

# Really Good Stuff® Activity Guide

## Slide and Learn™ Array Makers

Congratulations on your purchase of these Really Good Stuff® **Slide and Learn™ Array Makers**—an interactive way for students to understand and practice multiplication facts.

**This Really Good Stuff® product includes:**

- 12 **Slide and Learn™ Array Makers**
- This Really Good Stuff® Activity Guide

### Introducing the *Slide and Learn™ Array Makers*

Before introducing the **Slide and Learn™ Array Makers**, make copies of this Really Good Stuff® Activity Guide, cut apart the reproducibles, and file the pages for future use. Or, download another copy of it from our Web site at [www.reallygoodstuff.com](http://www.reallygoodstuff.com).

Divide students into groups of two or three and give an *Array Maker* to each group. Keep one *Array Maker* so that you can demonstrate its use. Gather students so that they can easily see your *Array Maker*. Write  $2 \times 3 = ?$  on the classroom board. Show students your *Array Maker*, and explain that they can use theirs to solve multiplication problems. Demonstrate how to slide the purple bars on it to make the arrows point to different numbers and outline different numbers of dots.

Ask students to move the vertical bar on their *Array Maker* so that the arrow is pointing to the number 2. Demonstrate with your *Array Maker*, and guide any students who are having difficulty. Ask the class to move the horizontal bar so that the arrow is pointing to the number 3 and demonstrate with your *Array Maker*. Explain to students that by counting the number of dots inside the two bars at the top left, they can solve the multiplication number sentence. Further, explain that  $2 \times 3$  is shown on the *Array Maker* by the bars marking off two dots in each of the three rows. Demonstrate how to count the dots to find the answer to the number sentence. Choose a student to replace the question mark in the number sentence with the correct answer on the board.

To simplify using the *Array Makers* in the beginning, direct students to move the vertical bar for the first number in a number sentence and the horizontal bar for the second number. Write a few more multiplication number sentences on the board and have each group of students use their *Array Maker* to find the products.

### Making Arrays Center

Make several copies of the *What's the Product? Reproducibles* and store them in a folder until needed. Label some copies of the reproducibles with multiplication number sentences, put each one in zippered plastic bag with an *Array Maker* and a crayon. Place the bags in your math center, and instruct students to choose a bag, use the *Array Maker* to find the products, and fill in the reproducible. Show students how to color in the arrays on their reproducibles and write the correct

products for the multiplication number sentences on the lines below each array. Tell students to turn the reproducibles in to you so that you can assess their work.

### Building Arrays

Provide students with different objects they can use to build arrays in your math center. Ideas include plastic math counters, bottle caps, coins, and even candy! Brainstorm with students to come up with other objects they would like to use to build arrays.

### Multiplication Help

Provide several **Slide and Learn™ Array Makers** in your math center and urge students to use them to check their work as they practice with multiplication worksheets or other activities.

### Making a Multiplication Table

Students can use the *Array Reproducible* and an *Array Maker* to create a multiplication grid for reference: Copy the *Array Reproducible* and give one to each of your students. During center or independent work time, provide students with *Array Makers* to help them write the correct number in each of the circles on the *Array Reproducible*. Students can keep this grid in their math folder to help them memorize multiplication facts. Additionally, cut the reproducible to feature a selected number of rows and columns to individualize students' level for learning multiplication facts.

### The Great Array Race

Split your class into two teams and have them line up on opposite sides of the room. Give each team a name and write it on the board. Choose a scorekeeper to tally results. Give the first student in each line an *Array Maker*. Hold up a multiplication flash card and have the first person on each team solve it by using his or her *Array Maker*. The first student to call out the correct answer wins a tally point for his or her team. The players give their *Array Maker* to the next person and go to the end of the line. Have the teams continue to play until one team reaches a chosen number of tally marks.

### Take-home Arrays

Once students have mastered the use of the *Array Makers*, allow them to take one home to share what they have learned with their families: Using a copy of the *Take-home Parent Letter Reproducible*, fill in your choice of multiplication sentences, make copies, and insert them into zippered plastic bags along with an *Array Maker*. Place the *Array Maker Sign-Out Sheet Reproducible* along with the bags in a convenient location for checkout. When a student is ready to check out an *Array Maker*, have him or her fill in the top line on a copy of the *Take-home Parent Letter Reproducible*, sign it, and then write his or her name on the *Array Maker Sign-Out Sheet*.

All activity guides can be found online:

Name: \_\_\_\_\_

# What's the Product?

Use an *Array Maker* to solve these number sentences.

1. \_\_\_\_\_ =

2. \_\_\_\_\_ =

3. \_\_\_\_\_ =

4. \_\_\_\_\_ =

5. \_\_\_\_\_ =

6. \_\_\_\_\_ =



Name: \_\_\_\_\_

# What's the Product?

Use an *Array Maker* to solve these number sentences.

1. \_\_\_\_\_ =

2. \_\_\_\_\_ =

3. \_\_\_\_\_ =

4. \_\_\_\_\_ =

5. \_\_\_\_\_ =

6. \_\_\_\_\_ =

Name: \_\_\_\_\_

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