## Chapter 4 - Multiplication Facts and Strategies \& Chapter 5 - Use of Multiplication Facts

Array - An arrangement of objects in rows and columns.

## Example:

$3 \times 4=12$

Associative Property of Multiplication - The property that states that you can group addends in different ways and still get the same sum.

## Example:

$4+(2+5)=11$ and
$(4+2)+5=11$

Commutative Property of Multiplication - The property that states that you can multiply two factors in any order and get the same product.

## Example:

$2 \times 4=8$
$4 \times 2=8$

## Example:

$$
5 \times(10+6)=(5 \times 10)+(5 \times 6)
$$

Distributive Property of Multiplication - The property that states that multiplying a sum by a number is the same as multiplying each addend by the number and then adding the products.

Equation - A number sentence that uses the equal sign to show that two amounts are equal.
Examples:

$$
\begin{gathered}
3+7=10 \\
4-1=3 \\
12+n=21
\end{gathered}
$$

Factor - A number that is multiplied by another number to find a product.
Examples:

$4 \times 7=28 \quad$| 4 |
| ---: |
| $\times 7$ |
| 28 |

The factors are 4 and 7 .

Identity Property of Multiplication - The property that states that the product of any number and 1 is that number.

## Example:

$5 \times 1=5$
$1 \times 8=8$

Multiple - A number that is the product of a given number and a whole number.

## Example:

| 10 | 10 | 10 | 10 |
| ---: | ---: | ---: | ---: |
| $\times 1$ | $\times 2$ | $\times 3$ | $\frac{\times 4}{}$ |
|  |  |  |  |
| 10 |  | multiples of 10 |  |

Pattern - An ordered set of numbers or objects; the order helps you predict what will come next.

Examples:
$2,4,6,8,10$

Place value - The value of each digit in a number, based on the location of the digit.


Product - The answer in a multiplication problem.
Example:

$$
3 \times 8=24
$$

$$
\uparrow
$$

product

