



Printables for “Three in a Line”

KNPIG ID # T 5525.2 – BLUE

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.
- Game G – 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: The Game Boards should be played in order, starting with Game Board A. 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.

| | | | | |
|----|----|----|----|----|
| 28 | 7 | 66 | 58 | 28 |
| 76 | 37 | 36 | 17 | 78 |
| 68 | 86 | 38 | 37 | 66 |
| 58 | 58 | 47 | 58 | 46 |
| 57 | 38 | 66 | 78 | 68 |

First cube or spinner

Second cube or spinner

Game A

27

+10

27

+10

48

+20

48

+30

56

-10

56

-20

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.

| | | | | |
|----|----|----|----|----|
| 28 | 7 | 66 | 58 | 28 |
| 76 | 37 | 36 | 17 | 78 |
| 68 | 86 | 38 | 37 | 66 |
| 58 | 58 | 47 | 58 | 46 |
| 57 | 38 | 66 | 78 | 68 |

First cube or spinner

Second cube or spinner

Game A

27

+10

27

+10

48

+20

48

+30

56

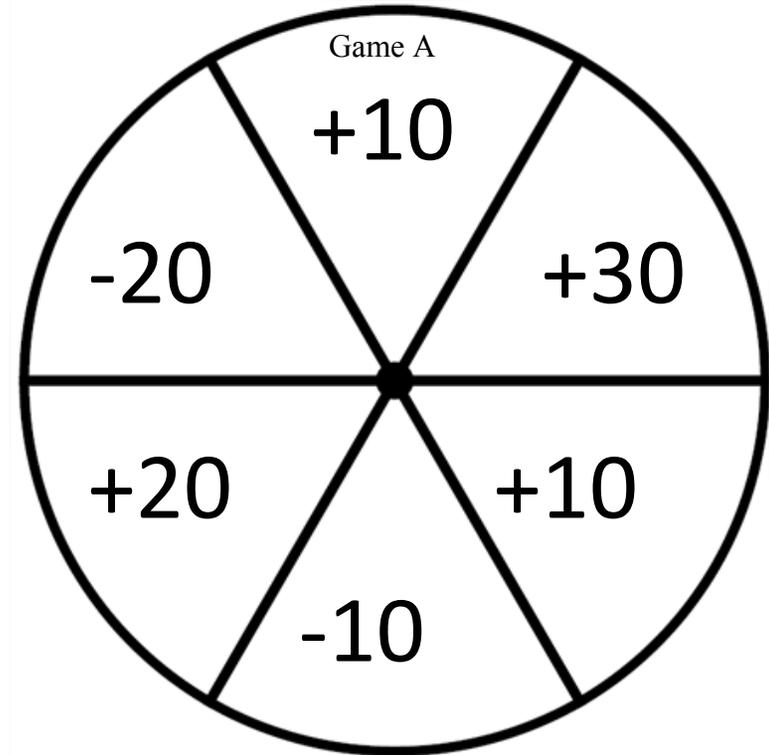
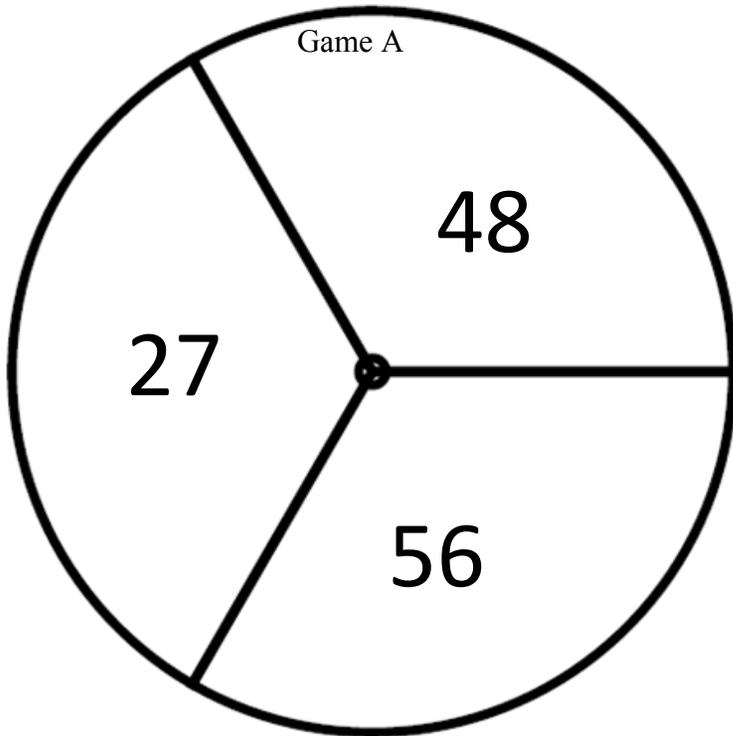
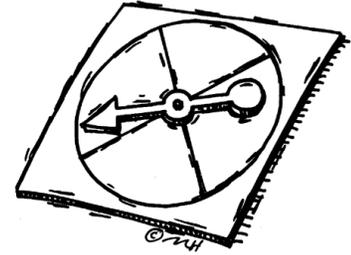
-10

