



Printables for “Three in a Line”

KNPIG ID # T 5525.1 – RED

This file contains printables for two students.

For each additional student print 1 game board.

- Game A – 2 Reusable Game Boards: 1 per student.
-Game A Spinner board with two reusable spinner bases.
- Game B – 2 Reusable Game Boards: 1 per student.
-Game B Spinner board with two reusable spinner bases.
- Game C – 2 Reusable Game Boards: 1 per student.
-Game C Spinner board with two reusable spinner bases.
- Game D – 2 Reusable Game Boards: 1 per student.
-Game D Spinner board with two reusable spinner bases.
- Game E – 2 Reusable Game Boards: 1 per student.
- Game E Spinner board with two reusable spinner bases.
- Game F – 2 Reusable Game Boards: 1 per student.
-Game F Spinner board with two reusable spinner bases.
- 1 Consumable Teacher Recording sheet.

Spinners may be replaced by customized dice.

Teacher Notes: There are different options for this activity that address addition and subtraction within 100 in different ways, all with the support of base-ten materials. Game A addresses addition and subtraction "on the decade;" adding and subtracting multiples of 10 to and from multiples of 10. Game B provides practice in adding a multiple of ten, or a number close to a multiple of 10, from a random two-digit number. Games C through E focus on addition and subtraction of single-digit number (or 10) to and from various numbers, and Games F and G provide practice on adding and subtracting two-digit numbers. Instead of pencil and paper, have students use ten-frame cards, bead strings/racks or bundles and sticks to solve and/or model their thinking and support mental strategies. It is recommended that all game boards be laminated then written on with a dry-erase or vis-à-vis marker.

3 in a Line

Each student should have his or her own copy of the game board. On your turn, roll the dice to make a problem, solve the problem and cover the solution on your game board. You may use a manipulative such as bundles and sticks, a 10 row beadrack or 10 frame cards to work out the task. The first player with 3 in a line (horizontally, vertically or diagonally) wins.

90	70	50	40	90
40	30	100	60	70
30	80	80	20	60
50	40	10	50	90
50	80	50	70	30

Game A

First cube or spinner

Second cube or spinner

40

-10

40

-20

60

-30

60

+10

70

+20

70

+30

3 in a Line

Each student should have his or her own copy of the game board. On your turn, roll the dice to make a problem, solve the problem and cover the solution on your game board. You may use a manipulative such as bundles and sticks, a 10 row beadrack or 10 frame cards to work out the task. The first player with 3 in a line (horizontally, vertically or diagonally) wins.

