

ÉDITIONS
LOISIRS
ET PÉDAGOGIE

apprendre

—
Le jeu des tables de multiplication

Das Einmaleins-Spiel

The multiplication game

Quanto

Quanto



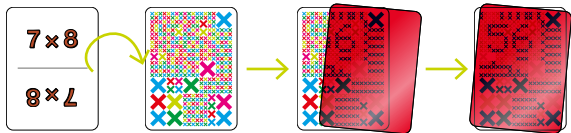
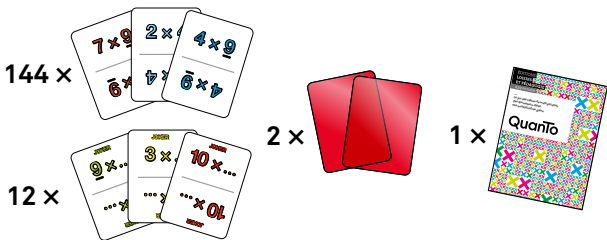
Apprendre et réviser les tables de multiplication de 1 à 12 de façon ludique.



Das Einmaleins von 1 bis 12 auf spielerische Art erlernen.



A fun way to learn and practice multiplication tables from 1 to 12.



Quanto

What is Quanto?

Quanto is a fun way learn and practice multiplication tables from 1 to 12. It is an ideal game to play in the family and in schools.



Who is it for?

Initially designed to help young people with learning difficulties, Quanto is a game that anyone can enjoy.

How is Quanto different from other multiplication games?

Quanto has a fun-based approach which complements school learning methods. The cards have large, easy-to-read numerals which allow users to learn at their own pace and in their own way, whatever their learning difficulties.

Who can play?

Anyone who is learning their multiplication tables can play. Quanto can be played by one player or up to 10 players.

Game contents

- 144 cards with the multiplication tables from 1 to 12
- 12 joker cards
- 2 magic cards (transparent red filter) which show the result of each multiplication on the reverse of the card

How to play

1. Classic game

Whoever gets all the cards is the winner

- All cards are shuffled. The same number of cards is dealt face down to each player (for example 20 cards per player for a four-player game, lasting about 20 minutes).
- Each player arranges his cards in a pile, face down.

- All players turn over the top card of their pile at the same time and lay it on the table.
- The player with the highest result wins the round, picking up all the cards and placing them under their pile.
- The game ends when one player has collected all the cards.

Note:

- > The joker card allows players to choose the number value that will give them the highest result.
- > In the case of two results of equal value, there is a play-off. On each of the cards, players first place one card face down, then one card face up. The highest result wins the round.

Variant

- > A time limit can be set for each game. The winner is the player with most cards when the time is up.

2. Targeted learning

Play with selected cards

- Cards are chosen according to the level of the players (e.g. only tables 1 to 5).

3. Speed-up

Multiply and add

- The result of each calculation equals the number of points on each card. The game ends when a player reaches 400 points.

4. Mental arithmetic

Mental agility game (for advanced players)

- The winner of each round is the player who identifies and announces the highest result first (regardless of which player laid the card).

5. Mini-games

Find as many results as possible in one minute

- The first player lays a pile of 20 cards face down on the table.
- The player has one minute to draw cards, one at a time, and announce the result, while another player checks the results. The player forms two piles: one with correct results, the other with incorrect results. At the end, the number of correct cards is counted.
- Each player takes turns at doing the same. The winner is the player with the most cards.

Note

> This game shows which multiplication tables need further revision.

6. Reverse calculations

Work out the multiplication based on the result

- All the cards are shuffled and placed face down in a pile.
- The magic card is placed on the top card and the result is revealed.
- The first player who finds a multiplication pair (between 1 and 12) that corresponds to the result wins the card.

Variation

> A time limit can be set to make the challenge harder.

7. Number hunt

Be the first to pick out the right card

- Lay some or all of the cards face up on the table.
- One player announces a value between 2 and 144.
- The aim of the game is to find the corresponding calculation as quickly as possible.

- The player who finds the correct card first is awarded one point.
- If the stated value is not one of the results of the 12 multiplication tables, the first player to say “Impossible!” is awarded one point.
- If the card with the corresponding calculation exists, but is not on the table, the player announces a different value.
- The winner is the first player to reach 15 points.

There are many other ways to play. You can also invent your own rules. More variants and teaching ideas available on www.quanto-game.ch

The origin of Quanto

Quanto is the brainchild of *Le Repuis*, a specialist vocational training centre in Grandson, Switzerland. The first version of this card game was developed within the centre in 2012. The pupils of *Le Repuis* were an integral part of the project. They chose the name and also helped to develop different game variants in association with education specialists.

About *Le Repuis*

Le Repuis supports young learners through individual tutoring. *Le Repuis* aims to develop the link between theoretical and practical knowledge. *Le Repuis* makes learning easier and promotes social and professional independence in young people.

X	1	2	3	4	5	6	7	8	9	10	11	12
1	1	2	3	4	5	6	7	8	9	10	11	12
2	2	4	6	8	10	12	14	16	18	20	22	24
3	3	6	9	12	15	18	21	24	27	30	33	36
4	4	8	12	16	20	24	28	32	36	40	44	48
5	5	10	15	20	25	30	35	40	45	50	55	60
6	6	12	18	24	30	36	42	48	54	60	66	72
7	7	14	21	28	35	42	49	56	63	70	77	84
8	8	16	24	32	40	48	56	64	72	80	88	96
9	9	18	27	36	45	54	63	72	81	90	99	108
10	10	20	30	40	50	60	70	80	90	100	110	120
11	11	22	33	44	55	66	77	88	99	110	121	132
12	12	24	36	48	60	72	84	96	108	120	132	144