

Name: _____

Date: _____

Boom, Clap!

• A Multiplication Pattern Game



In math, a **pattern** is a sequence or ordered set of numbers. We can learn a lot about multiplication by finding patterns and using them to help us multiply.

For example, when we count by fives, we can see that every number ends in a zero or five. Knowing this pattern can help us multiply by five.

5, 10, 15, 20, 25, **30**, 35, 40, 45, 50

$$5 \times 7 = \underline{35}$$

Round 1

With a partner or group, start counting in succession so that each person says the next number. Every time you reach a multiple of 3, say BOOM instead of the number.

Example: 1, 2, **BOOM**, 4, 5, **BOOM**, 7, 8, **BOOM**, 10, 11, **BOOM**, 13...

If you make a mistake by saying the multiple instead of BOOM, or miscounting, start over again at one. Try to count to 30 without any mistakes.

Round 2

Now, start counting at one again, but this time, when you reach a multiple of 5, CLAP your hands instead of saying the number. Continue saying BOOM every time you reach a multiple of 3. If you reach a number that is a multiple of both 3 and 5 (like 15) say BOOM and CLAP your hands at the same time.

Example: 1, 2, **BOOM**, 4, CLAP, **BOOM**, 7, 8, **BOOM**, CLAP, 11, **BOOM**, 13, 14, **BOOM-CLAP**, 16, 17...

Variations

- ★ Add a third multiple into the game and STOMP your foot. For example, STOMP every time you reach a multiple of 8.

Example: 1, 2, **BOOM**, 4, CLAP, **BOOM**, 7, **STOMP**, **BOOM**, CLAP, 11, **BOOM**, 13, 14, **BOOM-CLAP**, **STOMP**, 17...

- ★ Change the numbers represented by BOOM and CLAP. For example, say BOOM when you reach a multiple of 7, and CLAP your hands when you reach a multiple of 9.

Example: 1, 2, 3, 4, 5, 6, **BOOM**, 8, CLAP, 10, 11, 12, 13, **BOOM**, 15, 16, 17, CLAP...