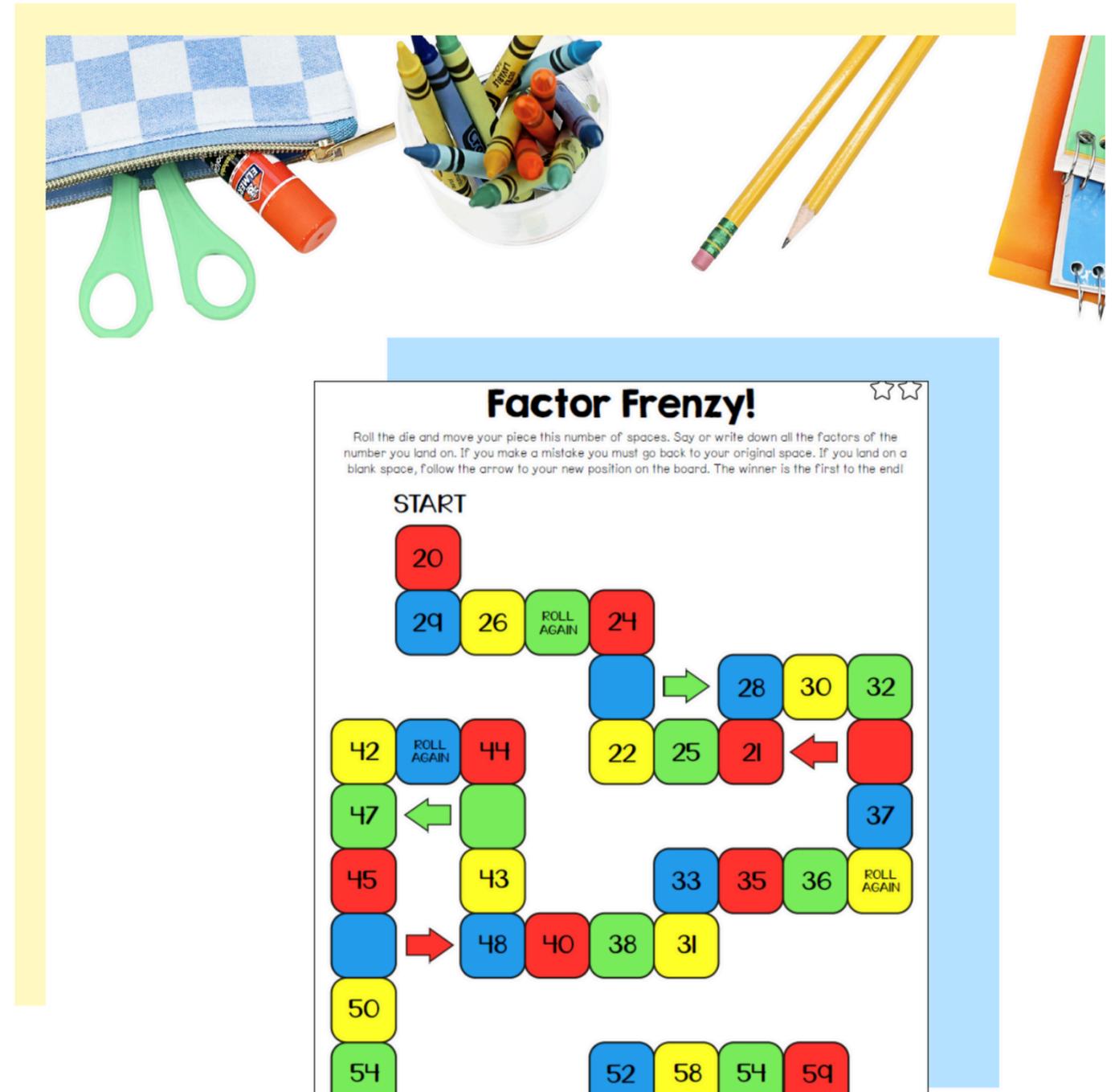


3 Factor Frenzy Board Games:

★ Factors 1-20

★★ Factors 20-60

★★★ Factors 60-100



CONTENTS

What's included in this pack?



