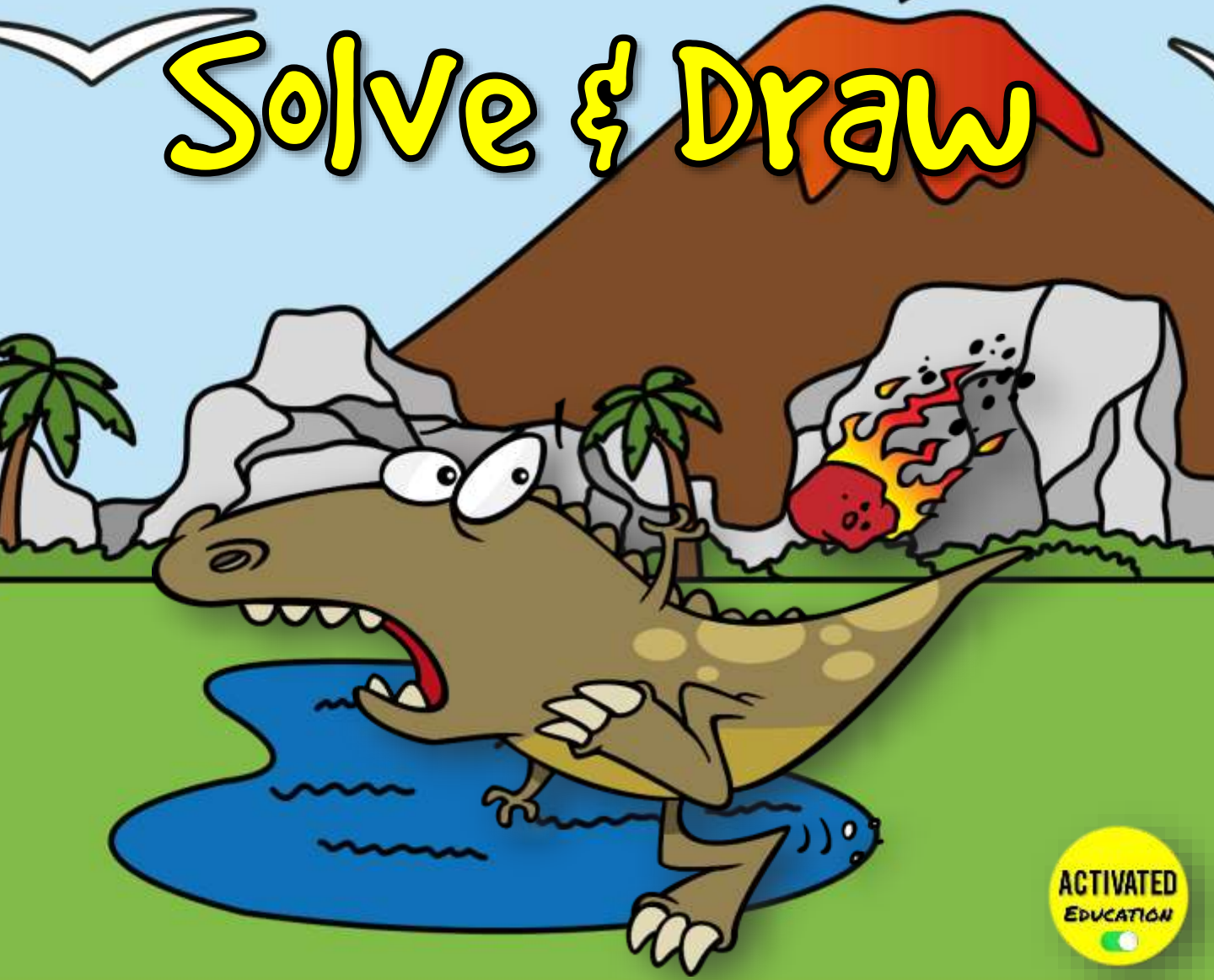


PREVIEW FILE

# LEAST COMMON MULTIPLES & GREATEST COMMON FACTORS

## Solve & Draw

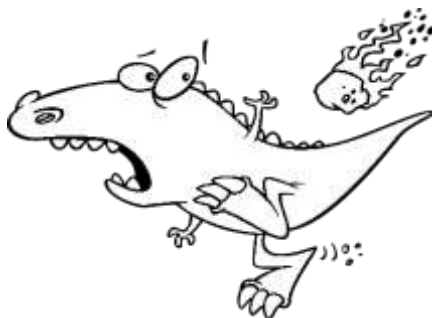


# ***LEAST COMMON MULTIPLE & GREATEST COMMON FACTORS***

Solve & Draw

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# ***LEAST COMMON MULTIPLE & GREATEST COMMON FACTORS***

**Solve & Draw**

## **DIRECTIONS**

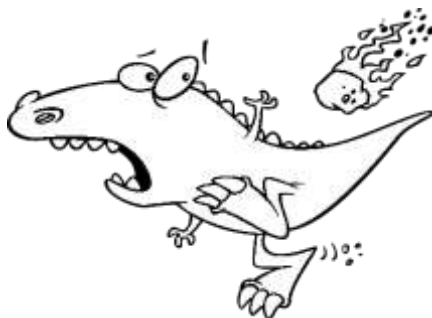
Solve and Draw no-prep printables for are an easy, no-prep way to make practicing finding the least common multiple and the greatest common factor more engaging. This resource may be used as a fun quiz or review and works well as a center/station, homework, or morning work.

### **How Solve & Draw Activities Work**

Students simply solve the problems and add to the drawing based on their answers. They will be directed in what to draw but may use their own creativity and style to decide how to draw it.

Drawing is no-prep because it can be done with the student's normal writing utensil (pen or pencil). You may choose to allow colored pencils, crayons, or markers but they are not required. This works well as a homework option for families who may not have those supplies to offer.

An optional challenge page is included that can be copied on the back of the worksheet – this gives students an extension opportunity by asking them to write a new LCM/GCF problem that fits one of the incorrect drawing prompts or to write a new LCM/GCF and their own drawing prompts.



Find the missing factors and add to the drawing.

Factors of 6: 1, 2, 3, 6

☐ If the missing factor is 4, draw a lunch tray with a slice of pizza on the table.