56

-20

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.

| | | | | |
|----|----|----|----|----|
| 83 | 75 | 75 | 64 | 83 |
| 82 | 53 | 94 | 73 | 72 |
| 71 | 83 | 81 | 56 | 72 |
| 61 | 64 | 63 | 61 | 92 |
| 64 | 81 | 75 | 72 | 71 |

First cube or spinner

Second cube or spinner

43

+10

43

+13

51

+20

51

+21

62

+30

62

+32

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.

| | | | | |
|----|----|----|----|----|
| 83 | 75 | 75 | 64 | 83 |
| 82 | 53 | 94 | 73 | 72 |
| 71 | 83 | 81 | 56 | 72 |
| 61 | 64 | 63 | 61 | 92 |
| 64 | 81 | 75 | 72 | 71 |

First cube or spinner

Second cube or spinner

Game B

43

+10

43

+13

51

+20

51

+21

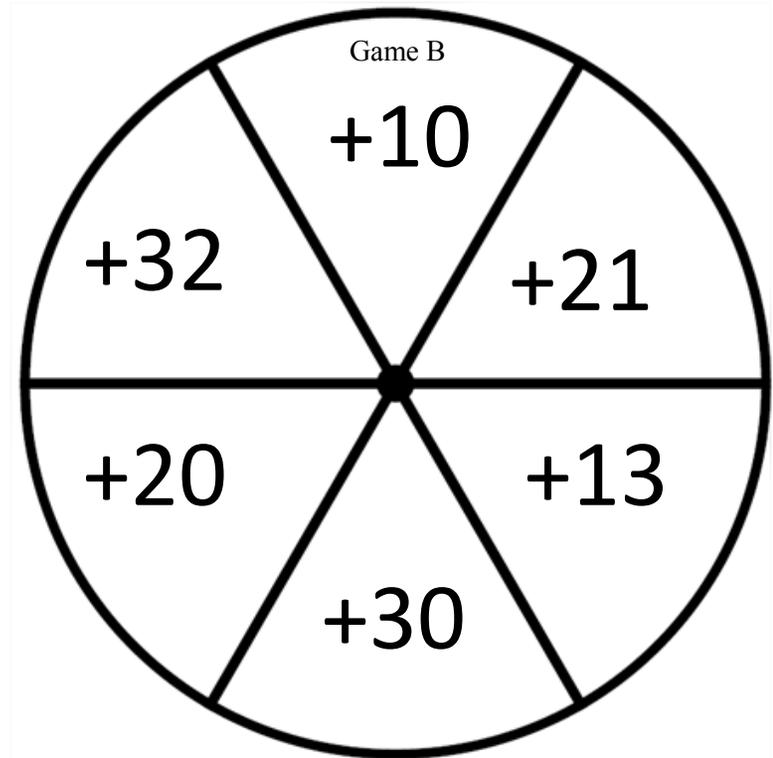
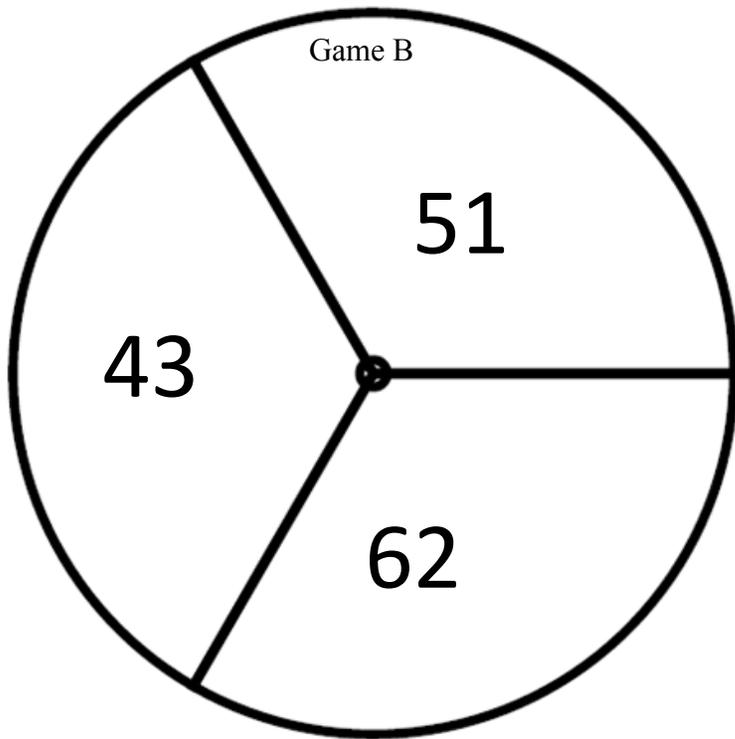
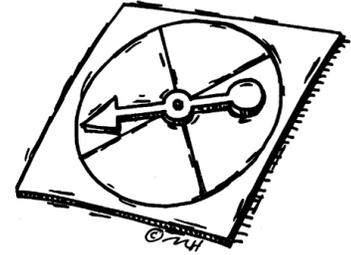
62

