

Integer Product Game

Instructions

The rules for the Integer Product Game are similar to the rules for the Product Game from Grade 6. You can fill in names for the players before starting the game.

- Player 1 puts a marker on a number in the factor list. No space on the product grid fills in with Player 1's color because only one factor has been marked; it takes two factors to make a product.
- Player 2 puts the other marker on any number in the factor list (including the same number marked by Player 1). The space on the product grid containing the product of the two factors marked is colored in with Player 2's color.
- Player 1 moves *either one* of the markers to another number and the new product is filled in with Player 1's color.
- Each player, in turn, moves a marker and the space with the product is marked with the proper color. If a product is already colored, the player does not get a mark for that turn. The winner is the first player to mark four spaces in a row -- up and down, across, or diagonally.

-36	-30	-25	-24	-20	-18
-16	-15	-12	-10	-9	-8
-6	-5	-4	-3	-2	-1
1	2	3	4	5	6
8	9	10	12	15	16
18	20	24	25	30	36

factors

-6	-5	-4	-3	-2	-1	1	2	3	4	5	6
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