

## “Ready, Set, Multiply”

### Objective:

By the end of the activity, the students will be able to:

- Find the least common multiples with ease and speed.

### Materials:

- “LCM Scoreboard” activity sheet
- Number cubes (2 per player)
- Pencils

### Teacher Preparation:

- Copy the “LCM Scoreboard” activity sheet.
- Group students into pairs.

### Directions:

If needed, model the game for the students. As the students play, analyze their multiples to observe strengths and weaknesses. Ask probing questions throughout the game.

1. Each player rolls his or her own number cube.  
Write your number in one box and your partner’s in the other.
2. Find their least common multiple.
3. Once both players have finished, compare answers and award points.
  - 1 Point: The player who finished first
  - 2 Points: The correct answer
  - 1 Point: Showing how to get the correct answer
4. The first player to score 9 points is the winner.

### Question(s):

- [Student Name], did your partner find a match? Why? Why not?
- [Student Name], how do you know your cards are a match?

### South Carolina College- and Career-Ready Standards for Mathematics:

6.NS.4 Find common factors and multiples using two whole numbers.

### Extensions:

- You may have the activity done using a spinner or numbered cards instead of number cubes.
- You can change the number for the final score to a higher amount.
- Replace the number cubes with fraction cards and have the students perform a particular operation.

# LCM Scoreboard

	TIME	
HOME	11:07	VISITOR
<input type="text"/>		<input type="text"/>

**Direction:** Each player rolls two number cubes. Find the least common multiple of your two cubes.

Cube #1	Cube #2	Least Common Multiple
<input type="text"/>	<input type="text"/>	<input type="text"/>

Cube #1	Cube #2	Least Common Multiple
<input type="text"/>	<input type="text"/>	<input type="text"/>

Cube #1	Cube #2	Least Common Multiple
<input type="text"/>	<input type="text"/>	<input type="text"/>

Cube #1	Cube #2	Least Common Multiple
<input type="text"/>	<input type="text"/>	<input type="text"/>