

ELEVATOR MATH GAME – MULTIPLES

Elevator Rules:

Materials: One deck of multiples with wild cards

Players: 2-3 players

1. Each player is dealt 5 cards.
2. Game Board: From the remaining cards, place a card face up on the Elevator 1 and another card face up on Elevator 2.

For example, the sample game board is for multiples of 3. The elevator 1 card is $3 \times 2 = 6$ and elevator 2 card is $3 \times 7 = 21$. Please note a wild card cannot be the first card on either elevator. If that should happen, simply put the wild card in the middle of the stack and turn over another beginning card for the elevators.

Card Layout - Multiples of 3

Elevator 1

6

Draw
Stack

21

Elevator 2

3. Player 1: Plays a card on either elevator 1 or elevator 2 by having the card that would be the next multiple of 3 or plays a wild card. In this illustration, the next card that could be played on elevator 1 would be $3 \times 3 = 9$ card and on elevator 2, the card would be $3 \times 8 = 24$ card.

If card is played, then the player must SAY OUT LOUD the multiplication fact and equation. If there is no card to play, then the player draws a card from the Draw Stack until the player has a card that will play. When playing the card, the student must Say Out Loud the multiplication fact and equation.

When a player plays the wild card, place the wild card across the Elevator Stack so the multiple can be seen. The multiple of 3 is identified and the player Says Out Loud the multiplication fact and equation.

4. Next Player: Continues the play following the instructions identified in #3.
5. When the 10th multiple is played, the next playable card for that elevator is the 0th multiple card. Cards that can be played is the next multiple after the 0th card.
6. When ALL multiple cards are played, the game is over and player with the fewest cards in their hand is the winner.

Game Variations:

7. Allow cards to be played that are either the next higher or next lower multiple.
8. An elevator direction can be determined when playing a wild card. When the wild card is identified as one of the multiples, that will determine if the elevator is going UP or DOWN.