90	70	50	40	90
40	30	100	60	70
30	80	80	20	60
50	40	10	50	90
50	80	50	70	30

Game A

First cube or spinner

Second cube or spinner

40

-10

40

-20

60

-30

60

+10

70

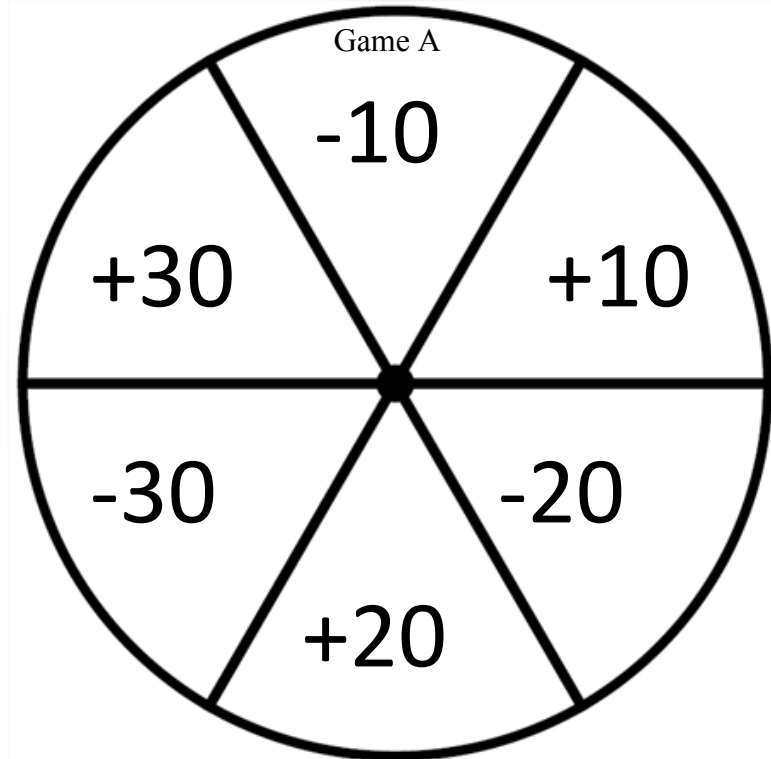
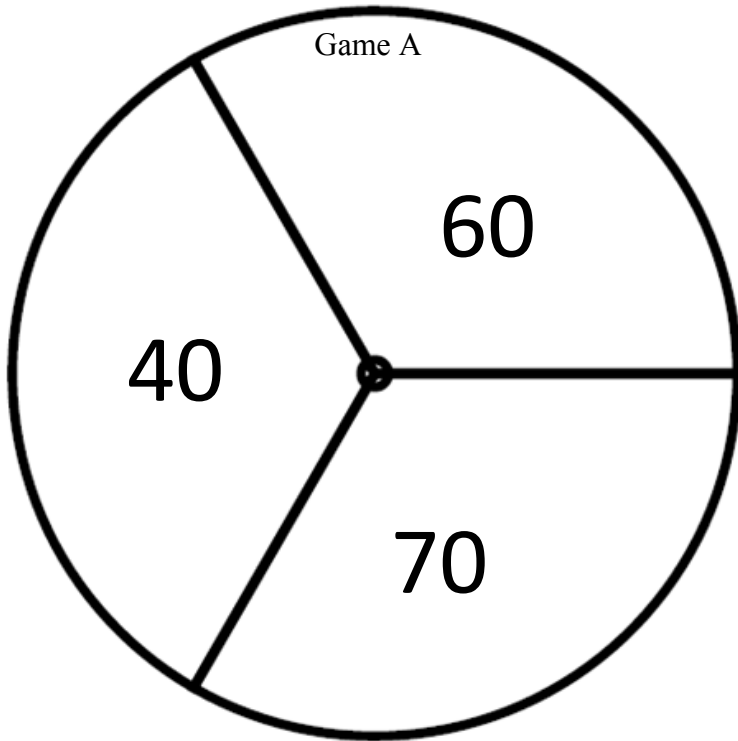
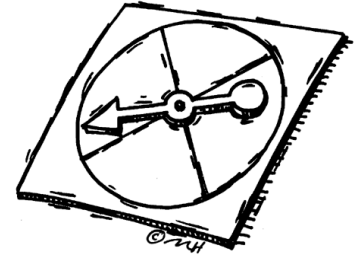
+20

70

+30

3 in a Line

GAME A



Use paper clips or place a transparent overhead spinner over each circle.

3 in a Line

Each student should have his or her own copy of the game board. On your turn, roll the dice to make a problem, solve the problem and cover the solution on your game board. You may use a manipulative such as bundles and sticks, a 10 row beadrack or 10 frame cards to work out the task. The first player with 3 in a line (horizontally, vertically or diagonally) wins.

24	84	84	94	93
33	63	44	63	73
63	83	74	43	63
64	13	54	43	54
63	54	54	94	43

First cube or spinner

Second cube or spinner

23

+10

34

+10

53

+20

64

+20

73

-10

74

-10

Game B

3 in a Line

Each student should have his or her own copy of the game board. On your turn, roll the dice to make a problem, solve the problem and cover the solution on your game board. You may use a manipulative such as bundles and sticks, a 10 row beadrack or 10 frame cards to work out the task. The first player with 3 in a line (horizontally, vertically or diagonally) wins.