+30

62

+32

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.

| | | | | |
|----|----|----|----|----|
| 56 | 35 | 66 | 59 | 56 |
| 67 | 37 | 63 | 36 | 57 |
| 60 | 64 | 57 | 38 | 65 |
| 58 | 59 | 39 | 58 | 64 |
| 36 | 57 | 66 | 57 | 60 |

First cube or spinner

Second cube or spinner

27

+10

27

+11

48

+12

48

+9

55

+9

55

+8

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.

| | | | | |
|----|----|----|----|----|
| 56 | 35 | 66 | 59 | 56 |
| 67 | 37 | 63 | 36 | 57 |
| 60 | 64 | 57 | 38 | 65 |
| 58 | 59 | 39 | 58 | 64 |
| 36 | 57 | 66 | 57 | 60 |

First cube or spinner

Second cube or spinner

27

+10

27

+11

48

+12

48

+9

55

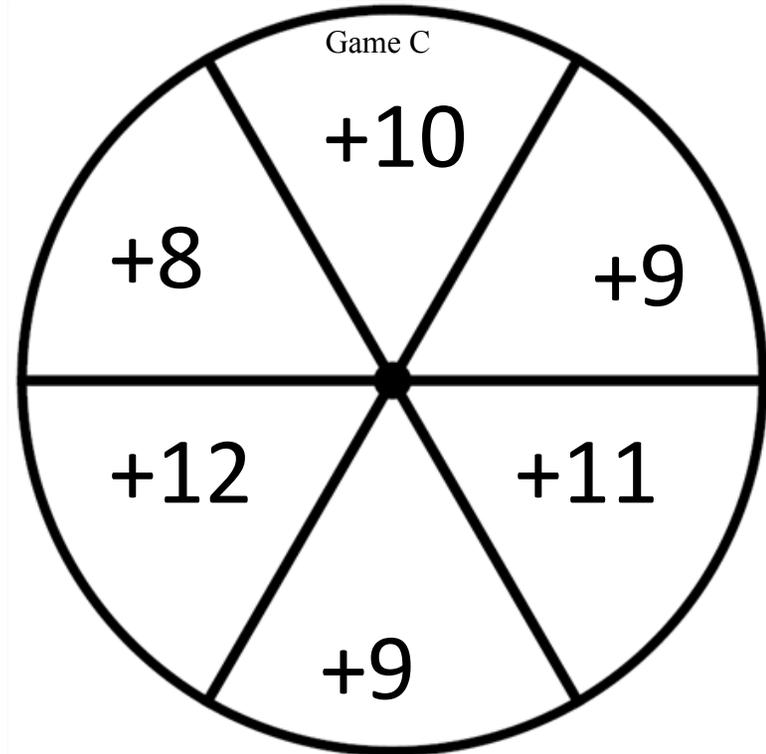
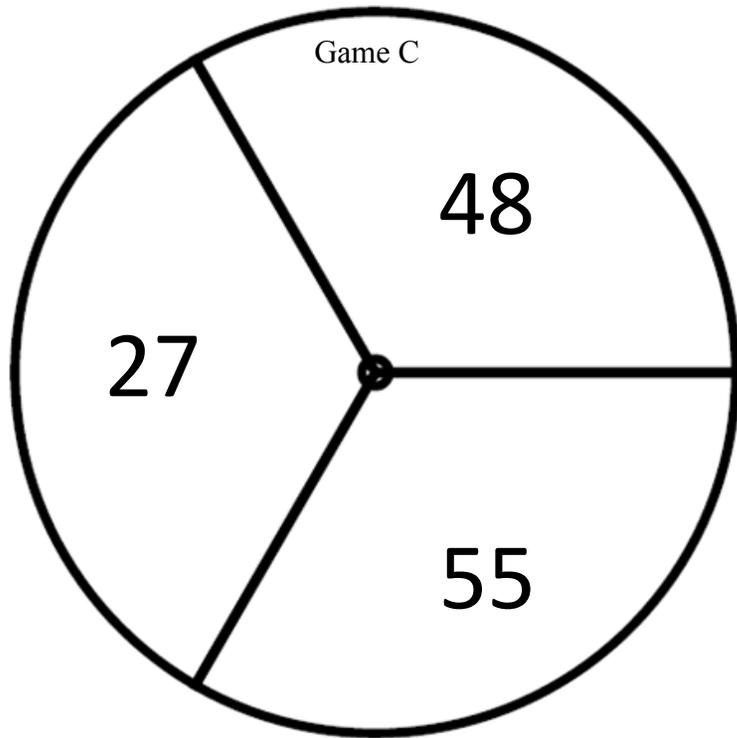
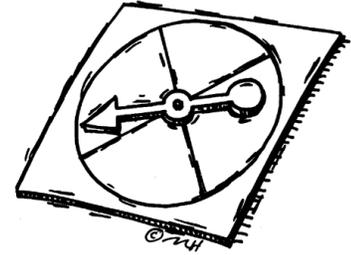
+9

