

4 Digit x 1 Digit Multiplication

SOLVE
THE
ROOM

6 x 1,526

5 x 6,908

3 x 2,425

9 x 2,684

4 x 6,427

Name: _____

Directions: Find the card that matches each shape and solve the problem. Write the answer in the box that matches the shape.

© Chloe Campbell





Clipboard with a worksheet titled "Winter Matching Game".

Name: _____

Directions: Find the card that matches each shape and solve the problem. Write the answer in the box that matches the shape.

© Chloe Campbell



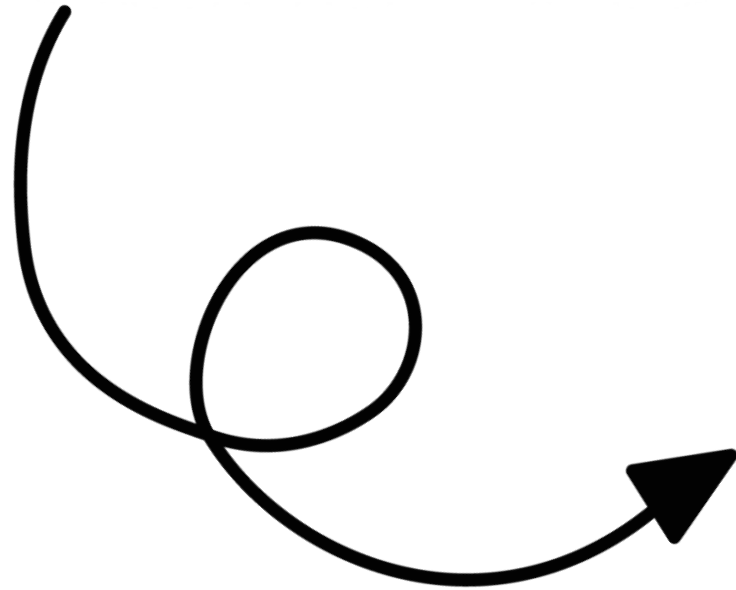
Students find problems around the room & write the answers on their recording sheet.

What's Included?

- Teacher Directions & Tips
- 20 Problem Cards
- Student Recording Sheet
- Extension Activity: Create a matching word problem
- Answer Key



20 Problems



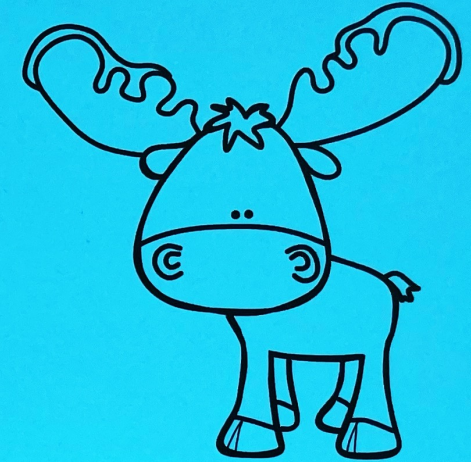
$$4 \times 3,435$$



$$4 \times 6,427$$



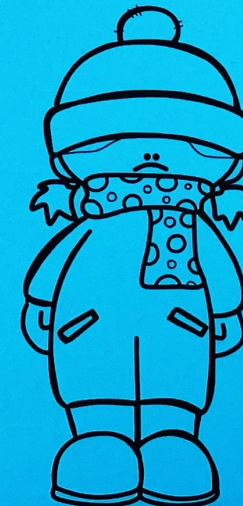
$$5 \times 6,908$$



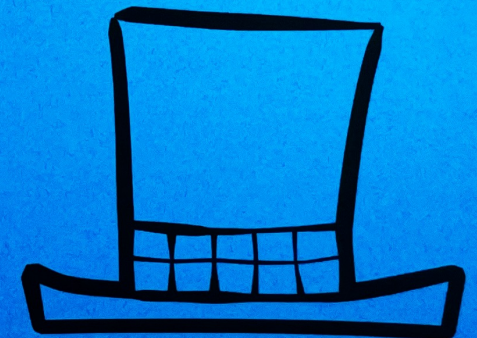
$$6 \times 2,249$$



$$6 \times 7,875$$

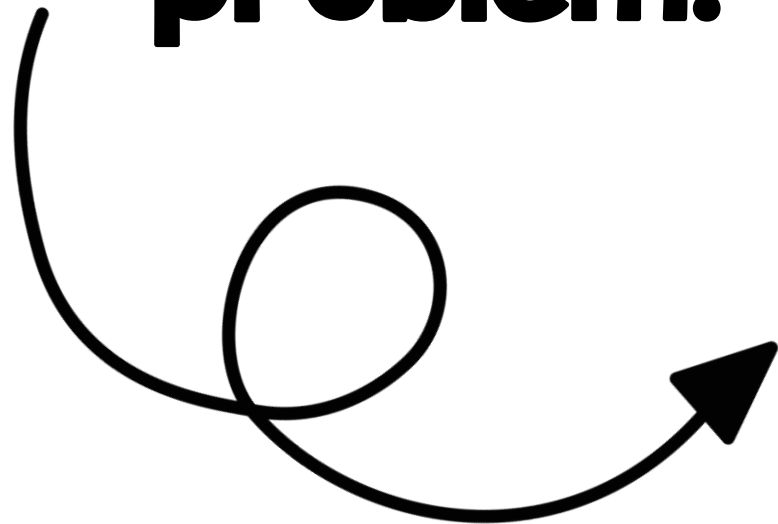


$$6 \times 1,526$$



Extension Activity

Students create a matching word problem.



Two worksheets titled "Create a Matching Word Problem" are shown. Each worksheet has a "Name:" line and directions: "Use the numbers from the cards to write your own matching word problem."

The first worksheet (blue header) lists ten winter-themed icons in a column: a person in winter gear, ice skates, a snow globe, a beanie, a mitten, a mug of hot chocolate, a reindeer, a scarf, a snowman, and a snow globe. Below the icons are ten blank lines for writing.

The second worksheet (blue header) lists ten winter-themed icons in a column: a snowman, a penguin, a reindeer, a snowman, a snowman, a snowman, a snowman, a snowman, a snowman, and a snowman. Below the icons are ten blank lines for writing.

Decorative snowflakes are placed around the worksheets. A blue pen is shown writing on the second worksheet.

How to Use:

1. Print out each page. You can print on cardstock and/or laminate to help the cards last longer.
2. Cut out each card. There are 4 to a page.
3. Place the cards around the room or tape the cards to the walls, back of student chairs, doorways, etc.
4. Give students a clipboard. They'll walk around the room to find the cards.
5. Students will find the card that matches each shape. They'll solve the problem then write the answer in the box that matches the shape.

Students are up and moving around the room while solving math problems. That's a WIN!



**Purchase now
to see student
engagement
increase in
your
classroom!**