



# 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

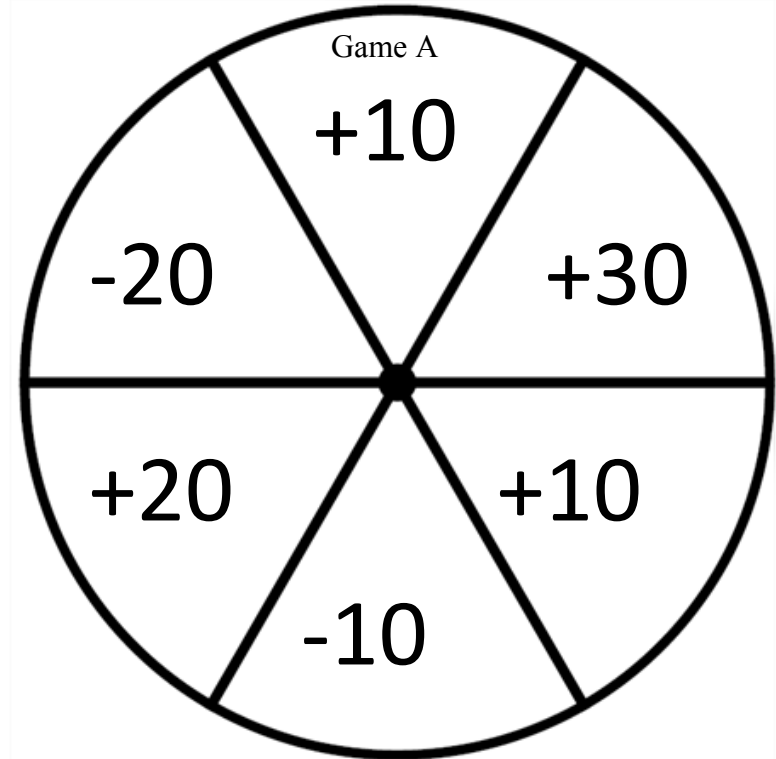
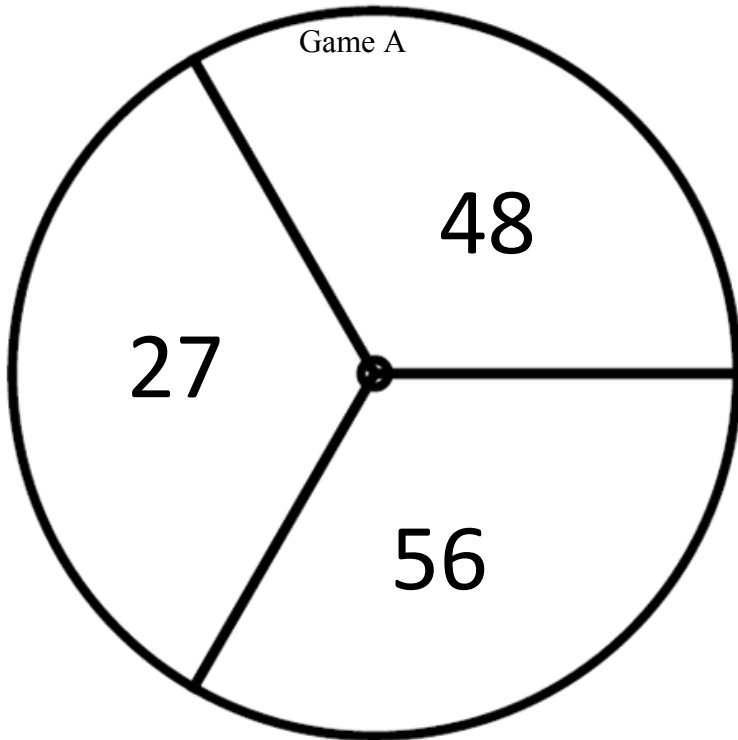
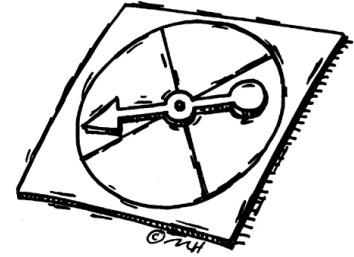
56