24	84	84	94	93
33	63	44	63	73
63	83	74	43	63
64	13	54	43	54
63	54	54	94	43

First cube or spinner

Second cube or spinner

23

+10

34

+10

53

+20

64

+20

73

-10

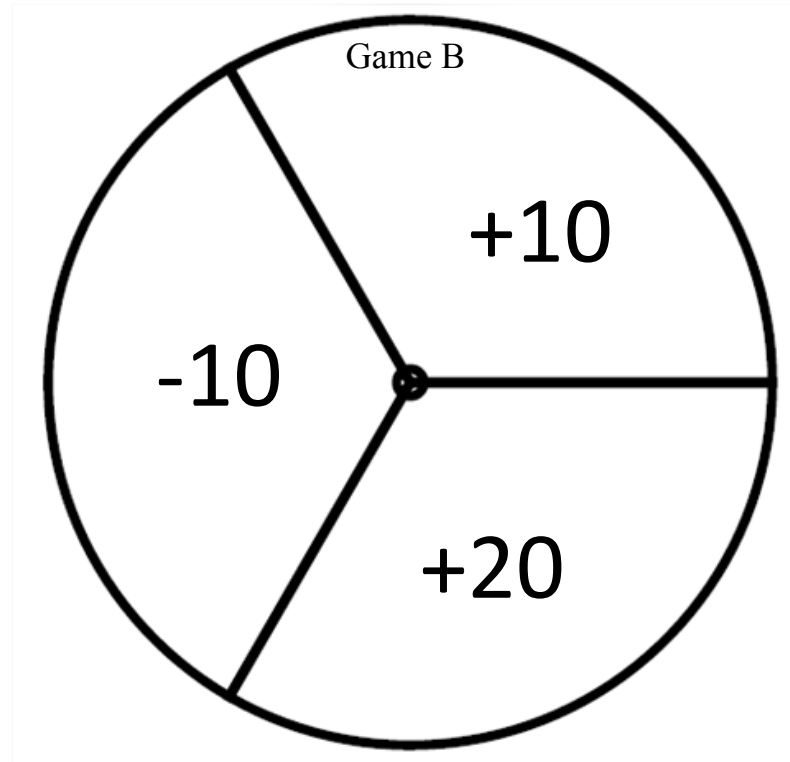
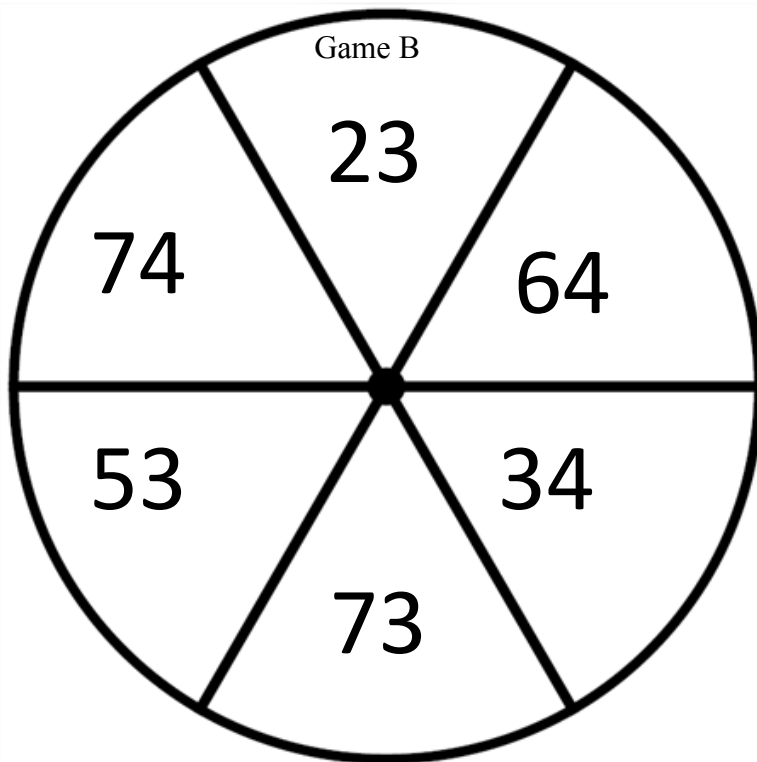
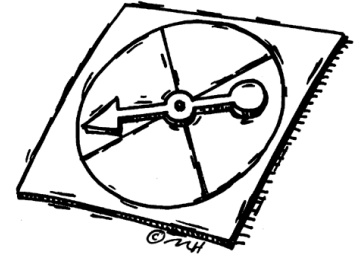
74

-10

Game B

3 in a Line

GAME B



Use paper clips or place a transparent overhead spinner over each circle.

3 in a Line

Each student should have his or her own copy of the game board. On your turn, roll the dice to make a problem, solve the problem and cover the solution on your game board. You may use a manipulative such as bundles and sticks, a 10 row beadrack or 10 frame cards to work out the task. The first player with 3 in a line (horizontally, vertically or diagonally) wins.