☐ If the missing factor is 3, draw a lunch tray with an apple and a box of milk on the table.

Factors of 22: 1, 2, 11, 22

☐ If the missing factor is 11, draw a bowl of apples on the table.

☐ If the missing factor is 2, draw another dinosaur standing by the table.

Factors of 18: 1, 2, 3, 6, 9, 18

☐ If the missing factor is 9, draw a napkin on the table.

Find the greatest common factor for each pair of numbers and add to the drawing.

Factors of 30: 1, 2, 3, 5, 6, 10, 15, 30

☐ If the missing factor is 4, draw a recycling and garbage can at the end of the table.

☐ If the missing factor is 5, draw a lunchbox on the original dinosaur's left hand.

Factors of 20: 1, 2, 4, 5, 10, 20

☐ If the missing factor is 3, draw a sign on the wall that says "Cafeteria".

☐ If the missing factor is 4, draw a trash can on the floor.

Factors of 42: 1, 2, 3, 6, 7, 14, 21, 42

☐ If the missing factor is 14, draw a clock on the wall.

☐ If the missing factor is 15, draw a clock on the wall.

Find the missing factor and add to the drawing.

Factors of 39: 1, 13, 39

☐ If the missing factor is 3, draw a teapot on the counter.

☐ If the missing factor is 6, draw a tea cup on the table.

Factors of 21: 1, 3, 7, 21

☐ If the missing factor is 6, draw two more scales on the original dinosaur table.

☐ If the missing factor is 7, draw a book on the table.

Factors of 16: 1, 2, 4, 8, 16

☐ If the missing factor is 6, draw a vase of flowers on the counter.

☐ If the missing factor is 4, draw a pattern on the tile floor.

Find the GCF of 12 and 6

Factors of 12: 1, 2, 3, 4, 6, 12

Factors of 6: 1, 2, 3, 6

☐ If the GCF is 6, draw a dinosaur playing with a beach ball.

