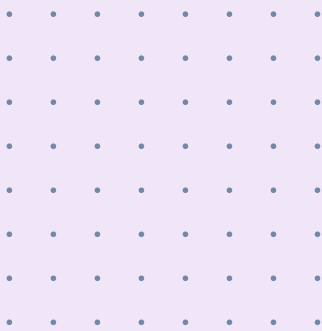


GAME COUNTERS TIMES AND SHARE LINK

- 1 Set out 2 rows of 5 counters for a board game.
- 2 Multiply the groups: $2 \times 5 = 10$ counters in all.
- 3 Share the 10 counters back into 2 equal groups to undo it.
- 4 Each group has 5: so $10 \div 2 = 5$ uses the same three numbers.

WARM-UP

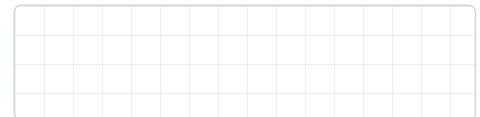
Ring equal rows on the dot lattice to build each array and write its facts.



1. Ring 6 rows of 8 dots and write the times and share facts for total 48
2. Ring 3 rows of 4 dots and write the times and share facts for total 12
3. Ring 5 rows of 4 dots and write the times and share facts for total 20

PRACTICE

- 1 In a playground game the children stand in 7 rows of 8. How many children are playing?
- 2 Share 10 play bricks into 2 equal piles for a building game. How many bricks in each pile?
- 3 A card game has 9 piles with 7 cards in each pile. How many cards are used?
- 4 Deal 12 game tokens into 3 equal teams for a race. How many tokens does each team get?



? ALWAYS, SOMETIMES, NEVER

Always, sometimes or never true? Write A, S or N.

- | | |
|---|---|
| a. A times fact and its matching share fact use the same three numbers. <input type="text"/> | c. The link between multiplying and dividing only works for even totals. <input type="text"/> |
| b. Sharing a total into equal groups undoes the times fact that made that total. <input type="text"/> | d. Two different times facts use the same three numbers. <input type="text"/> |

IRISH FACT Fifteen on a GAA team

A hurling or Gaelic football team fields 15 players — the same as 3 groups of 5, or $5 + 5 + 5$.

GAA



REFLECT Can a times fact help you solve a sharing problem? When does that work best?



$x y$



ALGEBRA



$x y$

