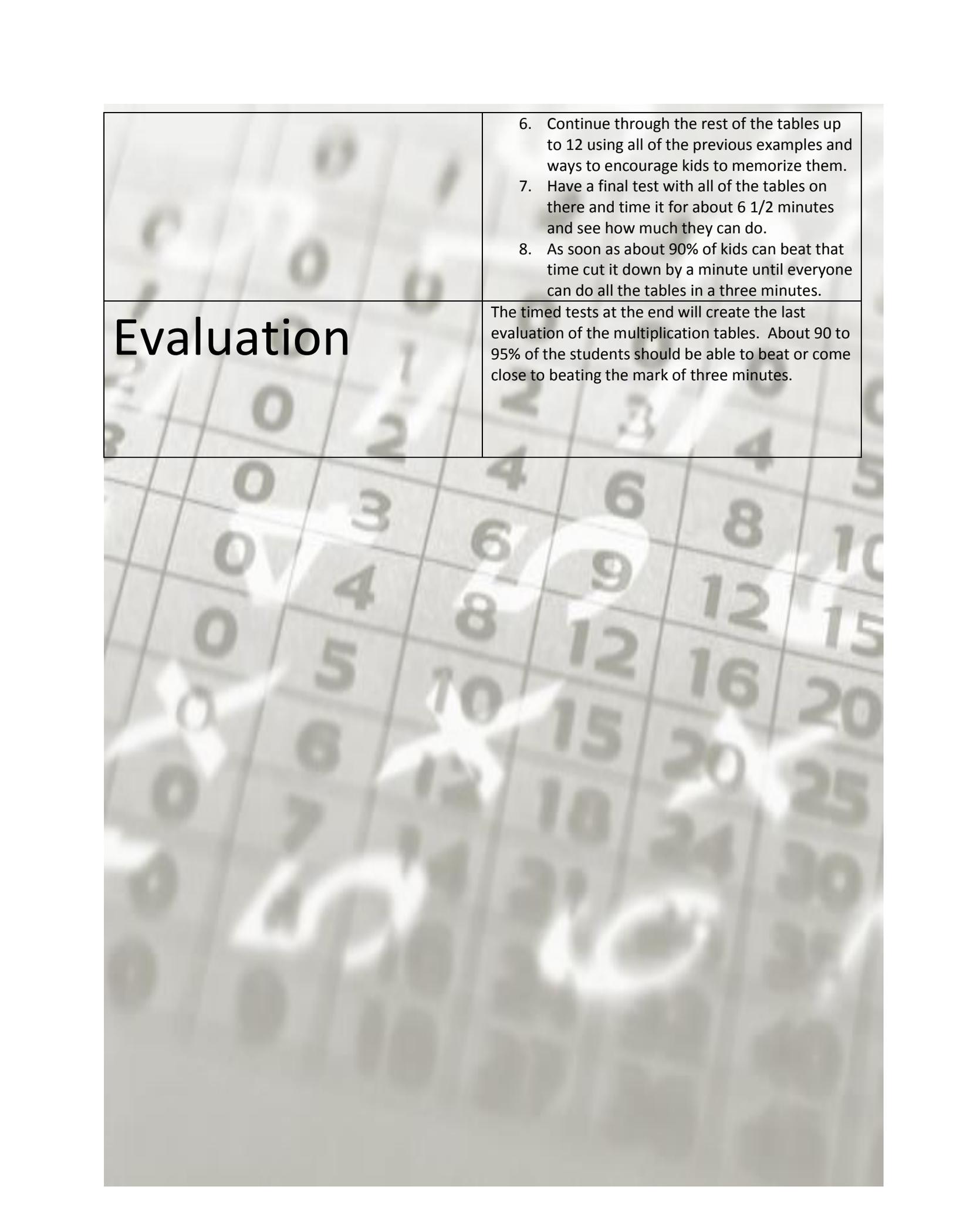


<h1>Overview</h1>	<p>Students will learn the multiplication table by learning tricks, rhymes, and by doing tests every day in order to memorize. The lesson will take about a week or two in order to have the kids memorize the tables well enough.</p>
<h1>Objectives</h1>	<ul style="list-style-type: none"> <li>• Learn the multiplication tables for all numbers</li> <li>• Integrate the use of Prezentit as a tool to for memorizing the tables.</li> </ul>
<h1>Standards</h1> <p>(from iste.org)</p>	<p>Standard 1: Using Prezentit as a teaching and learning tool, students are able to use the technology in a new and creative way.</p> <p>Standard 3: Making a presentation on Prezentit and being able to use it well completes this standard.</p> <p>Standard 5: Creating the presentation in order to promote a new and creative way to make an uninteresting task more fun completes this standard.</p>
<h1>Materials</h1>	<p>For this lesson you will need:</p> <ul style="list-style-type: none"> <li>• An internet capable computer</li> <li>• A presentation made on Prezentit</li> <li>• A projector and screen</li> <li>• Dry Erase boards</li> </ul>
<h1>Procedure</h1>	<ol style="list-style-type: none"> <li>1. Use Prezentit as a tool to have the problems and answers show up.</li> <li>2. Teach students the easier times tables (i.e. 0's, 1's, 2's, 5's, and 10's)</li> <li>3. Take tests, have games, and other competitive activities to create a quicker memorization time for students. Make sure about 85% of the class knows them before going on to the next step.</li> <li>4. Teach students harder tables (i.e. 3's, 4's, 7's, and 8's) find tricks rhymes other things that might help, while still incorporating games and competitions.</li> <li>5. With the presentation, teach the 9's hand trick. Starting with the left pinky finger put the number finger down that you are multiplying (i.e. 9x3 put down left middle finger to create two and seven which makes the answer 27.)</li> </ol>

- 
6. Continue through the rest of the tables up to 12 using all of the previous examples and ways to encourage kids to memorize them.
  7. Have a final test with all of the tables on there and time it for about 6 1/2 minutes and see how much they can do.
  8. As soon as about 90% of kids can beat that time cut it down by a minute until everyone can do all the tables in a three minutes.

## Evaluation

The timed tests at the end will create the last evaluation of the multiplication tables. About 90 to 95% of the students should be able to beat or come close to beating the mark of three minutes.