☐ If the GCF is 4, draw another dinosaur surfing.

Find the GCF of 10 and 22

Factors of 10: 1, 2, 5, 10

Factors of 22: 1, 2, 11, 22

☐ If the GCF is 2, draw another surfboard in the sand.

☐ If the GCF is 10, draw a coconut on the tree.

Find the GCF of 12 and 27

Factors of 12: 1, 2, 3, 4, 6, 12

Factors of 27: 1, 3, 9, 27

☐ If the GCF is 1, draw a crab by the water.

☐ If the GCF is 3, draw a sailboat in the water.

Find the GCF of 18 and 20

Factors of 18: 1, 2, 3, 6, 9, 18

Factors of 20: 1, 2, 4, 5, 10, 20

☐ If the GCF is 2, draw a seagull sitting on the beach.

☐ If the GCF is 6, draw the sun in the sky.

Find the GCF of 15 and 6

Factors of 15: 1, 3, 5, 15

Factors of 6: 1, 2, 3, 6

☐ If the GCF is 3, draw a sandcastle on the beach.

☐ If the GCF is 4, draw a shark fin in the water.

Find the GCF of 18 and 45

Factors of 18: 1, 2, 3, 6, 9, 18

Factors of 45: 1, 3, 5, 9, 15, 45

☐ If the GCF is 3, draw a dinosaur eating a popsicle.

☐ If the GCF is 9, draw waves in the water.

Find the greatest common factor for each pair of numbers and add to the drawing.

Name: \_\_\_\_\_



4, 8  
GCF =

- ☐ If the GCF is 1, draw a soccer ball in front of the dinosaur.
- ☐ If the GCF is 4, draw another dinosaur jump roping.

14, 16  
GCF =

- ☐ If the GCF is 7, draw another cloud in the sky.
- ☐ If the GCF is 2, draw the sun in the sky.

12, 20  
GCF =

- ☐ If the GCF is 12, draw two pterodactyls in the sky.
- ☐ If the GCF is 4, draw a raptor on the swing.

20, 10  
GCF =

- ☐ If the GCF is 2, draw stegosaurus by the seesaw.
- ☐ If the GCF is 10, draw a soccer ball in the sky.

21, 3  
GCF =

- ☐ If the GCF is 3, draw a triceratops on the merry-go-round.
- ☐ If the GCF is 1, draw shoes on the original dinosaur.

6, 12  
GCF =

- ☐ If the GCF is 3, draw a dinosaur on the merry-go-round.
- ☐ If the GCF is 6, draw a hopscotch on the swing.

24, 6  
GCF =

- ☐ If the GCF is 3, draw a sandbox beside the swings.

5, 15  
GCF =

- ☐ If the GCF is 5, draw a dinosaur on the swing.
- ☐ If the GCF is 3, draw a soccer ball in the sky.

Find the greatest common factor for each pair of numbers and add to the drawing.

Name: \_\_\_\_\_



124, 302  
GCF =

- ☐ If the GCF is 20, draw a rug under the dinosaur.
- ☐ If the GCF is 2, draw a dog laying on the floor beside the bed.

60, 159  
GCF =

- ☐ If the GCF is 6, draw a book next to the vase.
- ☐ If the GCF is 3, draw a radio next to the vase.

96, 168  
GCF =

- ☐ If the GCF is 24, draw polka dots on the curtains.
- ☐ If the GCF is 12, draw another flower in the vase.

352, 550  
GCF =

- ☐ If the GCF is 11, draw a poster on the door.
- ☐ If the GCF is 22, draw a second hand on the clock.

160, 110  
GCF =

- ☐ If the GCF is 100, draw a book on the bed.
- ☐ If the GCF is 10, draw a backpack on the floor.

72, 108  
GCF =

- ☐ If the GCF is 36, draw a teddy bear on the bed.
- ☐ If the GCF is 18, draw a teddy bear on the floor next to the original dog.

