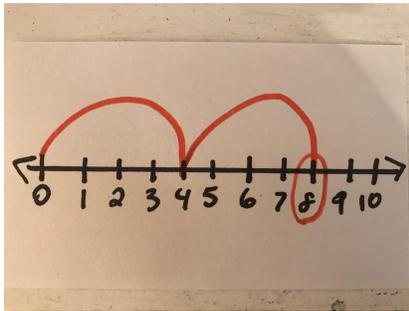


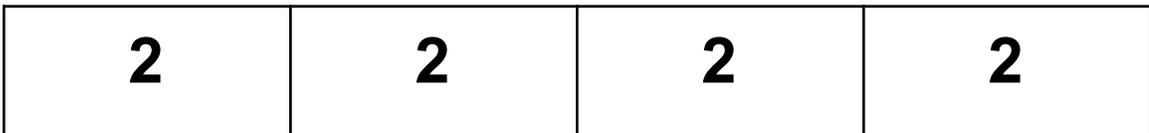
Review Sheet

- 1) When multiplying, the number of groups is **always** our first **factor**. So, in 4×6 , **4 is the number of groups we have**.
- 2) **Factors** are the numbers that are being multiplied. So, in $4 \times 6 = 24$, 4 and 6 are our factors.
- 3) The **product** is the answer in a multiplication problem. So, in $4 \times 6 = 24$, 24 is our product.
- 4) We can use things such as **number lines, models, and arrays** to help us answer multiplication problems.
- 5) When using a **number line**, the number of groups (first factor) is going to be the number of jumps or skips we take on the number line. The number in each group (second factor) is going to be the number that we jump by on the number line. So $2 \times 4 = 8$ would look

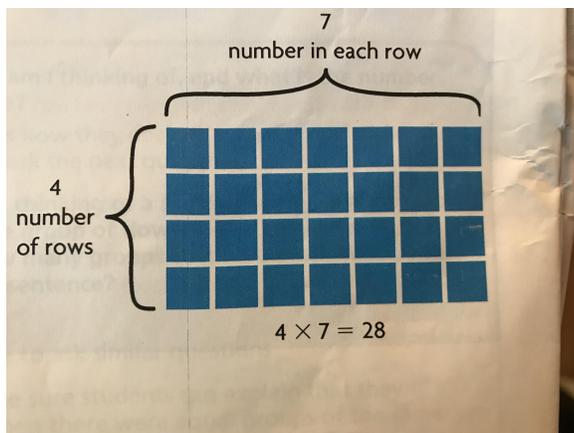


like this:

- 6) You can also use **models and diagrams**. When doing this, each box is one of our groups. The number in each group is the number inside of the box. So, 4×2 would look like this:



- 7) Another type of model is an **array**. An **array has rows and columns**. Each row is a group. How many are in each row tells us how many we have in each group. Rows go from side to side (to the side), and columns go up and down. So, $4 \times 7 = 28$ would look like



this:

- 8) **The Commutative Property of Multiplication** is a fancy way of saying that if you change the order of the factors in a multiplication sentence, you will still get the same answer. So, $4 \times 2 = 8$ and $2 \times 4 = 8$.
- 9) **The Identity Property** is a fancy way of saying that any factor multiplied by 1 equals that factor. So, $4 \times 1 = 4$, $5 \times 1 = 5$, $1 \times 7 = 7$, $100 \times 1 = 100$.
- 10) **The Zero Property** states that any number multiplied by zero equals zero. So, $4 \times 0 = 0$, $7 \times 0 = 0$, $0 \times 9 = 0$.