# **Mental Math: Squaring 2-digit numbers**

This one may take a little practice because there are a few steps...

Step	Example	
	77 <u>X 77</u>	
Add or subtract to get to the nearest multiple of 10.	77 + 3 = 80	
Add or subtract that same amount to find the number the same distance "on the other side" of the number to be squared.	77 – 3 = 74	
Multiply those two results.	74 X 80 = 5920	
Square the number you added/subtracted and add it to the product above.	3 X 3 = 9 5920 + 9 = 5929	

## **Practice**

14 <sup>2</sup>	<b>27</b> <sup>2</sup>	65 <sup>2</sup>	89 <sup>2</sup>	98 <sup>2</sup>
31 <sup>2</sup>	41 <sup>2</sup>	59 <sup>2</sup>	26 <sup>2</sup>	53 <sup>2</sup>
21 <sup>2</sup>	64 <sup>2</sup>	42 <sup>2</sup>	55 <sup>2</sup>	75 <sup>2</sup>

### **Answers to practice:**

14 <sup>2</sup> = 196	27 <sup>2</sup> = 729	65 <sup>2</sup> = 4225	89 <sup>2</sup> =7921	98 <sup>2</sup> = 9604
31 <sup>2</sup> = 961	41 <sup>2</sup> = 1641	59 <sup>2</sup> = 3481	26 <sup>2</sup> = 676	53 <sup>2</sup> = 2809
21 <sup>2</sup> = 441	64 <sup>2</sup> = 4096	42 <sup>2</sup> = 1764	55 <sup>2</sup> = 3025	75 <sup>2</sup> = 5625

#### **Race to 1000**

#### Materials needed:

- 2 10-sided dice
- Dry erase markers/erasers

### To play:

	Example
Player 1 rolls the 2 dice and uses the result to make a 2-digit number	58
The player squares the number	58 X 58 = 3364
Player 1 choses a 2-digit number from the square and adds it to his/her running total on the white board. Player 2 adds the other 2-digit number to his/her running total. (If the square only has 3 digits, player 2 would only get a 1-digit number.)	Player 1 – 64 Player 2 – 33
Player 2 takes a turn	
First player to reach 1000 wins	