



# Catch the Mouse Seven Times Table Game

\*\*Use a wooden cube and write the numerals 4 through 9 on each side. Each player takes a turn rolling the die and multiplying by 7.

\*\*The object is to try to catch the most mice by placing two of your own markers on a mouse to capture it.

\*\*Let's say you roll a 4. Multiply that by 7 and place a marker on the 28 mouse. The next player rolls. If there is just one marker on the mouse they can bump the other player's marker off the mouse. If their own marker is on that mouse and they place a second marker, then that mouse has been captured.

\*\*The game ends when all mice are caught. The winner is the player who has caught the most mice.

Made by Liesl at [homeschoolden.com](http://homeschoolden.com)