204, 176  
GCF =

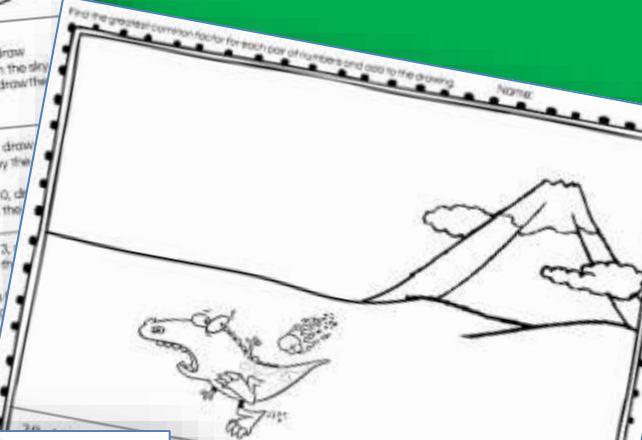
- ☐ If the GCF is 4, draw a pair of shoes on the floor.
- ☐ If the GCF is 2, draw a pair of socks on the floor.

84, 144  
GCF =

- ☐ If the GCF is 6, draw a pair of socks under the bed.
- ☐ If the product is equal to the GCF is 12, draw polka dots on the blanket.

Find the greatest common factor for each pair of numbers and add to the drawing.

Name: \_\_\_\_\_



GCF is 12, draw more on the dinosaur's

44, 66  
GCF =

- ☐ If the GCF is 22, draw 2 more meteors.
- ☐ If the GCF is 44, draw 2 more meteors.

GCF is 4, draw more in the dinosaur.

GCF is 18, draw trees on the volcano.

75, 45  
GCF =

- ☐ If the GCF is 25, draw 1 more dinosaur running.
- ☐ If the GCF is 15, draw 2 more dinosaurs running.

GCF is 12, draw trees on the volcano.

GCF is 18, draw lava in the volcano.

84, 14  
GCF =

- ☐ If the GCF is 6, draw a pterodactyl flying away from the volcano.
- ☐ If the GCF is 14, draw a bird flying away from the volcano.

GCF is 18, draw lava in the volcano.

GCF is 18, draw lava in the volcano.

76, 32  
GCF =

- ☐ If the GCF is 4, draw a geyser of steam on the ground.
- ☐ If the GCF is 8, draw a pond of boiling water on the ground.

GCF is 18, draw lava in the volcano.

GCF is 18, draw lava in the volcano.



## Challenge Page

### Challenge #1:

Choose a drawing prompt that was not correct. Create a new problem that fits the prompt, and add the drawing to the original page.

#### Example:

| Original Problem | Drawing Prompts                                                                                   |                  |
|------------------|---------------------------------------------------------------------------------------------------|------------------|
| 4, 8             | <input checked="" type="checkbox"/> If the GCF is 1, draw a soccer ball in front of the dinosaur. | 9, 20<br>GCF = 1 |
| GCF = 4          | <input checked="" type="checkbox"/> If the GCF is 4, draw another dinosaur jump roping.           |                  |

### Challenge #1 Workspace:

### Challenge #2:

Create a brand new problem and write two new drawing prompts with one correct answer and one incorrect answer.

| New Problem | New Drawing Prompts |
|-------------|---------------------|
|             |                     |

First the missing factors and add to the drawing.

Name: \_\_\_\_\_



Factors of 6: 1, 2, 3, 6

- ☒ If the missing factor is 4, draw a lunch tray with a slice of pizza on the table.
- ☒ If the missing factor is 3, draw a lunch tray with an apple and a box of milk on the table.

Factors of 22: 1, 2, 11, 22

- ☒ If the missing factor is 11, draw a bowl of apples on the table.
- ☒ If the missing factor is 11, draw another dinosaur standing by the table.

Factors of 18: 1, 2, 3, 6, 9, 18

- ☒ If the missing factor is 9, draw a napkin dispenser on the lunch table.
- ☒ If the missing factor is 9, draw a teacher standing in the doorway.

