

# Factor Bingo

## Home Link 8-5

NAME \_\_\_\_\_

DATE \_\_\_\_\_

TIME \_\_\_\_\_

**Family Note** Today your child learned to play *Factor Bingo* to practice identifying factors of products. When the circled products on the game mat form a row, column, or diagonal, your child can call *Bingo!*

**Please return this Home Link to school tomorrow.**

Look for a product for each factor in the table below on the *Factor Bingo* game mat. Circle the product on the game mat and record it next to the factor in the table. You can only use each product on the game mat one time. Explain to someone at home how you chose that product. For example, 2 is a factor of 6 because  $2 \times 3$  equals 6. Call out *Bingo!* if you get five products in a row, column, or diagonal.



Factor	Product
2	6
5	_____
3	_____
10	_____
4	_____
7	_____
3	_____
2	_____
9	_____
5	_____
4	_____
8	_____

<i>Factor Bingo</i> Game Mat				
10	8	11	24	23
38	40	6	35	27
21	20	15	90	75
28	17	31	36	45
16	12	18	9	60