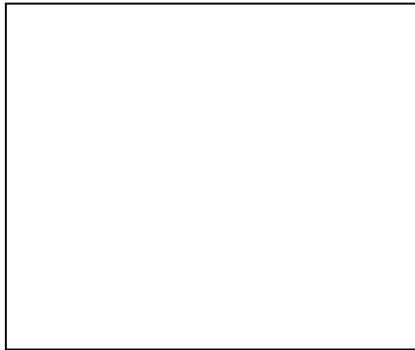
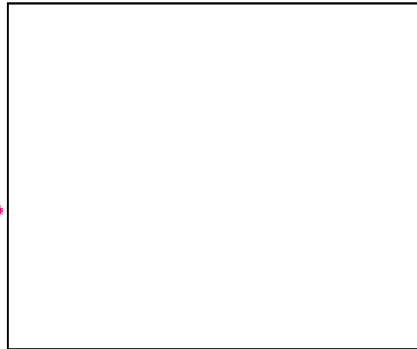


Musical Tables

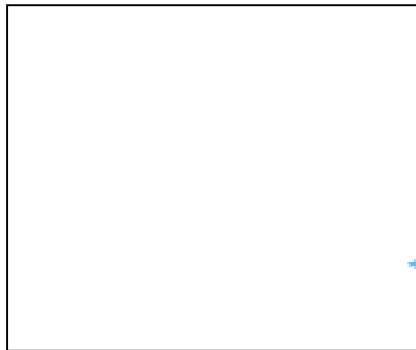
x3
































x5



x2



 3 	 6 	 9 
 12 	 15 	 18 
 21 	 24 	 27 
 30 	 33 	 36 
 39 	 42 	 45 

 5 	 10 	 15 
 20 	 25 	 30 
 35 	 40 	 45 
 50 	 55 	 60 
 65 	 70 	 75 

	2 	4 	6 
	8 	10 	12 
	14 	16 	18 
	20 	22 	24 
	26 	28 	30 

A decorative banner for the 'Musical Tables' game. The title 'Musical Tables' is written in a large, blue, bubbly font with a red outline. The background features a stylized musical staff with a treble clef and a single note. The background is divided into horizontal bands of pink, orange, and blue.

Instructions:

Shuffle cards and leave them in a bag or place in a stack on the table. Players take turns to choose a card and decide which group it belongs in ($\times 2$, $\times 3$ or $\times 5$ tables). Is it divisible by 2, 3 or 5? Some may be divisible by more than 1 number, and in that case, players may choose where it goes. The player who places the third card in any group takes that pile of cards. The player who collects the most cards during the game is the winner. ***This game includes 9 numbers higher than the 12 times tables which can be used to promote problem solving by students as they mentally calculate the possibilities. These cards can be omitted if extension work is not needed.**

©theclassroomkit.com