55

+8

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.

| | | | | |
|----|----|----|----|----|
| 32 | 14 | 52 | 41 | 32 |
| 55 | 22 | 43 | 15 | 34 |
| 44 | 45 | 33 | 23 | 51 |
| 40 | 41 | 26 | 40 | 44 |
| 16 | 33 | 52 | 34 | 44 |

Game D

First cube or spinner

Second cube or spinner

17

+5

17

+6

35

+9

35

-1

46

-2

46

-3

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.

| | | | | |
|----|----|----|----|----|
| 32 | 14 | 52 | 41 | 32 |
| 55 | 22 | 43 | 15 | 34 |
| 44 | 45 | 33 | 23 | 51 |
| 40 | 41 | 26 | 40 | 44 |
| 16 | 33 | 52 | 34 | 44 |

Game D

First cube or spinner

Second cube or spinner

17

+5

17

+6

35

+9

35

-1

46

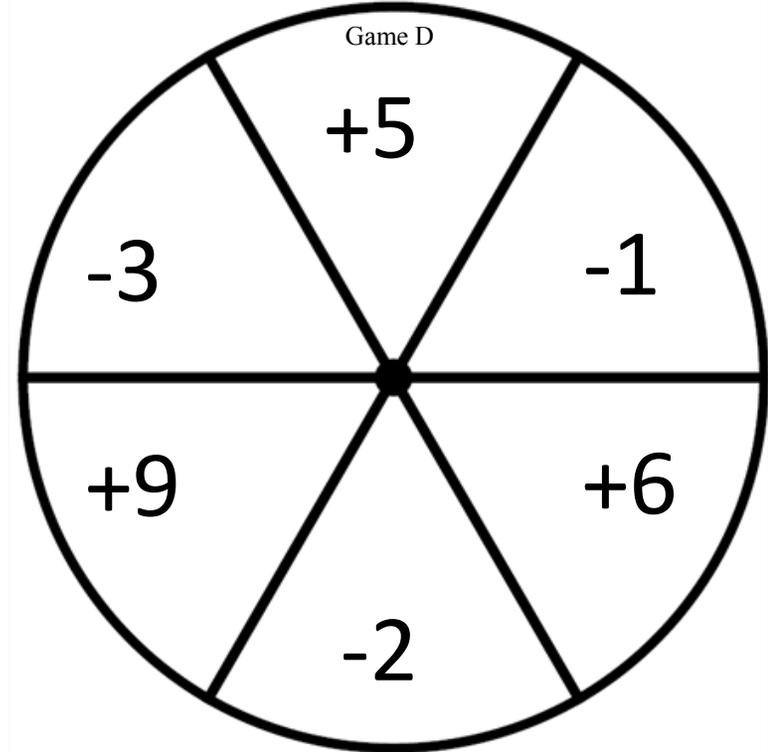
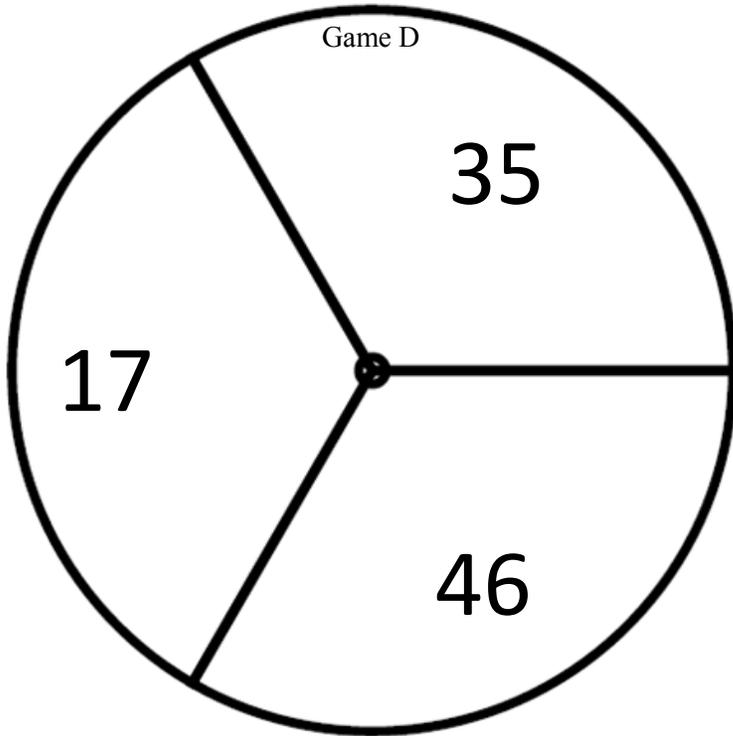
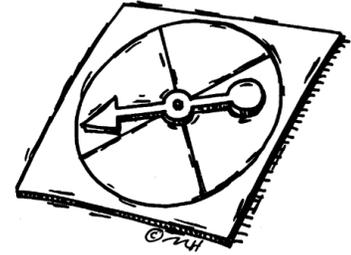
-2

46

-3

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.

| | | | | |
|----|----|----|----|----|
| 56 | 37 | 76 | 64 | 56 |
| 78 | 44 | 68 | 38 | 59 |
| 66 | 71 | 57 | 45 | 75 |
| 63 | 64 | 47 | 63 | 69 |
| 40 | 57 | 76 | 59 | 66 |

First cube or spinner

Second cube or spinner

Game E

42

+2

42

+3

61

+5

61

-2

73

-4

73

-5

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.

| | | | | |
|----|----|----|----|----|
| 56 | 37 | 76 | 64 | 56 |
| 78 | 44 | 68 | 38 | 59 |
| 66 | 71 | 57 | 45 | 75 |
| 63 | 64 | 47 | 63 | 69 |
| 40 | 57 | 76 | 59 | 66 |