3 Multiple Madness Board Games:

★ Multiples 1-20

★★ Multiples 10-20

★★★ Multiples 10-70

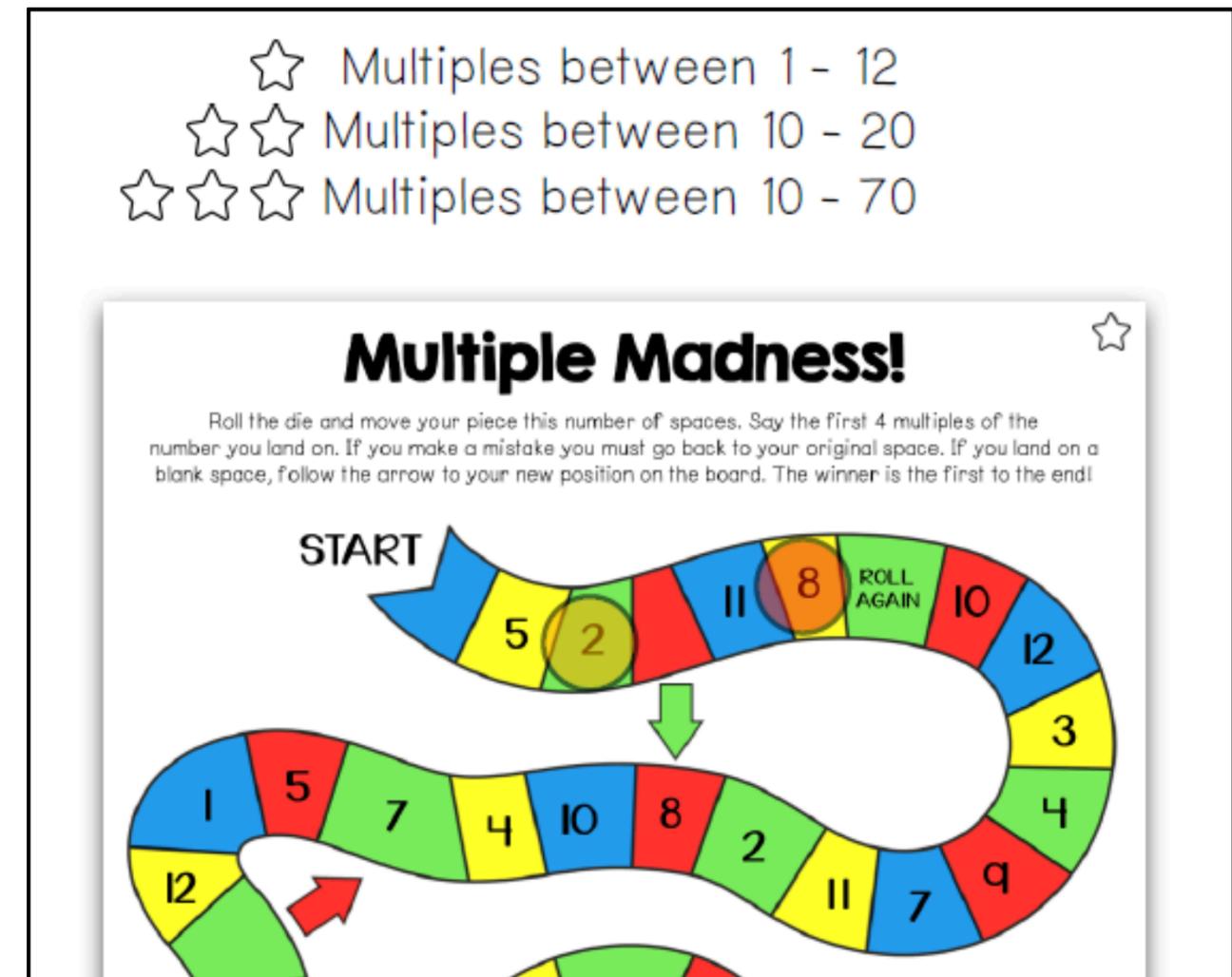


MULTIPLE MADNESS

1. To play **Multiple Madness**, students roll the dice to move their piece, and must say the first 5 multiples of the number they land on.

