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5<sup>th</sup> Grade

## Knock Knock Multiplication Lesson/Basic Operation Review



### A. Objectives:

Students will practice using all four of the basic operation skills.  
Students will listen to a story about multiplication.

### B. State Competencies:

Standard 3: Number Operations: The student will compute with whole numbers.

### C. Lesson Resources:

The Idea for this lesson came from Crazy Dice Math by Kris Hirschmann by CB Publishing ISBN: MTH-DCEGM.

### D. Materials:

The Best of Times by Greg Tang ISBN: 0-439-52918-2  
9 counters per player  
2 regular die  
1-10 sided die

### E. Instruction:

#### a. Introduction:

The teacher will read the book called The Best of Times. It is a multiplication review and has riddles that they students will enjoy.

#### b. Instructional Process:

- 1.) Separate all students in small groups of two or three. Tell the students that they will be playing a game that will have them practice the four basic operations in math (addition, subtraction, division, and multiplication.) Tell them that the goal of the game is to earn points at every door to win the game.
- 2.) The Rules for the Game:
  1. Each player get nine counters, but each player's counters need to be different to that of the other player in the game.

2. Each player needs to put a counter on each door of the playing board. The students need to make sure that their counters do not cover the numbers that are at the top of the doors.
3. Choose one player to go first.
4. Player one will roll all three die. He or she will look at the ten-sided die. This will determine which door to “knock” on.
5. Player one will then follow the directions on the door that was chosen.
6. If the player gets the right answer by answering the question on the door chosen, the player gets to take his or her counter from the door.
7. If the player gets the question wrong, he or she loses the turn and does not take a counter. The player will then pass the die to the other player.
8. The players can only take the counter from the current door that they “landed on”.
9. If there is not a counter where the player lands, the player gets no counter if they answer correctly.
10. The players will take turns rolling the die until one player has gathered all nine of their counters.
11. The WINNER is the one that gets the nine counters first.

c. Closure:

The closure to the lesson will be done with a review of what the four basic operation are and some of the words that signal the operations in word problems.

- F. **Assessment:** The teacher will assess the students informally by walking around the room to ensure the students are playing the game correctly. The students will need to work their problems on a piece of paper that they will turn in. At that time the teacher will be able to formally assess the correctness of the answers.

G. **Modifications/Accommodations**

Slow Learners: I would group my slow learners with my upper level students.

Autistic Students: I will read the door directions when they are at their turn.

H. **Reflection:**

# KNOCK KNOCK GAME

1 Find the <b>SUM</b> of the regular die.
2 Find the <b>DIFFERENCE</b> of the regular die.
3 Find the <b>PRODUCT</b> of the regular die.
4 Find the <b>SUM</b> of the regular dice <b>AND</b> the ten-sided die.
5 Each player tosses a regular die. The player that gets the highest number, that player will collect the counter.
6 Take your counter if the <b>SUM</b> of the regular die is even.
7 Take your counter if the <b>DIFFERENCE</b> of the regular die is <b>ODD</b>
8 Take your counter if the <b>PRODUCT</b> of the regular die is <b>EVEN</b> .
9 Take your counter if both regular dice are <b>EVEN</b> or <b>ODD</b>