

KNOCK IT OFF

MATERIALS

- 1- game board per set of partners
- 1- 12-sided dice
- 20 Colored chips (10 one color, 10 a different color)

DIRECTIONS

1. Students will take turns rolling the 12-sided dice. They will multiply the number they rolled by the number on the top of their board.
2. Students will place their chip on the correct product.
3. If the student rolls a product and their partner has one chip on that spot, the other student will "Knock it off" and put their chip on instead.
4. Students can "capture" a spot by having both their chips on the same product. When a spot is captured, the other player cannot knock their chip off.
5. The first player to have all their chips placed on the board wins.

KNOCK IT OFF $\times 4$

4

36

28

20

48

24

8

32

12

40

44

16

KNOCK IT OFF $\times 5$

5

45

35

15

30

60

25

40

20

55

10

50

KNOCK IT OFF x 6

6

48

66

24

54

36

72

42

30

18

60

12

KNOCK IT OFF $\times 7$

7

56

77

28

63

42

84

49

35

21

70

14

KNOCK IT OFF $\times 8$

16

64

88

32

72

40

8

96

48

80

56

24

KNOCK IT OFF x 9

18

72

99

36

81

45

9

108

54

90

63

27

KNOCK IT OFF $\times 10$

20

80

110

40

90

50

10

120

60

100

70

30

KNOCK IT OFF $\times 11$

22

88

121

44

99

55

11

132

66

110

11

33

KNOCK IT OFF $\times 12$

24

96

132

48

108

60

12

144

72

120

84

36