2. If they make a mistake, they must move their counter back to their original position.

3. Three levels are provided, indicated by the number of stars at the top of the page.



FACTOR FRENZY

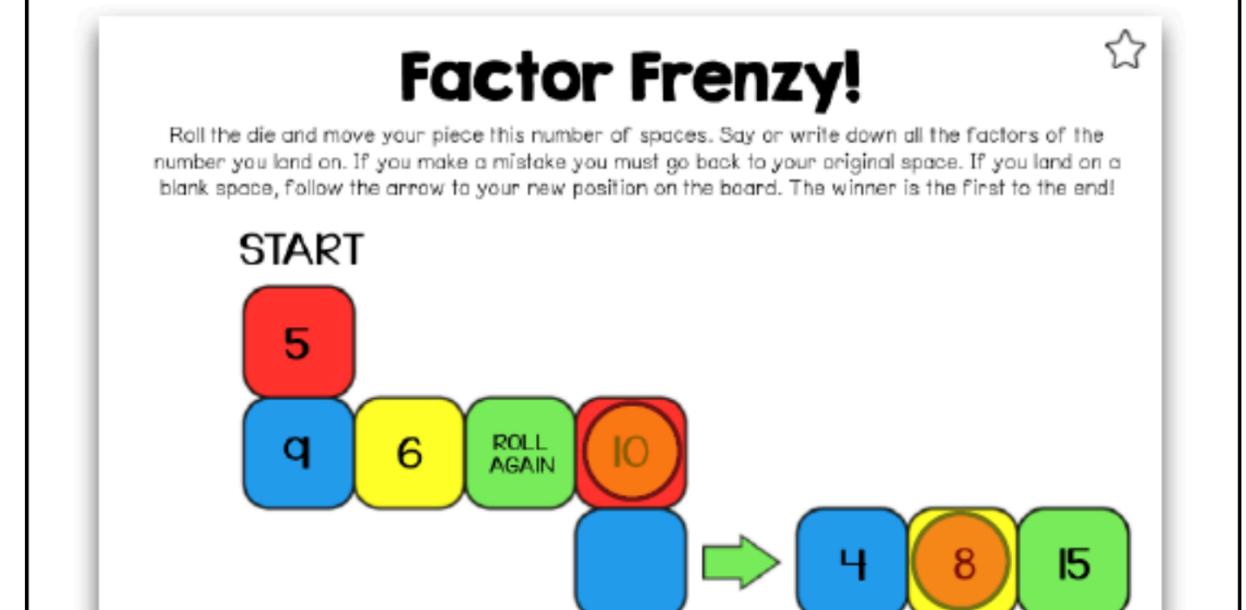
1. To play **Factor Frenzy**, students roll the dice to move their piece, and must say all factors of the number they land on.

2. If they make a mistake, they must move their counter back to their original position.

3. Three levels are provided, indicated by the number of stars at the top of the page.

- ★ Factors between 1 - 20
- ★ ★ Factors between 20 - 60
- ★ ★ ★ Factors between 60 - 100

To ensure the longevity of this resource, either laminate or pop into a write and wipe sleeve.



HOW YOU CAN USE THIS RESOURCE

Perfect for **differentiated practice** with three levels of challenge.

Ideal for **math centers, group work, or rotations.**

Great for early finishers to **reinforce learning independently.**



WHAT OTHERS ARE SAYING!

*“This activity **helped my students solidify the concepts in a fun and engaging manner.** Thanks!”*

-Yvonne H.



*“My class love the warm up games. Can we keep playing **is nice to hear.** Especially when they are working on factors and multiples leading in to fractions!”*

-Samantha L.

*“**An absolute lifesaver** for maths rotations!”*

-Jodi C.

LOOKING FOR MORE?



Supercharge your factors and multiples lessons with the **Experiment with Factors & Multiples pack!** It is designed to save you time and keep your students motivated!

EXPERIMENT WITH FACTORS & MULTIPLES

THE SYDNEY TEACHER

AC9MSN10
LOWEST COMMON MULTIPLE *maths MAZE*

Find the lowest common multiple (LCM) for the numbers provided. In the maze, each answer will lead you to the next problem. To keep track of your answers, colour your way from start to finish, recording the letter sequence you followed in the table below.

START

A LCM of 2 and 3 2 B LCM of 4 and 8 8

C LCM of 8 and 12 24 D LCM of 7 and 21 21 E LCM of 9 and 15 45

F LCM of 10 and 25 50 G LCM of 18 and 24 72 H LCM of 16 and 20 80

K LCM of 3 and 4 12

YEAR 5

AC9MSN10
FACTORS AND MULTIPLES *MATHS match*

Put cards below and glue them on the table so that both the vertical elements are true. One is done for you.

NUMBERS < 15	MULTIPLES OF 3	FACTORS OF 100	NUMBERS > 16
3			
4	60	20	17
10	5	15	100