

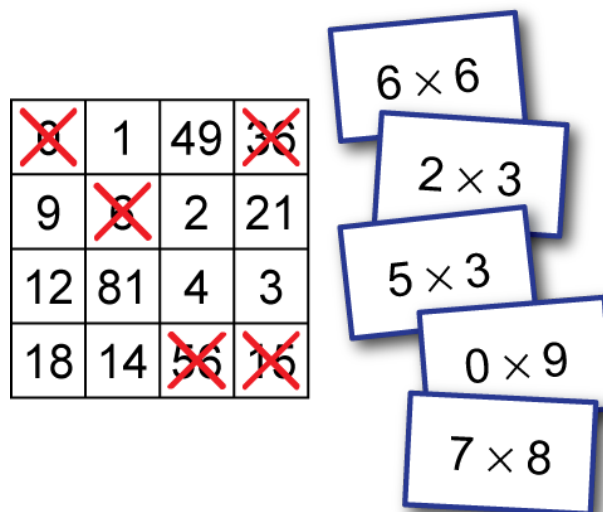
OVERVIEW

052 Multo: Better than bingo!

Summary

Multo is a game using multiplication facts to complete a row, column, diagonal or corners of an individually designed game grid. The design of the grid becomes more sophisticated as students consider probabilities of outcomes in order to achieve an optimum result.

The accompanying software is essential. It allows students to compete against each other, and to run multiple trials to test the effectiveness of different grid designs.



Resources

- Teacher notes (includes the lesson, pedagogical pointers, information on the software, and practical hints)
- One set of *Multo* cards (supplied as a pdf)
- One page of *Multo* grids for each student/group (supplied as pdf)
- *Multo: Which one wins?* Assessment item, as many as required (supplied as pdf; optional)
- *Multo* software

AC:M content strands

number	algebra	measurement	geometry	statistics	probability
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Year levels

F	1	2	3	4	5	6	7	8	9	10	11	12
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Related lessons

- 186 Addo
- 156 Chart strategies
- 84 Number charts
- 97 Tackling times tables