Multiplication Bingo: 2s, 5s and 10s

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

30	40	6	45
12	25	50	70
35	2	5	20
15	60	4	16



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40	5	18	14
30	10	70	15
16	4	8	45
2	20	12	60

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

6	100	50	14
16	18	2	80
25	20	35	15
4	45	70	30

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



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

10 × 2 20	10 × 4 40	5 × 4 20
10 × 10 100	5 × 5 25	10 × 6 60
10 × 3 30	2 × 4 8	2 × 9 18
5 × 1 5	2 × 7 14	5 × 2 10
5 × 6 30	2 × 2 4	10 × 5 50

Multiplication Bingo: 2s, 5s and 10s

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

5 × 3 15	10 × 9 90	5 × 8 40
2 × 6 12	2 × 3 6	2 × 1 2
10 × 1 10	10 × 8 80	2 × 8 16
5 × 7 35	5 × 9 45	10 × 7 70

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 5 × 7. Everyone works out the answer, says the whole fact (“five times seven is thirty-five”), and covers 35 if it is on their board. Four in a row wins: across, down or corner to corner.
3. **Two facts can share an answer.** 10 × 2 and 5 × 4 are both 20. 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: 7 × 5 is 5 × 7. No timer; ten minutes is plenty.

For Grown-Ups: How to Use These Games

About ten minutes a game, for up to three players, with scissors for the covers and cards. For second and third grade.

Why use it

A game makes a known fact quicker; it does not teach a fact your child cannot yet work out. Play once your child can work out the 2s, 5s, and 10s, however slowly, by skip counting. Most schools teach these tables first, and third graders are expected to know every fact to 10 × 10 from memory by the end of the year (Common Core 3.OA.C.7).

What it is good for

- The 2s, 5s, and 10s, times 1 to 10: 27 facts.
- Saying the whole fact aloud, so you hear a wrong one.
- 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 and 8 and shuffle them.
3. Read a fact aloud. Everyone says the whole fact, “five times seven is thirty-five”, and covers the answer.
4. Two facts can share an answer. If it is already covered, say the fact anyway and wait for the next card.
5. Let your child be the caller, checking each cover against the small answer on the card.

> **Try saying:** “Five times seven. Say the whole fact, then cover it.”

Tip: Move to the 3s, 4s, 6s, and 8s sheet when most covers are quick. Bingo has no timer.