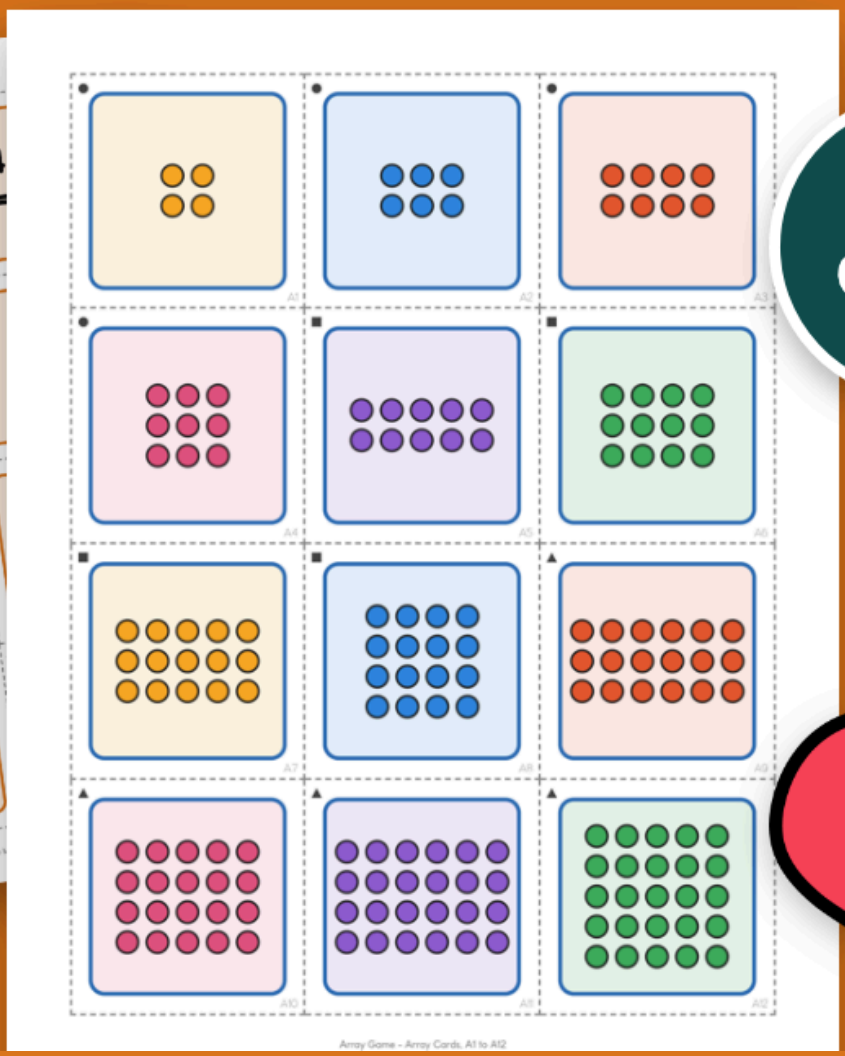
ARRAY GAME

Memory Match, Roll an Array, Bingo, Grades 2-3





48 CARDS



Bright Path Sped

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This is a fillable PDF

- Open it in a PDF reader (Adobe Acrobat Reader, Preview, or your browser), click into a box, type, and Save As.
- The name lines, the equation boxes and the score boxes on the student pages are type-in fields. You can also print any page and write by hand. The dots are colored by hand on a printed page.
- It works offline. No account, no subscription, no internet connection needed after you download it.

Print at 100 percent

Turn off fit to page and shrink to fit so the cards stay 2.5 inches square. Every dot has a dark outline, so a card still reads when copied in black and white.

How the pieces fit

- Cut cards, pages 6 to 9: 48 cards in all, cut and laminated before the lesson.
- Student pages 10 to 17: the record sheets, the dice board, the score sheet, 4 bingo boards and a make-your-own page.
- Check against the keys on pages 18 and 19. How to play is on page 4.

Need help?

If a box will not behave or a page will not print the way you expect, use Ask a Question on the product page first. Every question is read, and a fix ships as a free update from My Purchases.

