Building Arrays to Find a Product

1. Solve each of the problems listed below with your partner in order.

2. When you and your partner have your solution, ***raise your hand*** for Mrs. Martinez to check your work before moving on to the next problem.

3. You and your partner will receive 1 point for every 2 problems you get correct.

4. You will lose points for calling out Mrs. Martinez’s name, talking loudly, or getting off task.

5. **You cannot skip** any of the problems. If you do not have enough base tiles to solve a problem, use a dry erase marker to draw the pieces you are missing.

6. Use a dry erase marker to complete your scratch work and write your final answer. You must have a correct model AND a correct solution to receive full credit.

Problems

1. 12 x 2 =\_\_\_ 2. 24 x 7 =\_\_\_ 3. 52 x 10 =\_\_\_

4. 14 x 2 =\_\_\_ 5. 16 x 3 =\_\_\_ 6. 16 x 9 =\_\_\_

7. 18 x 6 =\_\_\_ 8. 24 x 3 =\_\_\_ 9. 10 x 8 =\_\_\_

10. 10 x 5 =\_\_\_ 11. 32 x 2 =\_\_\_ 12. 11 x 9 =\_\_\_