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Morphun

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MATHS MULTIPLIER

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- T E A C H E R G U I D E -

Morphun Maths Multiplier

Good in-class teacher aids are a magic way to get improved attention in class. This product has the number tables up to 10 in 10 different colours. These are printed on side joining bricks to provide additional choices of exercises, and assist and widen the learning process.

The game also has benefits in developing fine motor skills and teamwork.

The fun of assembling the tables and the satisfaction of making and seeing a correct solution will help concentration and improve results. Students like to join and make things and this feature makes this product far more exciting than regular number tiles.

1	2	3	4	5	6	7	8	9	10
2	4	6	8	10	12	14	16	18	20
3	6	9	12	15	18	21	24	27	30
4	8	12	16	20	24	28	32	36	40
5	10	15	20	25	30	35	40	45	50
6	12	18	24	30	36	42	48	54	60
7	14	21	28	35	42	49	56	63	70
8	16	24	32	40	48	56	64	72	80
9	18	27	36	45	54	63	72	81	90
10	20	30	40	50	60	70	80	90	100

The board can be used in a variety of ways for different age groups. The main objective is to identify and join together in the right sequence all the correct numbers to make the times table required.



Sample Exercises

This series of exercises is for younger children and only the numbers up to 36 should be issued (as in the picture on next page). Break up the bricks (which are sometimes a little stiff when new) before starting the exercise.

As experience is gained more bricks can be used with higher numbers, but this instruction sheet starts with a simpler activity for those starting tables' work.

1. In this first sample activity we use the 2 times table, the numbers 2 4 6 8 10 12 can be set out alone and the students have to join them in the right order.



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- The numbers for the whole times table 1-6 (up to 36) are then also issued, and the student must find the same sequence and join them in the same colour.
- After this test is mastered they will be asked to make the 2 times table using 6 bricks of different colours.



Once the children understand the exercise the learning process can be reinforced by making small teams and asking them to compete to assemble times tables against other teams or against the clock. Personal bests can be recorded and students can try and beat these at a later revision.

A team of 6 persons might all assemble different times tables up to 6 pieces each and help members of their team when some students complete their table before others.

These exercises can be developed and modified to suit class needs. Additional exercises might include assembling tables in reverse order. Another one is to make a complete even times table such as the 2 times up to 20, then ask the student to remove the first brick and then every other brick. They will find they then have the start of the 4 times table.



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Thinkplay Ltd. 7 Chesterfield Road, Chiswick, London W4 3HG, United Kingdom.
 Fax: +44 (0) 20 8747 1700 E-mail: schools@morphun.com or visit www.morphun.com

