

Multiplication Checkers-6's

10 x 6		6 x 4		9 x 6		6 x 5	
	7 x 6		8 x 6		6 x 1		4 x 6
0 x 6		6 x 6		10 x 6		6 x 3	
	6 x 2		5 x 6		6 x 7		6 x 8
6 x 10		6 x 8		4 x 6		6 x 9	
	6 x 1		6 x 7		6 x 6		3 x 6
6 x 5		2 x 6		6 x 0		10 x 6	
	6 x 4		7 x 6		9 x 6		8 x 6

Directions:

www.multiplication.com (Facts 0-10)

1. Each player needs 12 game pieces that are different than their opponent's. Use beans, pennies/dimes, etc.
2. Players face each other on each end of the board and place their pieces on the white squares (the squares with the x-tables).
3. Start play as you would a normal checkers game by moving your game piece diagonally. You may hop over an opponent.
4. If you hop over an opponent's game piece, remove it from board and solve the math problem you landed on.
5. You may hop over more than one game piece if there is a space between.
6. Players solve the problems they land on and keep the answer as points. Use a scratch piece of paper to keep track of points.
7. If a player reaches the opposite side of the board, they become a King and can move backward OR forward.
8. Play until opponent's game pieces are all gone or until timer goes off. The player with the most points at the end wins.