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PREVIEW

How to Play the Four Games

Four ways to play with the same twelve arrays. Change the order to fit your class.

Game	Three steps	Pages
Memory Match 2 players, version 1 or 2	1. Choose a version. Version 1 uses the array cards and the multiplication cards. Version 2 uses the array cards and the repeated addition cards. Shuffle that set and lay all 24 cards face down. 2. Turn over two cards. If the equation matches the array, keep the pair. If not, turn them back. 3. When the table is empty, count your pairs. Then write four of your matches on page 10.	6, 7, 8
Triple Match 2 to 4 players	1. Lay all 36 cards face up, or deal them out to a small group. 2. Find an array card, its multiplication card and its repeated addition card. That is a triple. 3. Take turns. Count the triples at the end. The key on page 18 lists every triple.	6 to 8
Roll an Array 2 players, 2 dice or the number cards	1. Roll two dice. The first die is the rows and the second die is the columns. Or draw a rows card and a columns card from the number cards (page 9) and put each back. 2. On the board (page 11) color that many rows and columns, then write the equation. On the score sheet (page 12) write the array and add the rows. 3. Play 4 rounds on the board or 8 on the score sheet. Add your totals. The biggest total wins.	11, 12, 9
Array Bingo 3 to 8 players, or a whole class	1. Give each player a board (pages 13 to 16) and 8 counters. Shuffle the 12 multiplication cards for the caller. 2. The caller draws a card and reads it, like 3 x 4 = 12. Players cover the array that matches. The center is a free space. 3. Three in a row wins, across, down or corner to corner. For a harder game, call from the repeated addition cards.	13 to 16, 7