-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

43

+10

43

+13

51

+20

51

+21

62

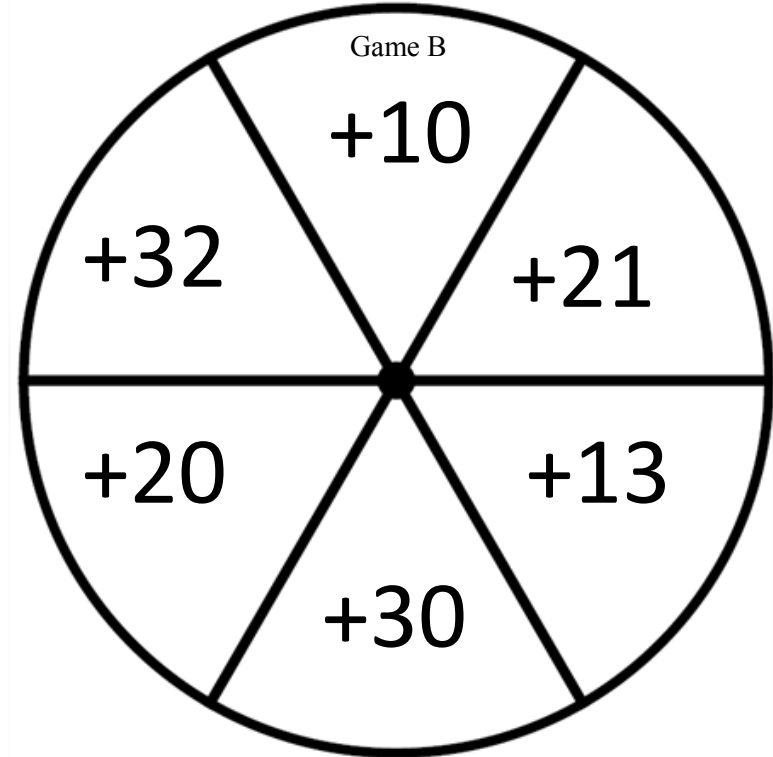
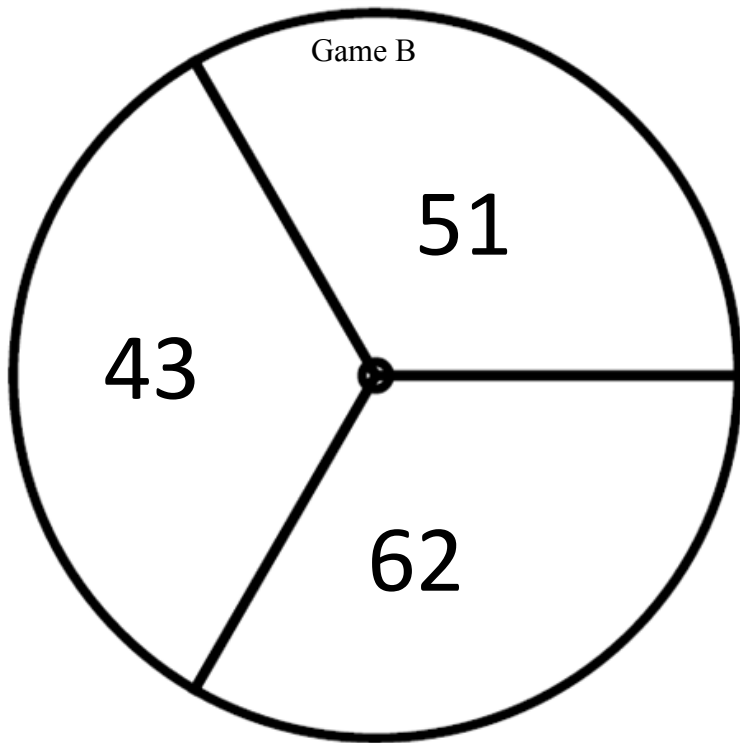
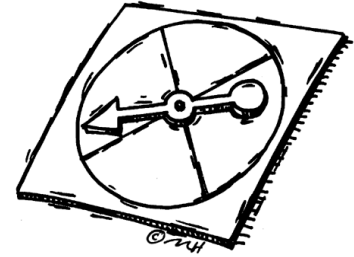
+30