First cube or spinner

Second cube or spinner

42

+2

42

+3

61

+5

61

-2

73

-4

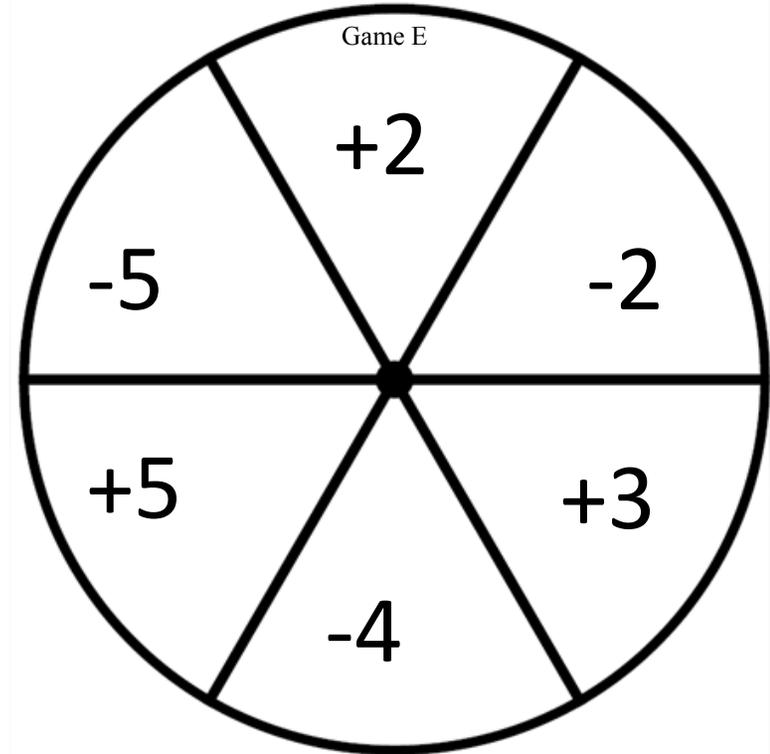
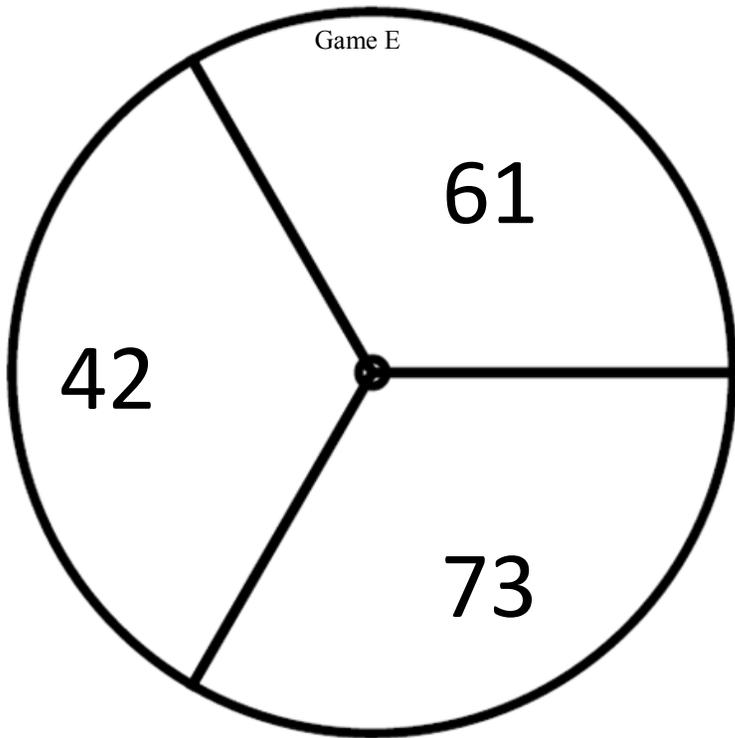
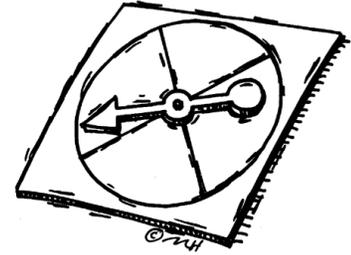
73

-5

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.

| | | | | |
|----|----|----|----|----|
| 38 | 16 | 98 | 89 | 38 |
| 68 | 59 | 47 | 17 | 57 |
| 59 | 66 | 39 | 67 | 90 |
| 81 | 89 | 37 | 81 | 48 |
| 35 | 39 | 98 | 57 | 59 |

First cube or spinner

Second cube or spinner

Game F

47

+12

47

+20

69

-10

69

-12

78

-30

78

-31

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.

| | | | | |
|----|----|----|----|----|
| 38 | 16 | 98 | 89 | 38 |
| 68 | 59 | 47 | 17 | 57 |
| 59 | 66 | 39 | 67 | 90 |
| 81 | 89 | 37 | 81 | 48 |
| 35 | 39 | 98 | 57 | 59 |