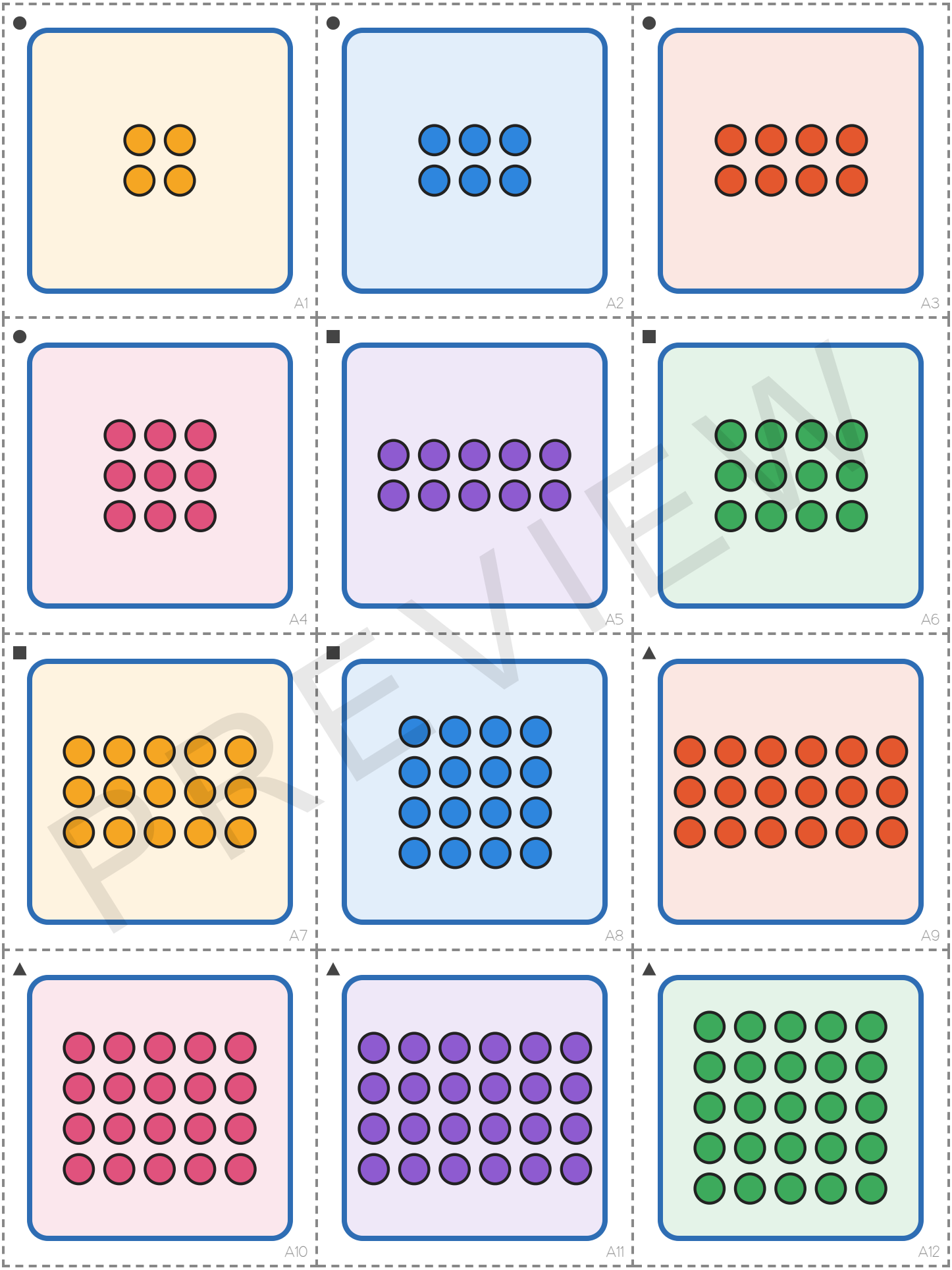
Three levels, grouped by shape

- Starting: the 4 pairs with a circle. Use only those cards, 8 cards for a memory game.
- Building: add the square pairs, 16 cards.
- Ready for more: all 12 pairs with the triangles. For Roll an Array, starting players use the number cards 1 to 3 only.

Say it out loud

- How many rows? How many columns? How many in all?
- Rows go across. Columns go down.
- Turn the card on its side. Does the total change?

PREVIEW

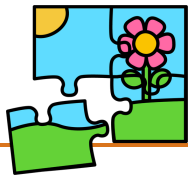

A1
A2
A3
A4
A5
A6
A7
A8
A9
A10
A11
A12
PREVIEW

5 + 5 = 10 S1	5 + 5 + 5 + 5 + 5 = 25 S2	5 + 5 + 5 = 15 S3
3 + 3 = 6 S4	6 + 6 + 6 = 18 S5	3 + 3 + 3 = 9 S6
6 + 6 + 6 + 6 = 24 S7	2 + 2 = 4 S8	4 + 4 + 4 = 12 S9
4 + 4 = 8 S10	5 + 5 + 5 + 5 = 20 S11	4 + 4 + 4 + 4 = 16 S12

PREVIEW

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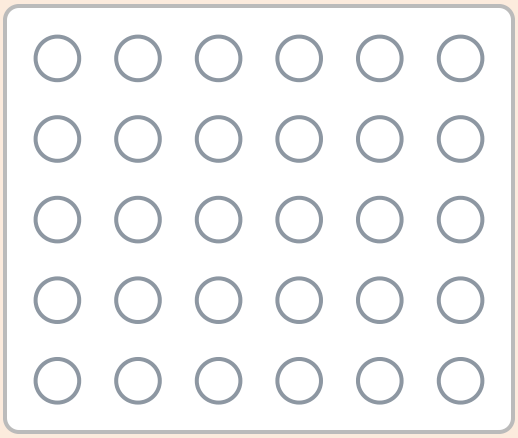
My name _____ Date _____



Array Game: Memory Match

Color an array you matched. Write its equations.