Factors of 30: 1, 2, 3, 5, 6, 10, 15, 30

- ☒ If the missing factor is 4, draw a recycling bin and garbage can at the end of the table.
- ☒ If the missing factor is 5, draw a lunchbox in the original dinosaur's left hand.

Factors of 20: 1, 2, 4, 5, 10, 20

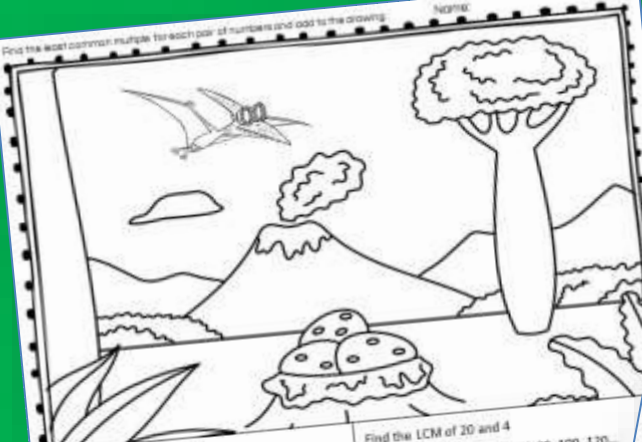
- ☒ If the missing factor is 3, draw a sign on the wall that says "Cafeteria".
- ☒ If the missing factor is 4, draw a spill on the floor.

Factors of 42: 1, 2, 3, 6, 7, 14, 21, 42

- ☒ If the missing factor is 14, draw a dessert you love on the lunch table.
- ☒ If the missing factor is 15, draw a picture with napkins on it on the wall.

Find the least common multiple for each pair of numbers and add to the drawing.

Name: \_\_\_\_\_



Find the LCM of 6 and 9

Multiples of 6: 6, 12, 18, 24, 30, 36...

Multiples of 9: 9, 18, 27, 36...

☐ If the LCM is 12, draw a bow tie on the pterodactyl.

☐ If the LCM is 18, draw shoes on the pterodactyl.

Find the LCM of 12 and 36

Multiples of 12: 12, 24, 36, 48, 60, 72...

Multiples of 36: 36, 72, 108, 144...

☐ If the LCM is 36, draw one more egg in the nest.

☐ If the LCM is 72, draw another nest beside the original nest.

Find the LCM of 2 and 3

Multiples of 2: 2, 4, 6, 8, 10, 12...

Multiples of 3: 3, 6, 9, 12, 15, 18...

☐ If the LCM is 6, draw another polka dot on the volcano.

Find the LCM of 20 and 4

Multiples of 20: 20, 40, 60, 80, 100, 120...

Multiples of 4: 4, 8, 12, 16, 20, 24...

☐ If the LCM is 20, draw a pterodactyl by the original nest.

☐ If the LCM is 40, draw another pterodactyl flying in the sky.

Find the LCM of 21 and 28

Multiples of 21: 21, 42, 63, 84, 105, 126...

Multiples of 28: 28, 56, 84, 112, 140, 168...

☐ If the LCM is 63, draw more steam from the volcano.

☐ If the LCM is 84, draw more lava down the volcano.

Find the LCM of 18 and 24

Multiples of 18: 18, 36, 54, 72, 90, 108...

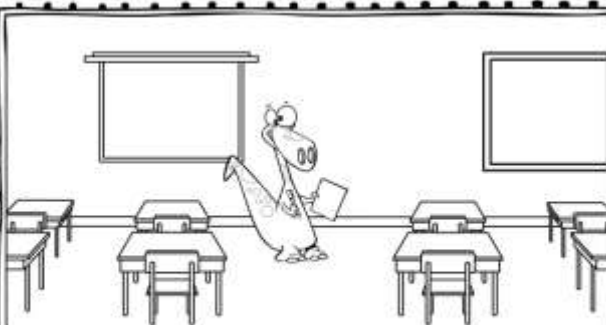
Multiples of 24: 24, 48, 72, 96, 120, 144...

☐ If the LCM is 72, draw another volcano.

☐ If the LCM is 90, draw light on the volcano.