8	55	62	72	66
34	43	38	43	53
43	56	45	44	26
32	4	48	44	15
26	15	48	72	13

First cube or spinner

Second cube or spinner

14

+20

18

+20

23

+30

25

+30

36

-10

42

-10

Game C

3 in a Line

Each student should have his or her own copy of the game board. On your turn, roll the dice to make a problem, solve the problem and cover the solution on your game board. You may use a manipulative such as bundles and sticks, a 10 row beadrack or 10 frame cards to work out the task. The first player with 3 in a line (horizontally, vertically or diagonally) wins.

8	55	62	72	66
34	43	38	43	53
43	56	45	44	26
32	4	48	44	15
26	15	48	72	13

First cube or spinner

Second cube or spinner

14

+20

18

+20

23

+30

25

+30

36

-10

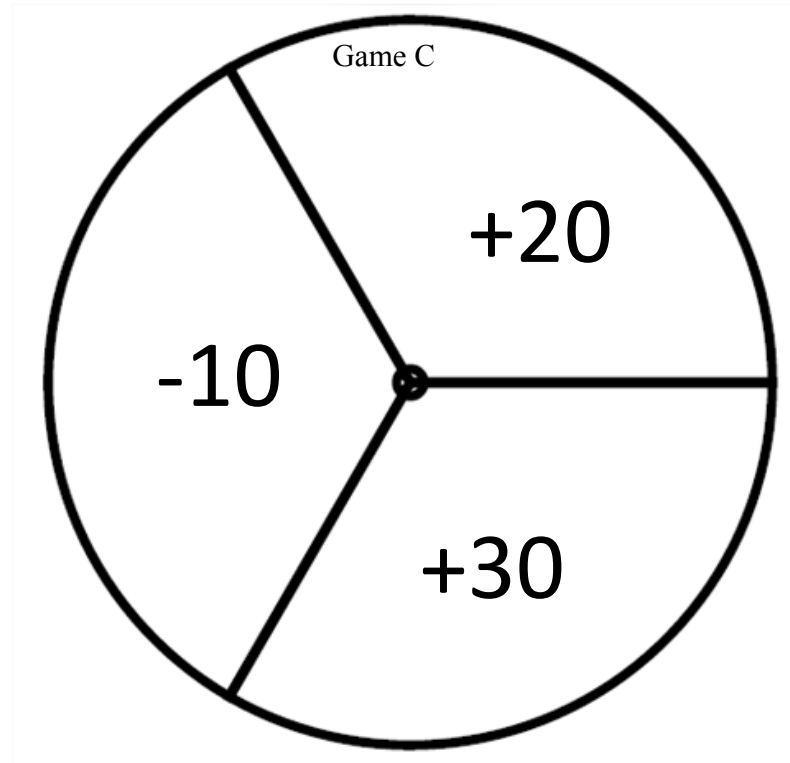
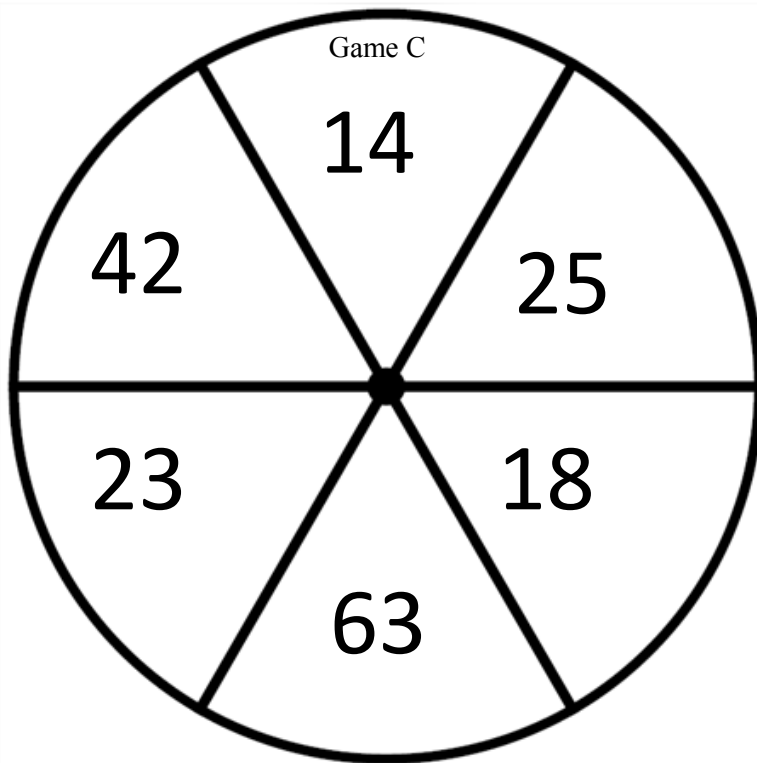
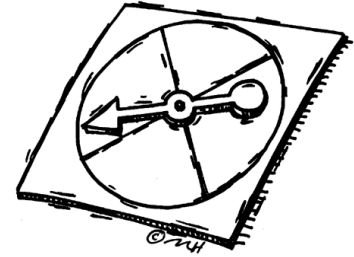
42