62

+32

## 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.

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

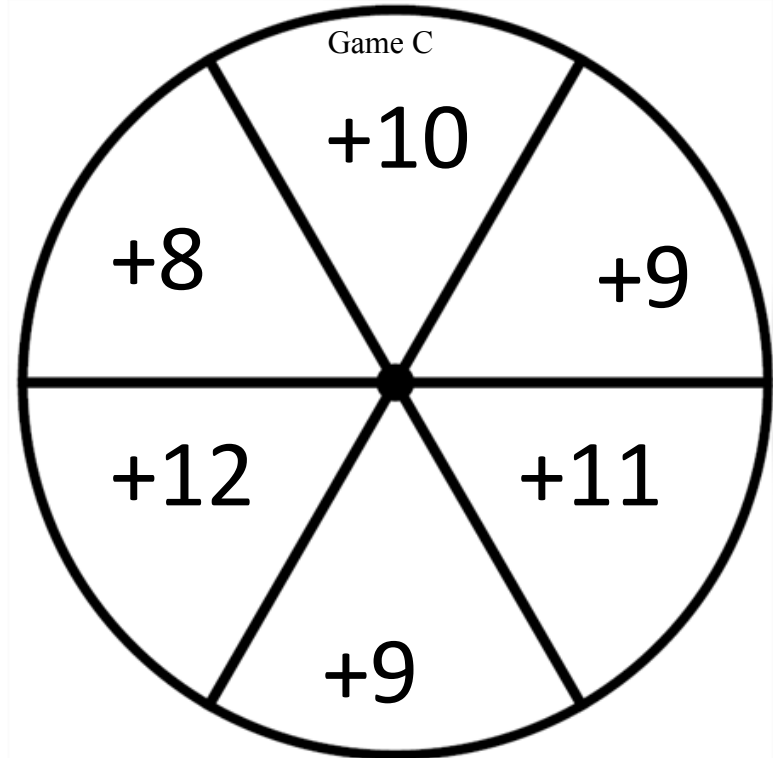
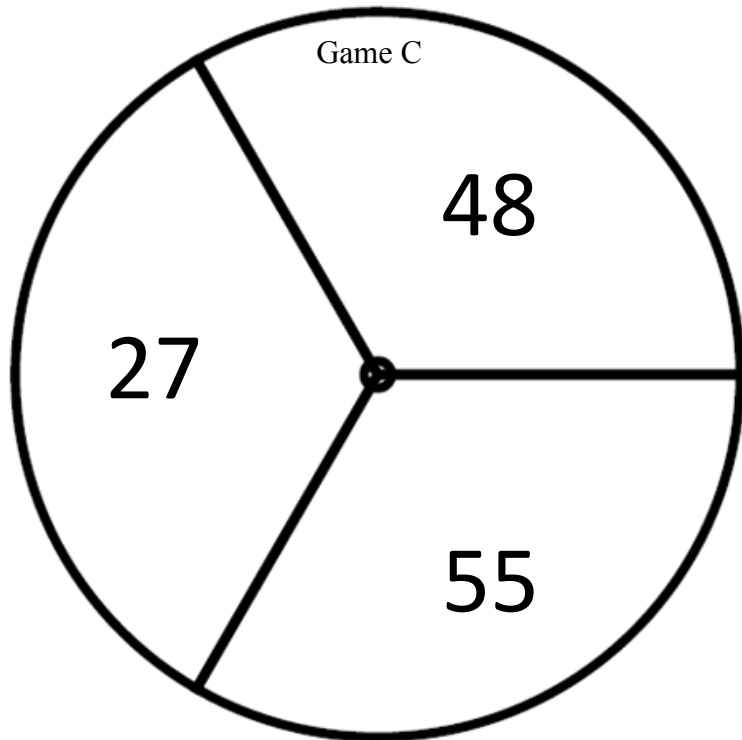
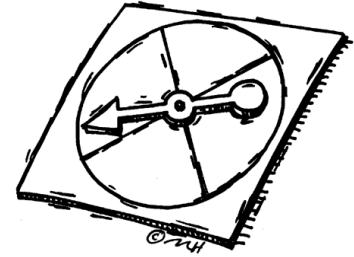
55

