



## Math Game -- learning multiplication (1-6) \* (7-12)

S Senjak

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### Summary

This is a very tactile math game to help children learn and reinforce simple mathematics.



18.60 hrs



1 pcs



0.15 mm



0.40 mm



PLA



198 g



Prusa  
MK3/S/S+

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This is a very tactile math game to help children learn and reinforce simple mathematics. You will need a 'normal' six sided die and a six sided die that has the numbers from 7-12. Take turns rolling the dice and capturing squares. If you can't find an empty square with the number you rolled, you have to pass. Game ends when the board is full, all players have passed, or people aren't having fun.

You will need additional markers to keep track of captured squares, you can use either colored 16mm six sided dice, or 16mm blank dice. These are easily found on Amazon.

Course, you could also make and print some 16mm cubes and dice, all of which are available elsewhere!

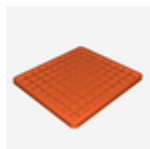
## Print instructions

You can print this in multiple colors as I did, or print it in one color and then paint it later. I used eSun PLA+ filament in Blue, White, Blue, Grey and a final Blue. Pick colors that the child loves, be sure that the layers below the numbers and the numbers are highly contrasting.

## Model files

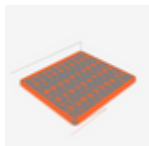


**shelly-math-board-v3.3mf**



**shelly-math-board-v3.stl**

## Print files



**blue-white-blue-grey-blue-shelly-math-board-v3.gcode**

🌀 PLA 🌀 0.40 mm 🌀 0.15 mm 🕒 18.60 hrs 📊 198 g 🖨️ Prusa MK3/S/S+

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