-10

Game C

3 in a Line

GAME C



Use paper clips or place a transparent overhead spinner over each circle.

3 in a Line

Each student should have his or her own copy of the game board. On your turn, roll the dice to make a problem, solve the problem and cover the solution on your game board. You may use a manipulative such as bundles and sticks, a 10 row beadrack or 10 frame cards to work out the task. The first player with 3 in a line (horizontally, vertically or diagonally) wins.

45	33	49	37	45
50	24	57	33	39
38	51	45	25	48
36	37	26	36	57
27	45	49	39	38

First cube or spinner

Second cube or spinner

23

+1

23

+2

35

+3

35

+4

47

+10

47

+10

Game D

3 in a Line

Each student should have his or her own copy of the game board. On your turn, roll the dice to make a problem, solve the problem and cover the solution on your game board. You may use a manipulative such as bundles and sticks, a 10 row beadrack or 10 frame cards to work out the task. The first player with 3 in a line (horizontally, vertically or diagonally) wins.

45	33	49	37	45
50	24	57	33	39
38	51	45	25	48
36	37	26	36	57
27	45	49	39	38

First cube or spinner

Second cube or spinner

23

+1

23

+2

35

+3

35

+4

47

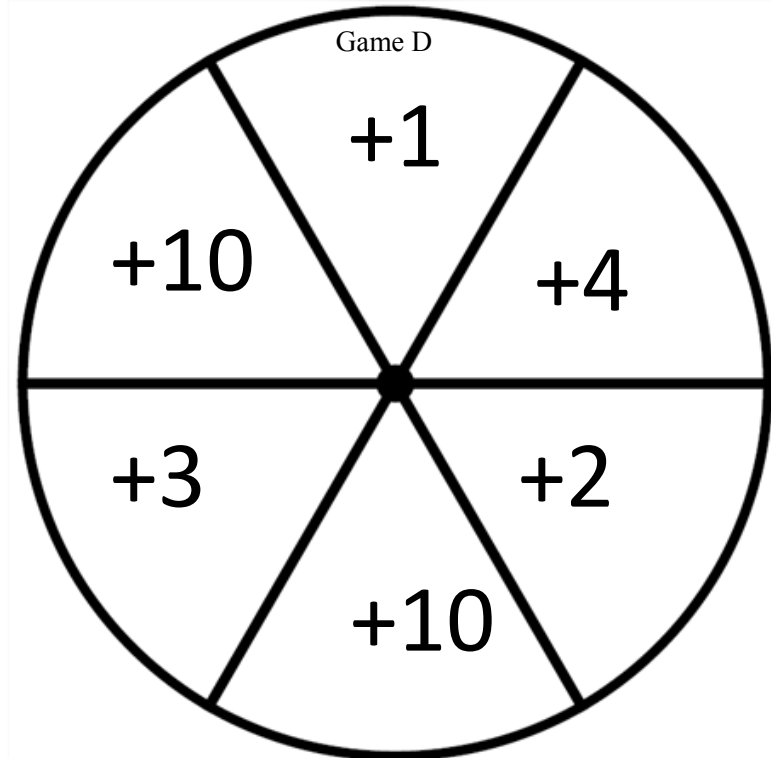
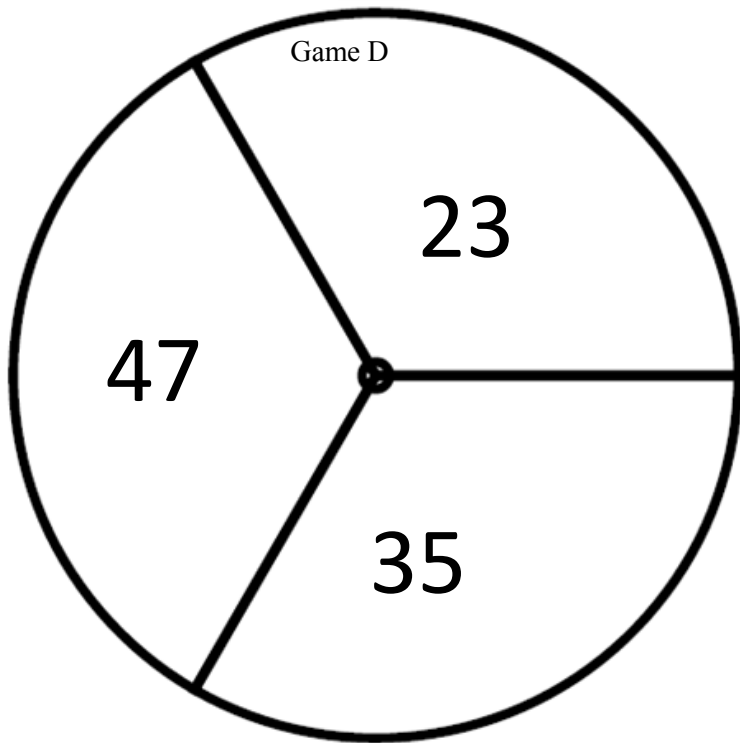
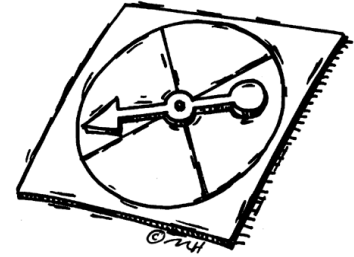
+10