+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

First cube or spinner

Second cube or spinner

17

+5

17

+6

35

+9

35

-1

46

-2

46

-3

## 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.

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

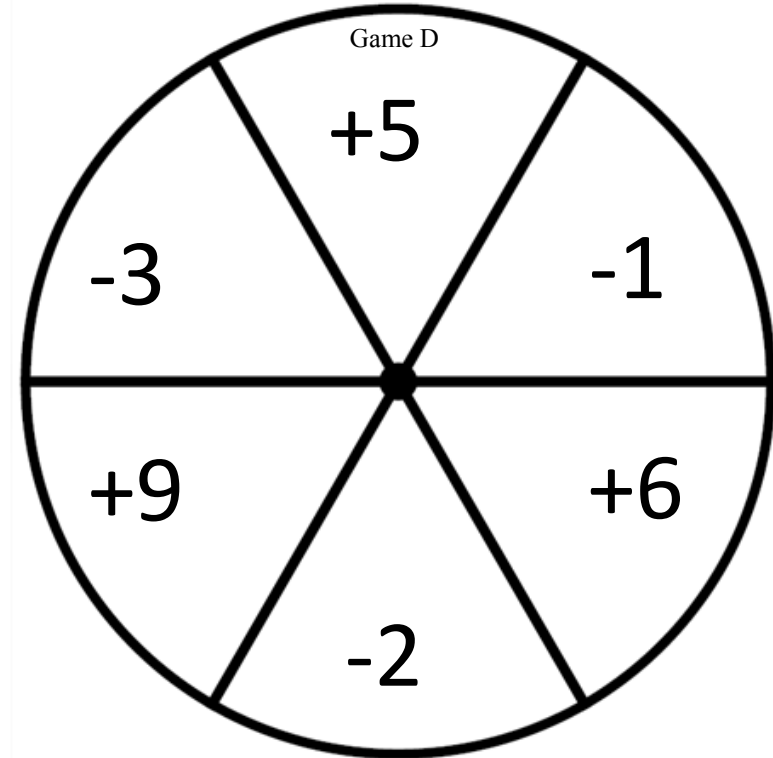
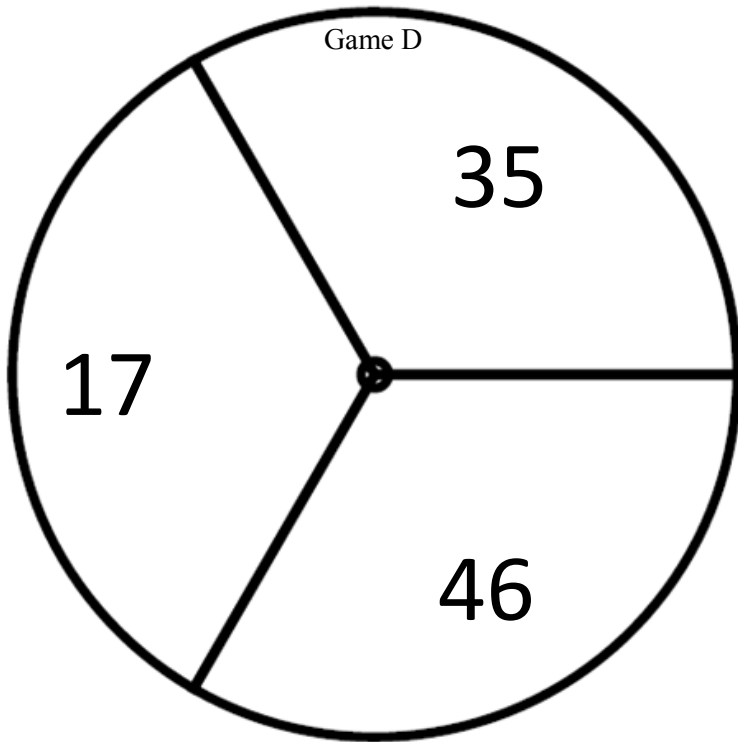
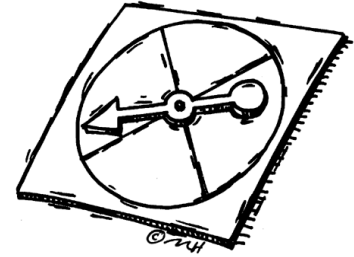
-2

