Multiplication Bingo: All Facts to 10 × 10

Hear the fact, say the whole fact, and cover its answer. Five in a row wins!

36	50	27	9	72
80	21	42	45	70
32	28	8	6	100
40	18	10	4	14
15	54	60	25	64

Multiplication Bingo: All Facts to 10 × 10

Hear the fact, say the whole fact, and cover its answer. Five in a row wins!

12	21	16	42	48
72	25	80	8	90
28	63	24	35	14
18	27	49	6	20
32	54	81	64	30

Multiplication Bingo: All Facts to 10 × 10

Hear the fact, say the whole fact, and cover its answer. Five in a row wins!

10	32	8	30	54
60	9	90	21	72
35	42	20	81	40
48	50	15	4	18
36	70	27	28	24

Multiplication Bingo: All Facts to 10 × 10

Frank covers. Cut them out: one page covers one board. Coins or buttons work too.



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Multiplication Bingo: All Facts to 10 × 10

The caller's cards: cut out and shuffle. Read the fact; the small answer is to check.

9 × 4 36	7 × 3 21	9 × 3 27
7 × 5 35	10 × 6 60	7 × 4 28
7 × 2 14	7 × 7 49	6 × 6 36
3 × 3 9	2 × 2 4	10 × 7 70
10 × 5 50	10 × 10 100	4 × 2 8
4 × 4 16	8 × 6 48	9 × 8 72

Multiplication Bingo: All Facts to 10 × 10

The caller's cards: cut out and shuffle. Read the fact; the small answer is to check.

9 × 2 18	9 × 7 63	5 × 2 10
7 × 6 42	6 × 5 30	5 × 4 20
8 × 7 56	8 × 3 24	3 × 2 6
4 × 3 12	10 × 2 20	9 × 5 45
10 × 3 30	8 × 4 32	9 × 9 81

Multiplication Bingo: All Facts to 10 × 10

The caller's cards: cut out and shuffle. Read the fact; the small answer is to check.

10 × 8 80	8 × 8 64	6 × 2 12
6 × 4 24	5 × 5 25	10 × 9 90
8 × 5 40	8 × 2 16	6 × 3 18
9 × 6 54	5 × 3 15	10 × 4 40

How to play

1. **You need** a board for each player, a page of Frank covers for each board, and these cards, all cut out.
2. **Play.** Shuffle the cards. Turn one over and READ the fact aloud, such as 7 × 6. Everyone works out the answer, says the whole fact ("seven times six is forty-two"), and covers 42 if it is on their board. Five in a row wins: across, down or corner to corner.
3. **Two facts can share an answer.** 6 × 2 and 4 × 3 are both 12. If your answer is already covered, or not on your board, say the fact anyway and wait for the next card.
4. **Let your child be the caller.** The small answer on each card is for checking a cover. Either order is fine: 6 × 7 is 7 × 6. No timer; ten minutes is plenty.

For Grown-Ups: How to Use These Games

About ten minutes a game, for up to three players, once most tables come quickly.
For third grade.

Why use it

A game makes a known fact quicker; it does not teach a fact your child cannot yet work out. This sheet holds every fact from 2 × 2 to 10 × 10, the 9s and 7s included, which most schools teach last. That is the range third graders are expected to know from memory by the end of the year (Common Core 3.OA.C.7; Texas 3.4(F)).

What it is good for

- Every fact from 2 × 2 to 10 × 10: 45 facts.
- Mixed review once the tables have been learned one at a time.
- Up to three players, one board each.

How to use it

1. Cut out the covers on pages 4 to 6, one page for each board, or use coins or buttons.
2. Cut out the caller cards on pages 7 to 9 and shuffle them.
3. Read a fact aloud. Everyone says the whole fact, “seven times six is forty-two”, and covers the answer.
4. Eight answers have two facts, such as 12. If it is already covered, say the fact anyway.
5. Let your child be the caller, checking each cover against the small answer on the card.

> **Try saying:** “Nine times seven. What is ten sevens, minus one seven?”

Tip: A fact that stays slow is one to practice with its strategy, not in the game. Bingo has no timer.