Matchin' Action Fact Families

Multiplication and Division

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How to Play

Shuffle the cards after removing the title and direction cards.

Dealer deals 7 cards to each player.

The remaining cards are placed face down to make a DRAW pile. Turn the top card over to make the DISCARD pile.

The person to the left of the dealer begins. Match the card in the DISCARD pile either by fact family or shape. For example, if the first card says "63/7 = 9" with a triangle on it, a card with the same fact family or with a

triangle on it can be played. A WILD card can be played at any time.

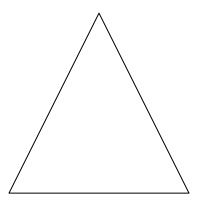
If the player cannot match the DISCARD card, a card must be taken from the DRAW pile. If the card picked up can be played, it may be played immediately. Otherwise, it is the next player's turn.

A DRAW TWO, SKIP, or REVERSE card can be played on a matching shape or matching action. DRAW TWO requires the next player to draw two and to miss the turn. SKIP skips the next player's turn. REVERSE

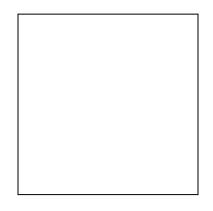
reverses the direction of play. WILD cards can be played on any card. The player playing the card chooses the shape on the card that must be played next. WILD DRAW FOUR cards are the same as WILD cards, but the next player must draw four and lose the turn. The player after that must play a card with the shape designated.

The first player to get rid of all the cards in his or her hand wins the game.

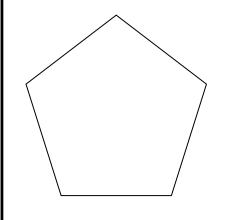
$$9x7 = 63$$



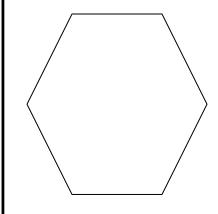
$$7x9 = 63$$



$$63 \div 7 = 9$$



$$63 \div 9 = 7$$



6x4 = 24	4x6 = 24	24÷4 = 6	24÷6 = 4
5x2 = 10	2x5 = 10	10÷5 = 2	10÷2 = 5

4x7 = 28	7x4 = 28	28÷7 = 4	28÷4 = 7
3x12 = 36	3x12 = 36	36÷3 = 12	36÷12 = 3

2x7 = 14	2x7 = 14	14÷7 = 2	14÷2 = 7
6x7 = 42	7x6 = 42	42÷7 = 6	42÷6 = 7

8x7 = 56	8x7 = 56	56÷7 = 8	56÷8 = 7
12x8 = 96	8x12 = 96	96÷8 = 12	96÷12 = 8

11x12 = 132	12x11 = 132	132÷11 = 12	132÷12 = 11
9x7 = 63	7x9 = 63	63÷7 = 9	63÷9 = 7

6x4 = 24	4x6 = 24	24÷4 = 6	24÷6 = 4
5x2 = 10	2x5 = 10	10÷5 = 2	10÷2 = 5

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