1



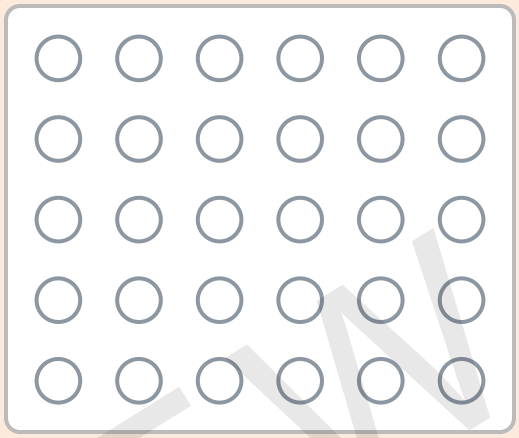
multiply

□ x □ = □

add the rows

□ = □

2



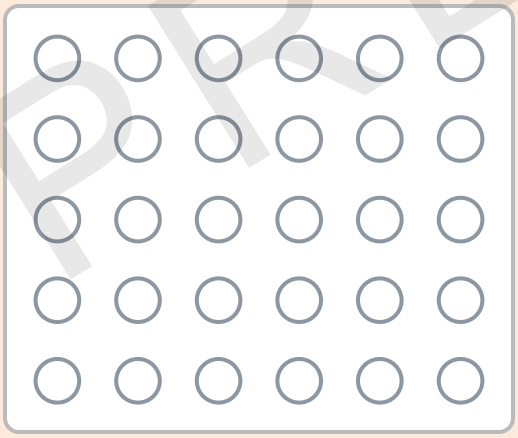
multiply

□ x □ = □

add the rows

□ = □

3



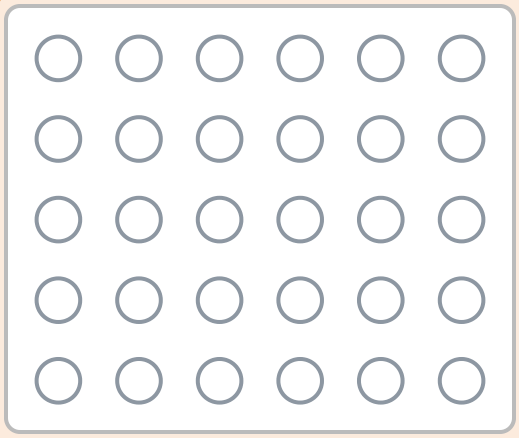
multiply

□ x □ = □

add the rows

□ = □

4



multiply

□ x □ = □

add the rows

□ = □

PREVIEW

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My name _____ Date _____

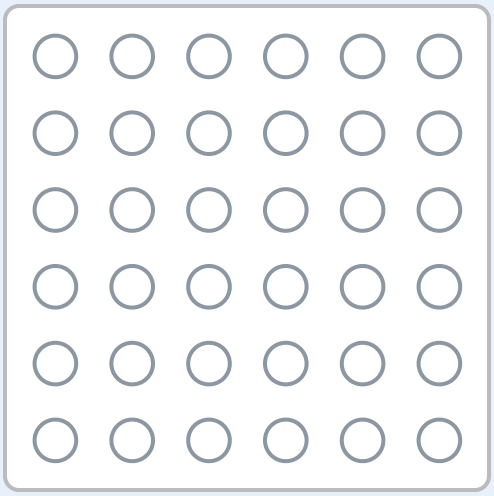
Array Game: Roll an Array



Roll two dice. Color that many rows and columns.