47

+10

Game D

3 in a Line GAME D



Use paper clips or place a transparent overhead spinner over each circle.

3 in a Line

Each student should have his or her own copy of the game board. On your turn, roll the dice to make a problem, solve the problem and cover the solution on your game board. You may use a manipulative such as bundles and sticks, a 10 row beadrack or 10 frame cards to work out the task. The first player with 3 in a line (horizontally, vertically or diagonally) wins.

64	36	90	76	64
79	38	78	36	65
65	79	64	48	80
66	76	37	66	78
37	64	90	65	65

First cube or spinner

Second cube or spinner

28

+10

28

+20

56

+9

56

+9

70

+8

70

+8

Game E

3 in a Line

Each student should have his or her own copy of the game board. On your turn, roll the dice to make a problem, solve the problem and cover the solution on your game board. You may use a manipulative such as bundles and sticks, a 10 row beadrack or 10 frame cards to work out the task. The first player with 3 in a line (horizontally, vertically or diagonally) wins.

64	36	90	76	64
79	38	78	36	65
65	79	64	48	80
66	76	37	66	78
37	64	90	65	65

First cube or spinner

Second cube or spinner

28

+10

28

+20

56

+9

56

+9

70

+8

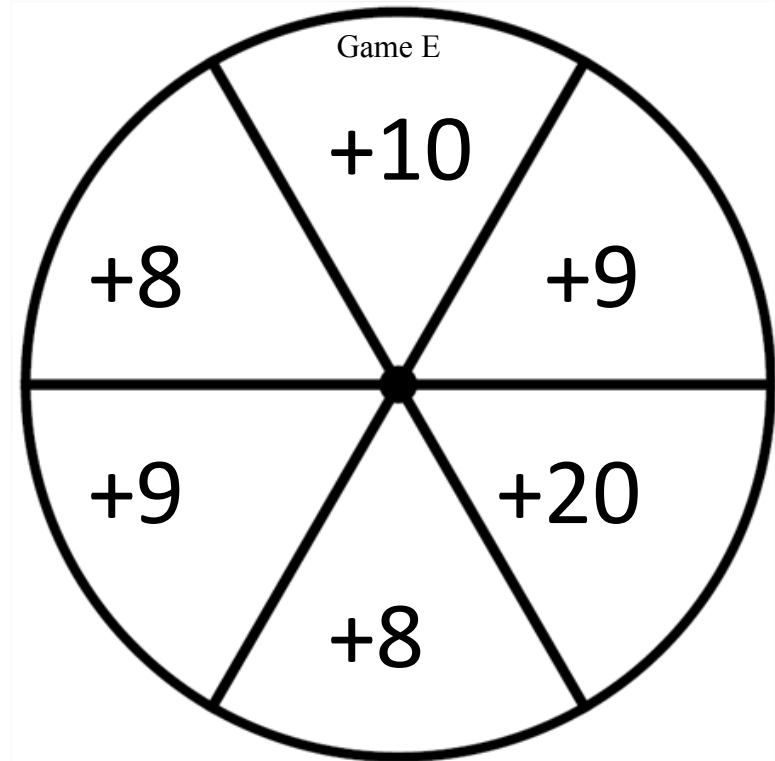
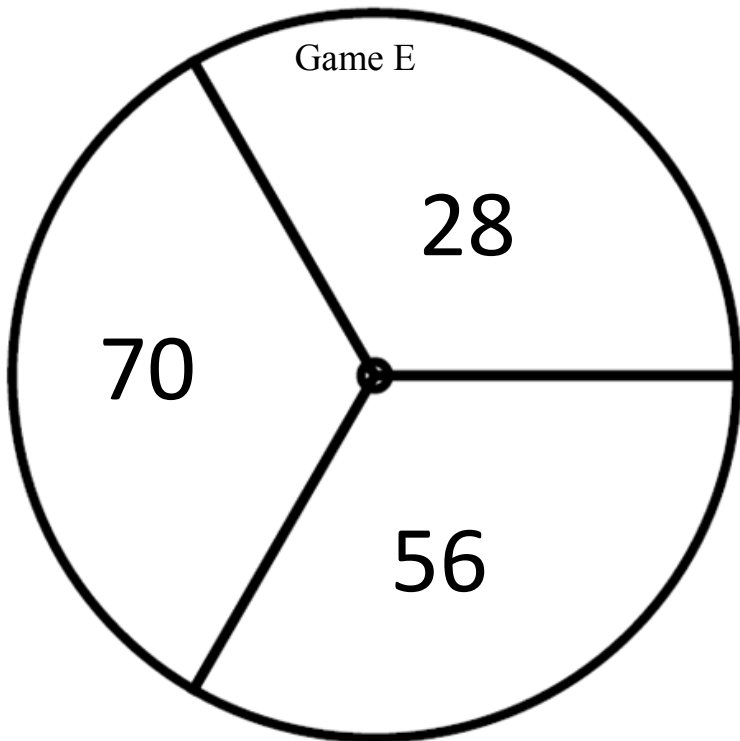
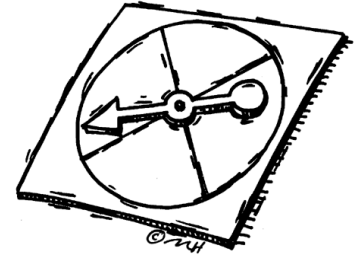
70

+8

Game E

3 in a Line

GAME E



Use paper clips or place a transparent overhead spinner
over each circle.

3 in a Line

Each student should have his or her own copy of the game board. On your turn, roll the dice to make a problem, solve the problem and cover the solution on your game board. You may use a manipulative such as bundles and sticks, a 10 row beadrack or 10 frame cards to work out the task. The first player with 3 in a line (horizontally, vertically or diagonally) wins.

47	73	82	83	71
30	50	42	50	51
50	70	72	31	75
87	35	43	31	77
75	77	43	83	55

First cube or spinner

Second cube or spinner

25

+5

37

+5

45

+6

67

+6

65

+10

77

+10

Game F

3 in a Line

Each student should have his or her own copy of the game board. On your turn, roll the dice to make a problem, solve the problem and cover the solution on your game board. You may use a manipulative such as bundles and sticks, a 10 row beadrack or 10 frame cards to work out the task. The first player with 3 in a line (horizontally, vertically or diagonally) wins.

