SALUTE:

This game helps students practice multiplying and finding the missing factor.

Players: 3
Materials: deck of cards counters

Gameplay:

Deal out the cards evenly to two players who sit facing each other; each holds the stack of cards face down.

The third player sits where s/he can see the other two players. When the third player says “Salute,” the two players with cards simultaneously take the top cards off their respective piles and hold them on their foreheads with the face of their card outwards so that they can only see the other person’s card, not their own.

The third player announces the product of the two cards. Each of the two players holding a card tries to be the first to announce the number on their own card (which they cannot see).

The winner takes a counter. First player to 10 counters wins. Rotate players so everyone gets a chance to be the one who says, “salute,” and gives the product.

Variations:

a. Can be used for addition or subtraction
b. Use made cards with different numbers: up to 20 for addition, for example.
c. Leave the face cards in and make them all worth 10.