1

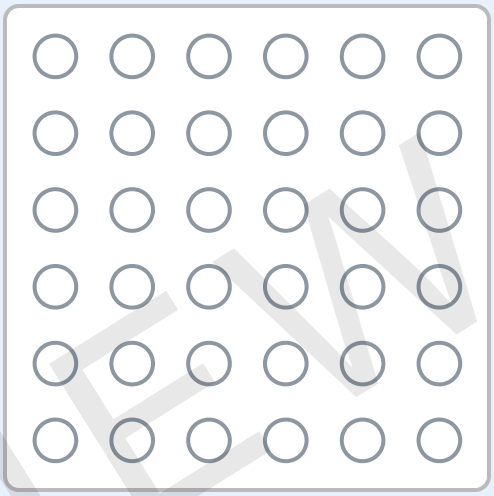
I rolled ☐ and ☐



☐ x ☐ = ☐

2

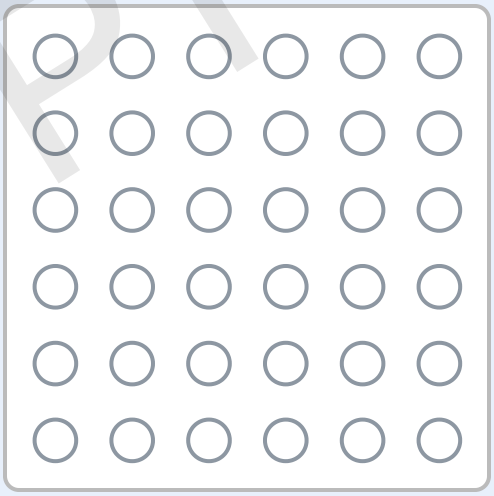
I rolled ☐ and ☐



☐ x ☐ = ☐

3

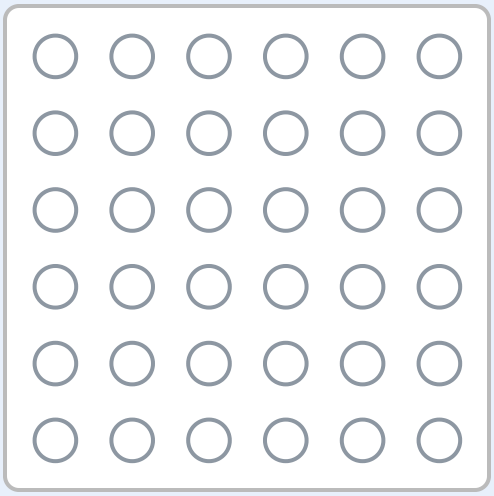
I rolled ☐ and ☐



☐ x ☐ = ☐

4

I rolled ☐ and ☐



☐ x ☐ = ☐

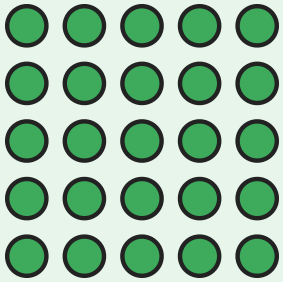
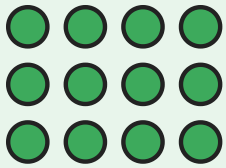
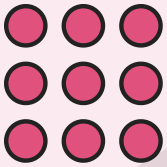
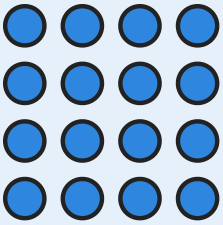
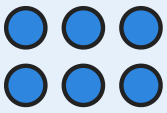
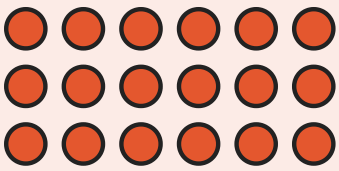
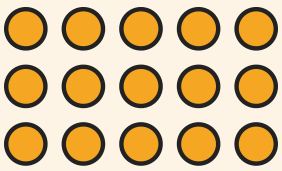
PREVIEW

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My name _____ Date _____

Array Game: Bingo Board 2

Cover the array you hear.

		
	FREE	
		

Three in a row wins.