47	73	82	83	71
30	50	42	50	51
50	70	72	31	75
87	35	43	31	77
75	77	43	83	55

First cube or spinner

Second cube or spinner

25

+5

37

+5

45

+6

67

+6

65

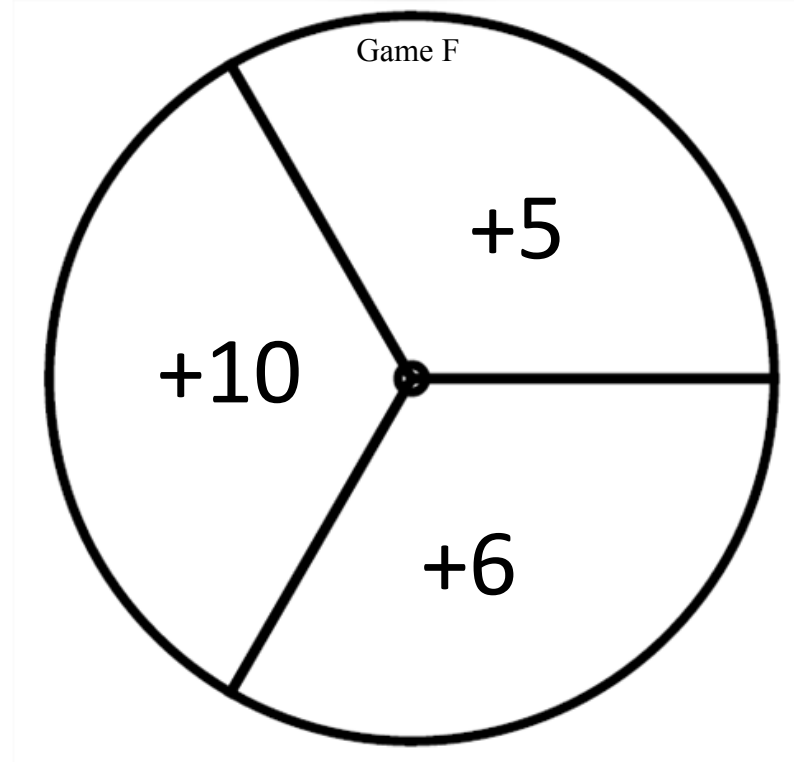
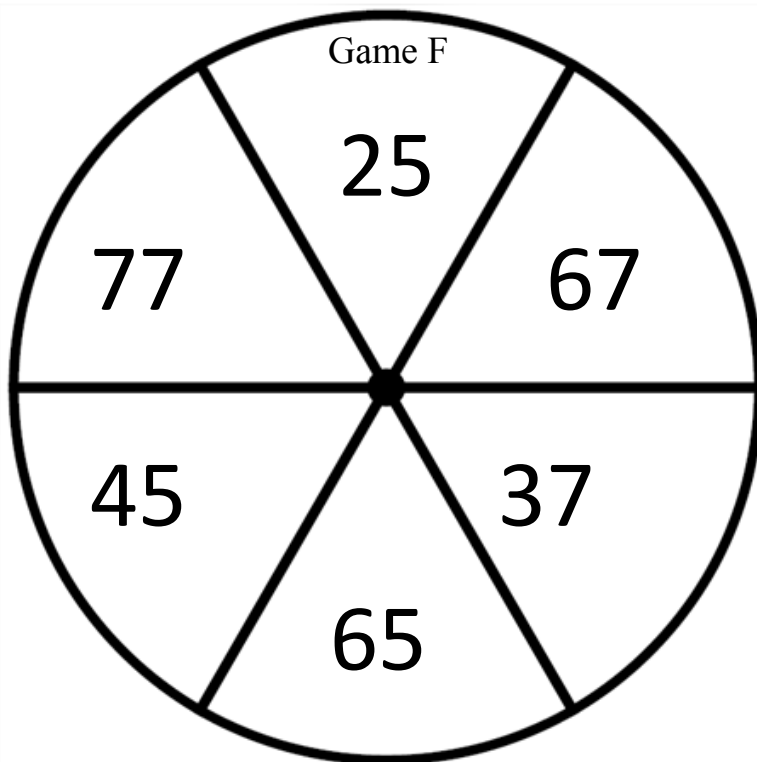
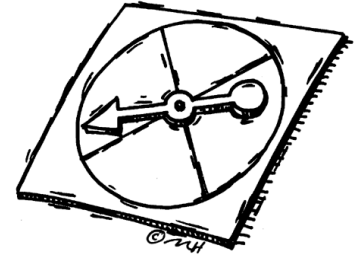
+10

77

+10

Game F

3 in a Line GAME F



Use paper clips or place a transparent overhead spinner over each circle.

