

Figure B.1: Solute Game Protocol

Domain: Cluster: Standard(s):	
Purpose/Big Idea:	
Materials: <ul style="list-style-type: none"> • Paper or journal and pencil • Directions and 1-10 cards 	
Activity: The Salute Game <ul style="list-style-type: none"> • Distribute the directions for salute and two sets of the 1-10 cards to each group of three students. • Model the game with two volunteers from the class. • Allow time for students to play the game. • Students should record the equation they had to solve on a separate sheet of paper or in their mathematics journals. • During that time, move around the room observing the students and determining their ability to use their multiplication facts in the game. 	
Guiding Questions: <ul style="list-style-type: none"> • How did you determine the unknown? • What property are you using? • What strategies did use to find the product? • Why is your answer correct? (Prove it.) • Does your written equation match the problem or the solution? • What are the four equations for that fact family? 	

Source: Maryland Department of Education. (2013). Gr. 3 unit: Represent & solve problems involving multiplication and division. Accessed at http://mdk12.msde.maryland.gov/instruction/curriculum/mathematics/units/gr3_represent_solve_problems_involving_multiplication_and_division on January 18, 2019.

Source for standard: National Governors Association Center for Best Practices & Council of Chief State School Officers. (2010). Common Core State Standards for mathematics. Washington, DC: Authors. Accessed at www.corestandards.org/assets/CCSSI_Math%20Standards.pdf on August 6, 2018.

Figure B.2: Solute Directions

Directions for Salute Game (Multiplication Version)

Number of players: Three

Materials: Deck of playing cards (two sets of 0–10 cards, shuffled)

Directions:

1. Players one and two each hold a card to their forehead so that they cannot see it, but the third player can see it.
2. Player three calls out the product.
3. Players one and two race to figure out the numbers on their hidden card.
4. The first player to call out the correct answer is the winner of that round and keeps both cards.
5. The game ends when all the cards have been used. The player with the most cards at the end of the game is the winner.
6. Players should switch roles so that all players get a chance to call out the product.

This game can be modified to practice addition, subtraction, and division facts.

Figure B.3: Salute Cards**1-10 Cards for the Salute Game**

Make two copies for each group of three students.

1	2	3	4	5
6	7	8	9	10