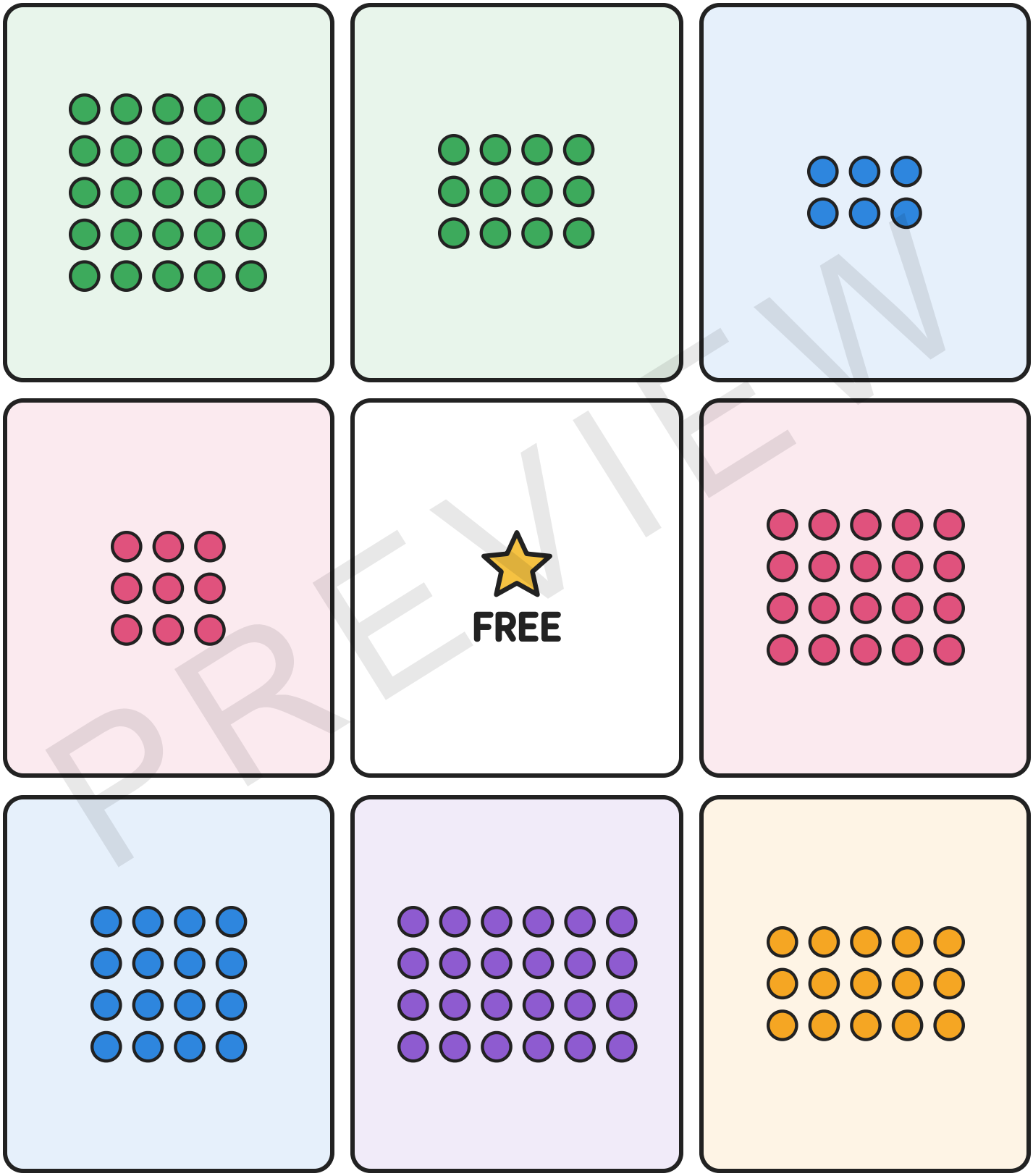
PREVIEW

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My name _____ Date _____

Array Game: Bingo Board 4

Cover the array you hear.



Three in a row wins.

PREVIEW

Answer Key: Memory Match

All 12 pairs. Each array has one multiplication card and one repeated addition card.

