Tricks for Learning Multiplication Facts

Turn Around Rule:

If you know 2x3=6, then you know the turn around fact 3x2=6 due to the Commutative Property of Multiplication.

Multiplying by O:

Any number times 0 equals 0.

Example: 6x0=0

Multiplying by 1:

Any number times I equals that number.

Example: 6x1=6

Multiplying by 2:

Count by 2's or double the number.

Example: 6x2=? Double 6 equals 12.

Multiplying by 3:

Count by 3's.

Remember the song: 3 is a Magic Number, yes it is! 3, 6, 9, 12, 15, 18, 21, 24, 27, 30

Multiplying by 4:

Double, double.

Example: 6x4=? Pouble 6 equals 12, double 12 equals 24.

Multiplying by 5:

Count by 5's or use the half rule. Half rule: Multiply by 10, then take half.

Example: 7x5=? 7x10 is 70, half of 70 is 35.

Multiplying by 9:

Use the finger trick taught in class or use patterns of 9. Patterns of 9: The sum of the digits always equal 9. So, start by taking one less than the factor. The remaining digit will get you to the sum of 9.

Example: 8x9=? One less than 8 is 7. 7+2=9. So 8x9=72.

Multiplying by 10:

Any number times 10 equals that number with a zero on the end. Example: 8x10=80

Because of the Turn Around Rule, you only need to memorize the following facts when multiplying by 6, 7, or 8:

6x6=36

6x7=42

6x8=48

7×7=49

7x8=56

8x8=64