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

42

+2

42

+3

61

+5

61

-2

73

-4

73

-5

## 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.

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

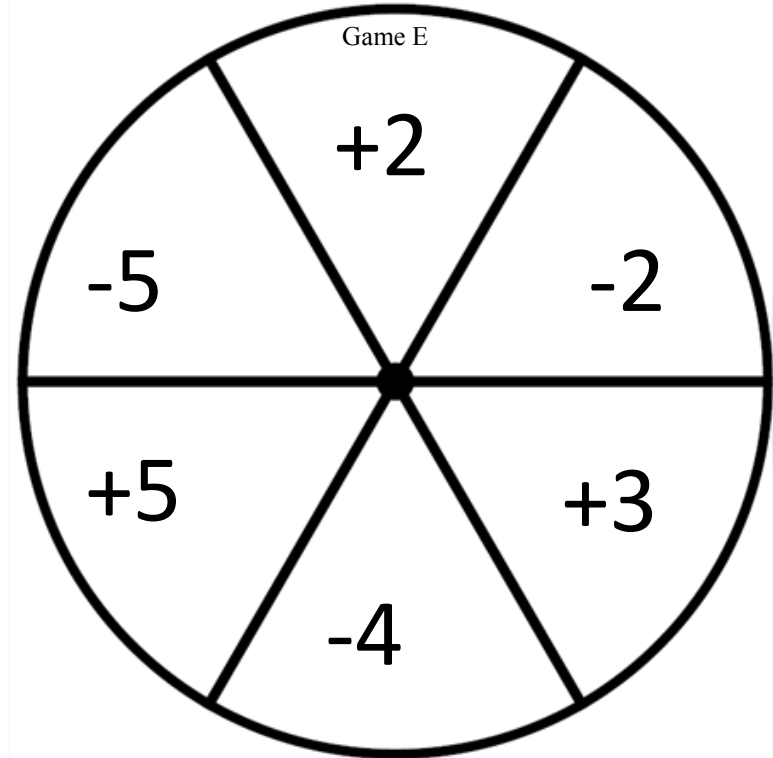
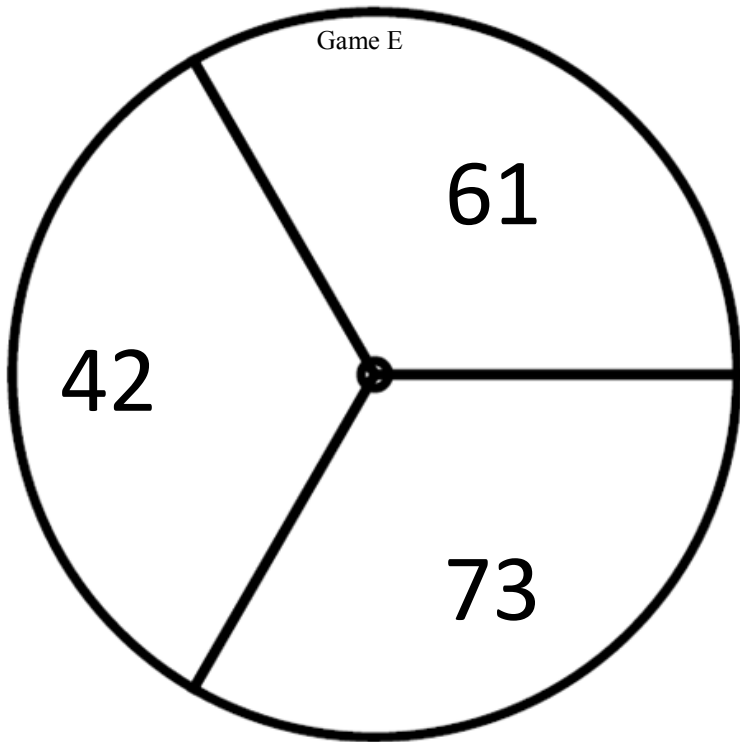
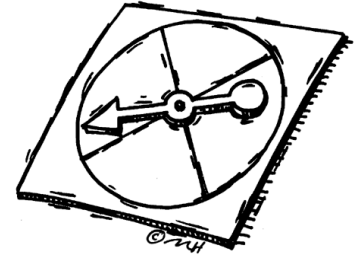
-4