Find the least common multiple for each pair of numbers and add to the drawing.

Name: \_\_\_\_\_



6, 9

LCM =

☐ If the LCM is 6, write "Presentations Today!" on the whiteboard.

☐ If the LCM is 18, draw glasses on the dinosaur.

9, 15

LCM =

☐ If the LCM is 30, draw a teacher standing by the whiteboard.

☐ If the LCM is 45, write today's date on the whiteboard.

18, 3

LCM =

☐ If the LCM is 18, draw a pencil on two of the desks.

☐ If the LCM is 36, draw a dinosaur student sitting at one of the desks.

14, 4

LCM =

☐ If the LCM is 14, draw a tie on the original dinosaur.

☐ If the LCM is 28, draw a book on two of the desks.

16, 12

LCM =

☐ If the LCM is 32, draw a tree outside the window.

☐ If the LCM is 48, draw a tyrannosaurus peeking in the window.

4, 18

LCM =

☐ If the LCM is 18, draw a clock on the wall.

☐ If the LCM is 36, draw a poster on the wall that says "Work Hard, Be Nice".

6, 20

LCM =

☐ If the LCM is 40, draw a science book on the paper the original dinosaur is holding.

☐ If the LCM is 60, write a math equation on the paper the original dinosaur is holding.

15, 3

LCM =

☐ If the LCM is 15, draw three spikes on the original dinosaur's tail.

☐ If the LCM is 30, draw one more desk.

Find the least common multiple for each pair of numbers and add to the drawing.

Name: \_\_\_\_\_



LCM is 32, draw a cat on the rug.  
LCM is 48, draw a dog on the rug.

LCM is 90, draw a sock on the rug.  
LCM is 360, draw a hat by the rug.

LCM is 36, draw a sock on the rug.  
LCM is 72, draw a sock on the rug.

LCM is 16, draw a dinosaur on the rug.  
LCM is 48, draw a dinosaur on the rug.

40, 20, 60

LCM =

☐ If the LCM is 60, draw a desk beside the window.

☐ If the LCM is 120, draw a picture of a bird on the wall.

15, 30, 45

LCM =

☐ If the LCM is 60, draw stripes on the rug.

☐ If the LCM is 90, draw toes on the rug.

90, 30, 20

LCM =

☐ If the LCM is 90, draw a young dinosaur in front of the old dinosaur.

☐ If the LCM is 180, draw glasses on the dinosaur.

16, 12, 4

LCM =

☐ If the LCM is 48, draw a lamp beside the window.

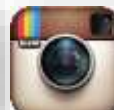
☐ If the LCM is 24, draw a curtain on the window.

# Thank you for previewing!

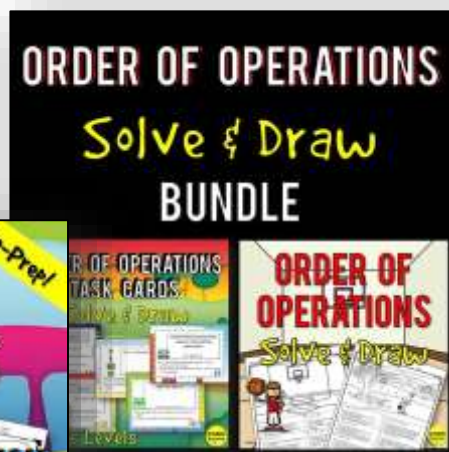
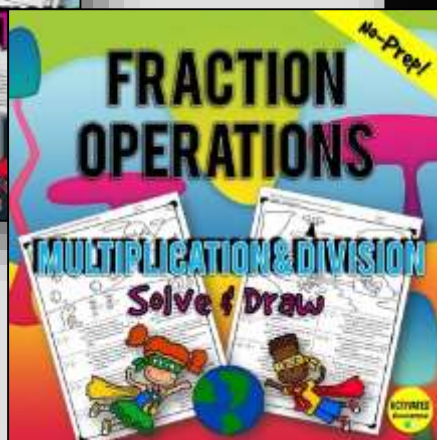
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