

# Session 8: Introducing multiplication table

Session Title	Introducing the multiplication table
Objective	Students will understand and memorize the multiplication tables through hands-on activities
Topic	To understand the multiplication table
Materials Required	<ol style="list-style-type: none"><li>1. Chart papers or whiteboards</li><li>2. Markers</li><li>3. Flashcards (with multiplication problems on one side and answers on the other)</li><li>4. Large dice (for random number generation)</li><li>5. Counters or objects for visual aids (e.g., blocks or small toys)</li><li>6. Bingo Card</li></ol>
Methodology	Learning through activity
Session Duration	90 Minutes

## Introduction Activity (15 minutes):

### Introduction to the Multiplication Table

1. Introduce the first few multiplication facts (e.g.,  $1 \times 1$ ,  $1 \times 2$ ,  $2 \times 2$ ,  $3 \times 3$ ) using a chart or whiteboard.
2. Demonstrate the concept using visual aids (objects, drawings, or hands-on materials). For example, showing  $3 \times 2$  by grouping 3 sets of 2 objects.

# Main Activity (60 minutes):

## 1. "Multiplication Bingo" Game (20 minutes)

Create Bingo cards with multiplication problems in each box. The teacher will call out products, and students must find the corresponding problem on their cards.

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### Rules of the Game

- **Caller Calls a Question:** The caller picks a multiplication problem randomly, like " $7 \times 7$ ".
- **Players Solve:** All players quickly solve the multiplication ( $7 \times 7 = 49$ ).
- **Players Mark Their Cards:** If a player has 49 on their card, they place a chip on it (or cross it off). **Winning the Game:** A player wins if they mark 5 squares in a row horizontally, vertically, or diagonally. When a player or group thinks they have won, they shout "Bingo!"

## 2. "Dice Multiplication" Activity (15 minutes)

- Have students roll the dice to create multiplication problems. For example, a roll of 3 and 4 means they solve  $3 \times 4$ .
- Once a problem is rolled, the students solve it in pairs or small groups and present their answer.

## 3. "Multiplication Stations" (25 minutes)

Divide the class into 3-4 groups. Each group rotates between different stations that focus on different aspects of multiplication.

- **Station 1: Visual Aid Station-** Students use counters or small objects to model multiplication problems.
- **Station 2: Flashcard Challenge-** Flashcards with multiplication problems are presented. Students work in pairs to quiz each other.
- **Station 3: Multiplication Table Race-** Students race to fill out a multiplication chart correctly. The first group to complete it wins.

# Review Question (10 minutes):

1. Review what was learned during the lesson. Highlight the key multiplication facts and any strategies students found helpful.

# Follow-up Tasks (5 minutes):

1.  $9 \times 8$
2.  $7 \times 9$
3.  $6 \times 6$

# Expected Learning Outcome:

## **Knowledge building:**

1. To understand one one-digit multiplication table.

## **Skill Building:**

1. Confidence
2. Teamwork
3. Self regulations

## **Resources:** Multiplication Table

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