73

-5

# 3 in a Line

## 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

## Game F

First cube or spinner

Second cube or spinner

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

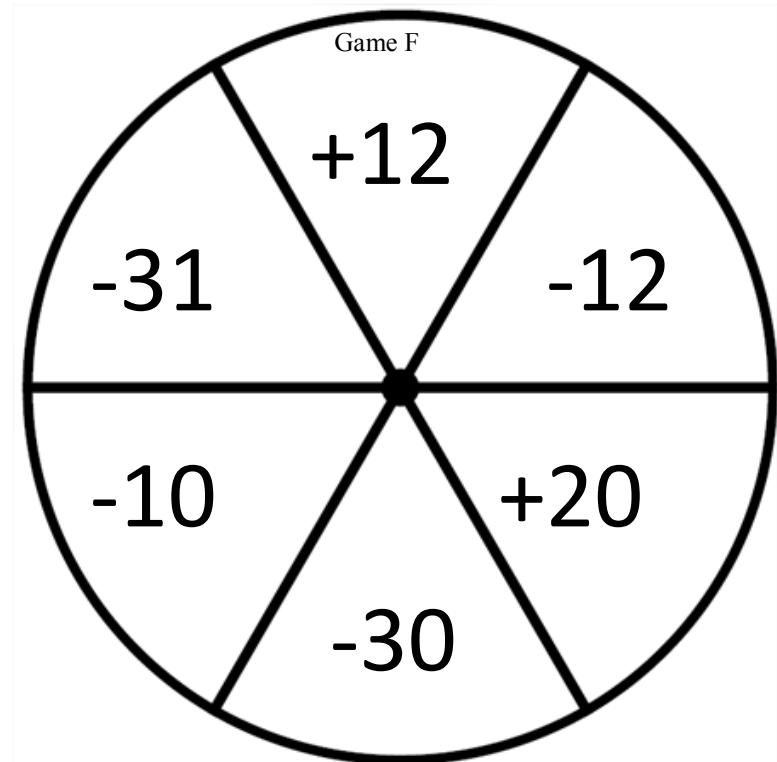
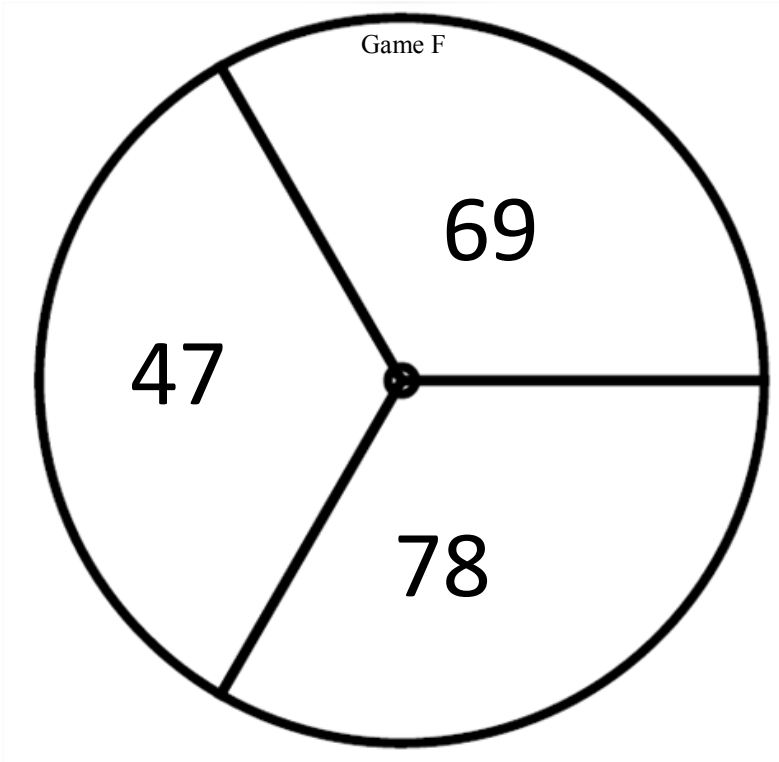
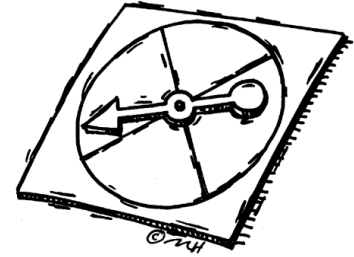
-30

