

## Multiplying by 5 and 10

<p>Standard (Using Common Core State Standards)</p>	<p>CCSS.MATH.CONTENT.3.OA.A.4</p> <p>Determine the unknown whole number in a multiplication or division equation relating three whole numbers. <i>For example, determine the unknown number that makes the equation true in each of the equations <math>8 \times ? = 48</math>, <math>5 = \_ \div 3</math>, <math>6 \times 6 = ?</math></i></p> <p>CCSS.MATH.CONTENT.3.OA.C.7</p> <p>Fluently multiply and divide within 100, using strategies such as the relationship between multiplication and division (e.g., knowing that <math>8 \times 5 = 40</math>, one knows <math>40 \div 5 = 8</math>) or properties of operations. By the end of Grade 3, know from memory all products of two one-digit numbers.</p> <p>CCSS.MATH.CONTENT.3.OA.A.1</p> <p>Interpret products of whole numbers, e.g., interpret <math>5 \times 7</math> as the total number of objects in 5 groups of 7 objects each. <i>For example, describe a context in which a total number of objects can be expressed as <math>5 \times 7</math>.</i></p> <p>CCSS.MATH.CONTENT.3.OA.A.3</p> <p>Use multiplication and division within 100 to solve word problems in situations involving equal groups, arrays, and measurement quantities, e.g., by using drawings and equations with a symbol for the unknown number to represent the problem.</p>
<p>Explanation</p>	<p>Students learn the meaning of a number times five or five times a number, both as regards to equal-size groups and number line jumps. Today's lesson starts with a Google Slides presentation that shows how multiplication of 5 works. This is begun by talking about skip counting. It is then continued with multiplying a number times ten or ten times a number. Would you rather use slides and give more detailed explanations to students? There is a link at the end to the presentations you can download and modify. Also, don't forget to check out our games that teach fluency for multiplication.</p>

PowerPoint presentations	Multiplying by 5 and 10
Games that link to the standard	<p><a href="#">Making Camp Ojibwe</a> is our free version. Players practice multiplication and division skills while learning math problem-solving strategies. They'll also be introduced to Native American history. Earn points by solving math problems and answering social studies questions in the village-building simulation game.</p> <p><a href="#">Making Camp Bilingual</a>-Whether you are teaching English language learners or want a fun app to expand your Spanish vocabulary, Making Camp Bilingual fills the bill. Packed with videos and activities, players practice multiplication and division skills while learning math problem-solving strategies. They'll also be introduced to Native American history. Earn points by solving math problems and answering social studies questions in the village-building simulation game.</p> <p><a href="#">Making Camp Premium</a>-Our most-popular game expanded! Get three times the content of "Making Camp Ojibwe" in this fun and interactive app. In "Making Camp Premium," players practice multiplication and division skills while learning math problem-solving strategies. They'll also be introduced to Native American history. PLUS get the completely new words challenges section, an activity randomizer and more. Customize your virtual wigwam inside and out. Earn points by solving math problems, learning about language arts and answering social studies questions in the village-building simulation game.</p> <p><a href="#">Spirit Lake Beginnings</a>- In Spirit Lake: Beginnings – Lakota, players learn multiplication and division through word problems in this historically-based adventure game. Save your tribe a spreading sickness by solving math problems – and watch out for those rabid wolves! Math has never been this fun!</p> <p><a href="#">Spirit Lake: The Game</a> – Players learn how to solve multiplication, division and geometry through word problems set in the context of stories based on the history and culture of the Dakota people. Runs on Mac and Windows computers.</p>