Pair	Array card	Multiplication card	Repeated addition card	Level
1	A1: 2 rows of 2	M5: 2 x 2 = 4	S8: 2 + 2 = 4	●
2	A2: 2 rows of 3	M9: 2 x 3 = 6	S4: 3 + 3 = 6	●
3	A3: 2 rows of 4	M2: 2 x 4 = 8	S10: 4 + 4 = 8	●
4	A4: 3 rows of 3	M7: 3 x 3 = 9	S6: 3 + 3 + 3 = 9	●
5	A5: 2 rows of 5	M11: 2 x 5 = 10	S1: 5 + 5 = 10	■
6	A6: 3 rows of 4	M4: 3 x 4 = 12	S9: 4 + 4 + 4 = 12	■
7	A7: 3 rows of 5	M10: 3 x 5 = 15	S3: 5 + 5 + 5 = 15	■
8	A8: 4 rows of 4	M1: 4 x 4 = 16	S12: 4 + 4 + 4 + 4 = 16	■
9	A9: 3 rows of 6	M12: 3 x 6 = 18	S5: 6 + 6 + 6 = 18	▲
10	A10: 4 rows of 5	M6: 4 x 5 = 20	S11: 5 + 5 + 5 + 5 = 20	▲
11	A11: 4 rows of 6	M3: 4 x 6 = 24	S7: 6 + 6 + 6 + 6 = 24	▲
12	A12: 5 rows of 5	M8: 5 x 5 = 25	S2: 5 + 5 + 5 + 5 + 5 = 25	▲

PREVIEW

Reading the key

- Every row of the table is one triple for Triple Match: the three cards say the same total.
- Rows go across and columns go down. 3 rows of 4 is 3 x 4 = 12 and 4 + 4 + 4 = 12. A child who matches 3 x 4 to 4 rows of 3 has found the same total by turning the array; ask which card has the 3 rows.
- The id in each card's corner is printed small. The equation cards are shuffled, so M and S numbers do not follow the pair number.

Tracker and Roll-Up

Write the date. Color a box for each right answer. A blank row means not played yet, never wrong.

Student _____ Teacher _____ School year _____

Page	Sheet or game	Date	Right	Out of
10	Memory Match, My Matches		☐☐☐☐	4
11	Roll an Array, Game Board		☐☐☐☐	4
12	Roll an Array, Score Sheet		☐☐☐☐☐☐☐☐	8
17	Make My Own Cards		☐☐☐☐	4
7	Memory Match, version 1 (pairs found)		☐☐☐☐☐☐☐☐☐☐☐☐	12
8	Memory Match, version 2 (pairs found)		☐☐☐☐☐☐☐☐☐☐☐☐	12
6	Triple Match (triples found)		☐☐☐☐☐☐☐☐☐☐☐☐	12

Roll-up: count the colored boxes in the Right column for the totals.

Total right, all rows _____ Total out of, rows played _____

Notes for the team

PREVIEW

The Array Game at Home

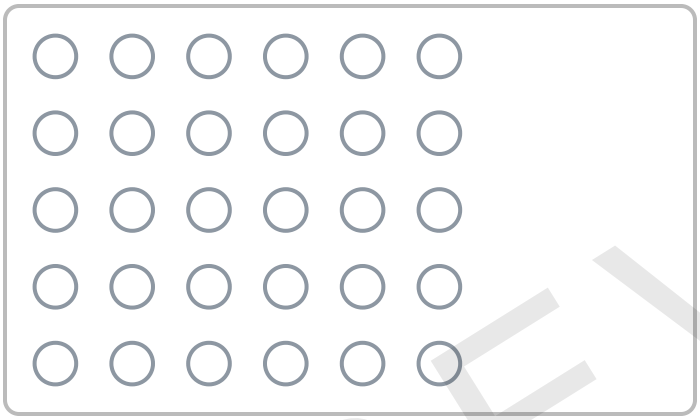
Dear family, this week we are practicing arrays: things set in equal rows and columns. These questions are for talking and playing, not for a grade. Short answers are fine.

Student _____ Week of _____

Play the array game at home, in three steps

- Look for things set in rows and columns: an egg carton, a muffin pan, an ice cube tray, window panes, floor tiles.
- Roll two dice. The first is the rows and the second is the columns. Build that array with coins, cereal or buttons.
- Say it: how many rows, how many columns, how many in all? Then write the equation on the dots below.

Our family array



I rolled

rows ☐

columns ☐

☐ x ☐ = ☐

Try saying

- "Which way do the rows go? Which way do the columns go?"
- "What if we turn it? Is the total the same?"

Note from the teacher

Note from home

PREVIEW