First cube or spinner

Second cube or spinner

Game F

47

+12

47

+20

69

-10

69

-12

78

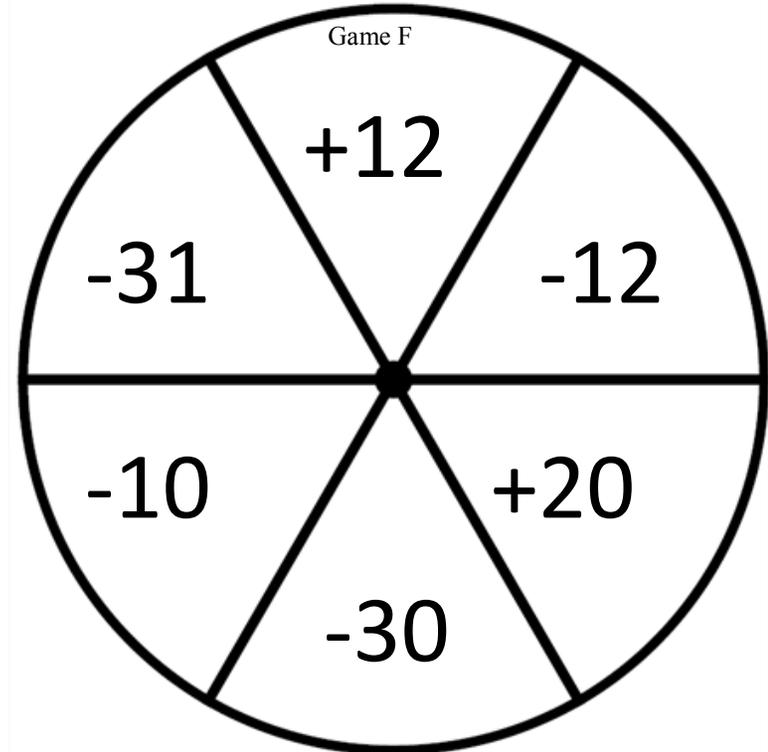
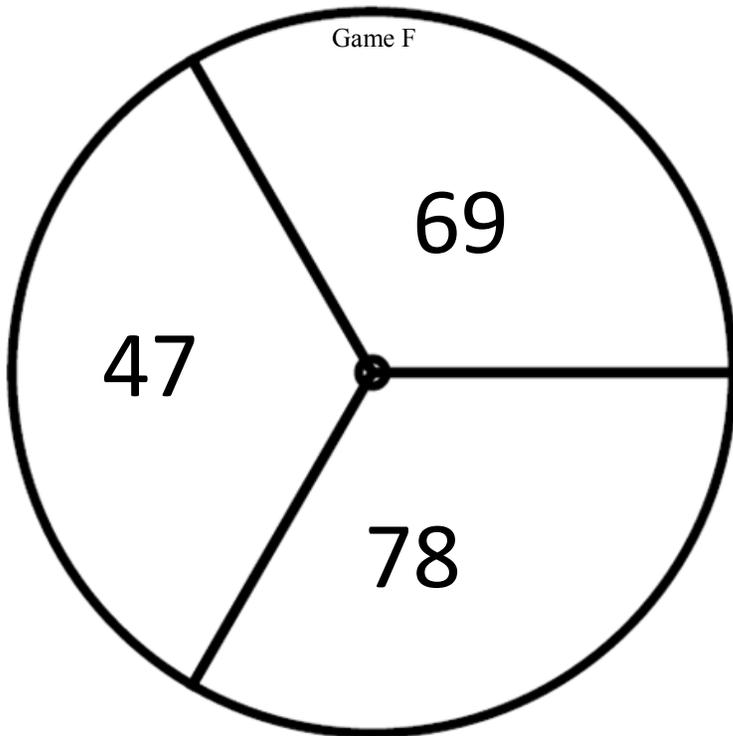
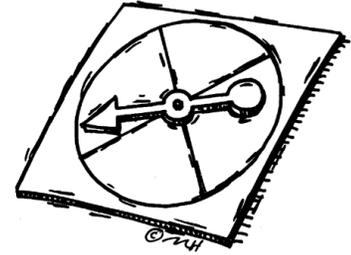
-30

78

-31

3 in a Line

GAME F



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.

| | | | | |
|----|----|-----|----|-----|
| 44 | 29 | 105 | 81 | 44 |
| 56 | 67 | 68 | 51 | 28 |
| 32 | 52 | 66 | 66 | 106 |
| 82 | 81 | 17 | 82 | 90 |
| 13 | 66 | 105 | 28 | 32 |

First cube or spinner

Second cube or spinner

37

+30

37

+29

52

-20

52

-24

76

+14

76

-8

Game G

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.

