Notes for Three In A Row

Level: Grades 1-3

Recommended # of Players: 2

Materials: *Three-in-a-Row* game board, 16 transparent chips (8 each in 2 colors)

Math Skills: Subtraction of 1-digit numbers from 2-digit numbers (11-5)

Mathematical benefits:

Three-In-A-Row supports students who have begun mentally subtracting numbers less than 15. With each turn, children must consider several subtraction problems in order to be able to place their chip in a strategically beneficial spot. Since this game allows students to create their own problem, they must consider the part-whole relationship of numbers. When considering strategy, students will begin with a sum and have to work backwards; effectively thinking about the difference between two numbers. This helps to solidify the concept of subtraction, and aids in overall mathematical fluency.



Three-In-A-Row

Number of Players: Two

Materials:

Three-in-a-Row Board

16 transparent chips, eight each of two colors

- 1. Players each take all the chips of one color.
- 2. Players decide who will go first.
- 3. The first player chooses one number from the green grid and one number from the yellow grid and puts a chip on each number.
- 4. The player then subtracts the smaller number (on the yellow grid) from the larger number (on the green grid), finds the answer in the large square, and covers it with a chip. The player then removes his or her chips from the yellow and green grids.
- 5. Players take turns choosing one number from each grid, subtracting the smaller number from the larger number, and covering the answer on the large square with one of their chips.
- 6. If a number is already covered on the large square, the player cannot cover it again.
- 7. The first player to get three chips in a row vertically, horizontally, or diagonally is the winner.



Three-In-A-Row



Three-In-A-Row

 14 13
 9
 7

 12 11
 5
 3

6	10	7	9
2	4	5	3
7	5	6	8
4	9	8	11

Three-In-A-Row

 14 13
 9
 7

 12 11
 5
 3

5	8	10	4
4	9	2	6
9	7	5	11
8	3	6	7