Notes for *Three For All*

Level: Grades 1-2

Recommended # of Players: 2

Materials: *Three for All* game board**,** 20 transparent chips (10 each in 2 different colors); 2 metal or plastic rings, approximately 1-2" in diameter (to circle one number at the bottom of the game board)

Math Skills: Addition, 1-6 or 3-8 (depending on which game board is used); spatial reasoning

Mathematical benefits:

This enjoyable game combines addition and strategy. Children must calculate several sums on each turn and look for those sums on the board in order to determine the number to move the ring to that would help them achieve three in a row. Also, as students play against each other, they must consider their opponents next move. While playing Nickelodeon, students must evaluate several options and choose their plays carefully- moving students into critical thinking.

There are two versions of the *Three for All* game board; one has the numbers from 1-6 at the bottom, and the other has the numbers from 3-8 (and larger sums in the spaces).

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Three for All
2 players

Materials: *Three for All* game board; 20 transparent chips (10 each in 2 different colors); 2 marker chips of a third color, (*small metal rings are ideal, if available).

Objective: The object of the game is to be the first player to make a line of 3 chips, horizontally, vertically, or diagonally.

To Play:

1. Players choose a color and decide who goes first.

2. The first player places both marker chips(or rings)on any two of the six numbers at the bottom of the board and then covers the number on the game board that is the sum of the two numbers. For example, if the first player puts the two marker chips on a 2 and a 6, the player can cover an 8 on the game board with one of his or her player chips.

3. Players then take turns moving **one** of the marker chips to a different number, adding the two together, and placing one of their player chips on the sum of the two numbers. For example, if the second player moves the marker chip from the 6 to the 5, he or she can cover a 7 on the game board with one of his or her player chips.

4. Players repeat these steps until one player has a line of three of their player chips in a row.

5. The first player to get 3 player chips in a row is the winner.

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Three for All

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

1 2 3 4 5 6

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Three for All

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

1 2 3 4 5 6

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Three for All

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

1 2 3 4 5 6

Three for All

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

1 2 3 4 5 6

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