| | | | | |
|----|----|-----|----|-----|
| 44 | 29 | 105 | 81 | 44 |
| 56 | 67 | 68 | 51 | 28 |
| 32 | 52 | 66 | 66 | 106 |
| 82 | 81 | 17 | 82 | 90 |
| 13 | 66 | 105 | 28 | 32 |

First cube or spinner

Second cube or spinner

37

+30

37

+29

52

-20

52

-24

76

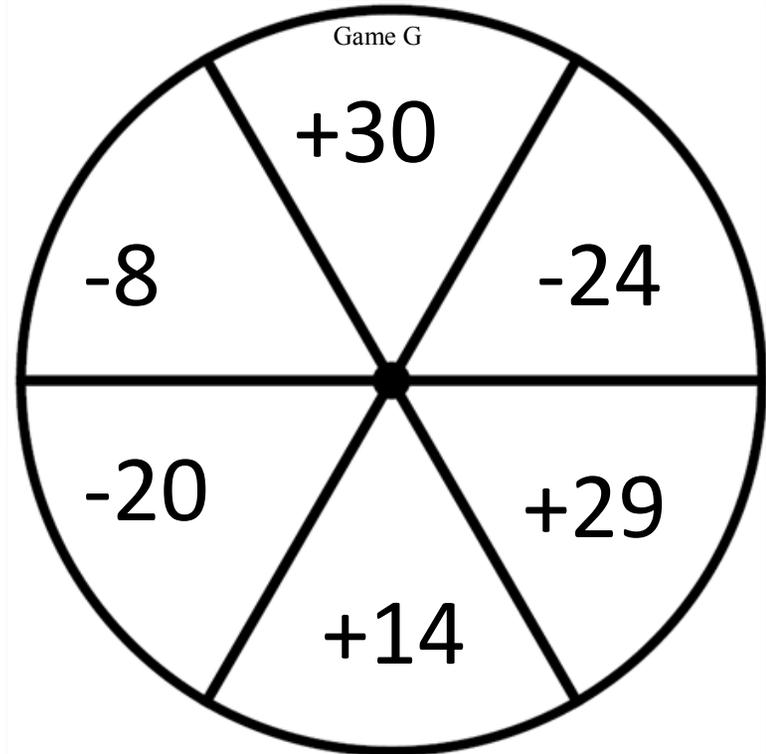
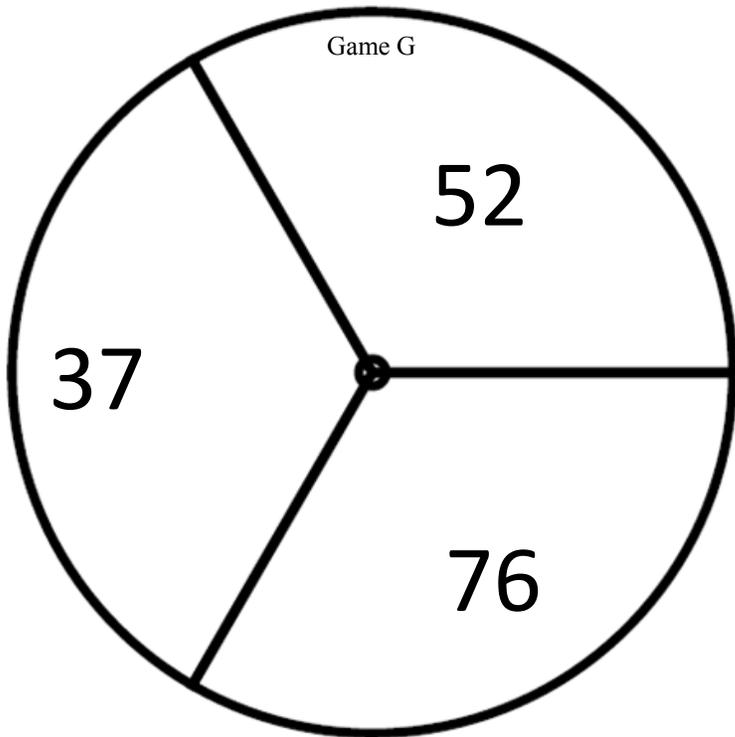
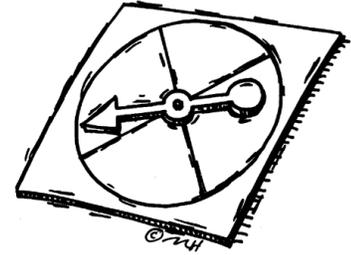
+14

76

-8

Game G

3 in a Line GAME G



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