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

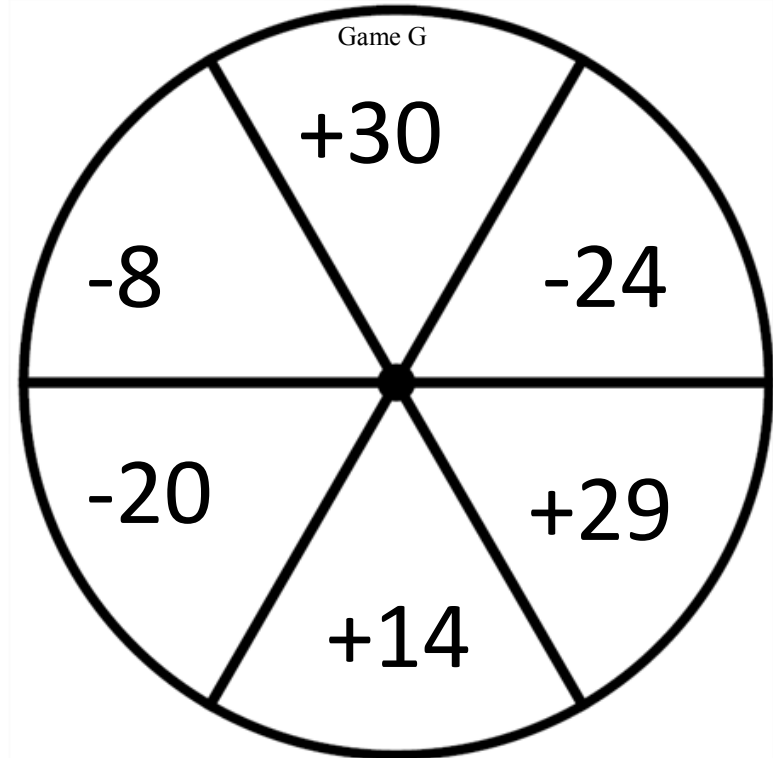
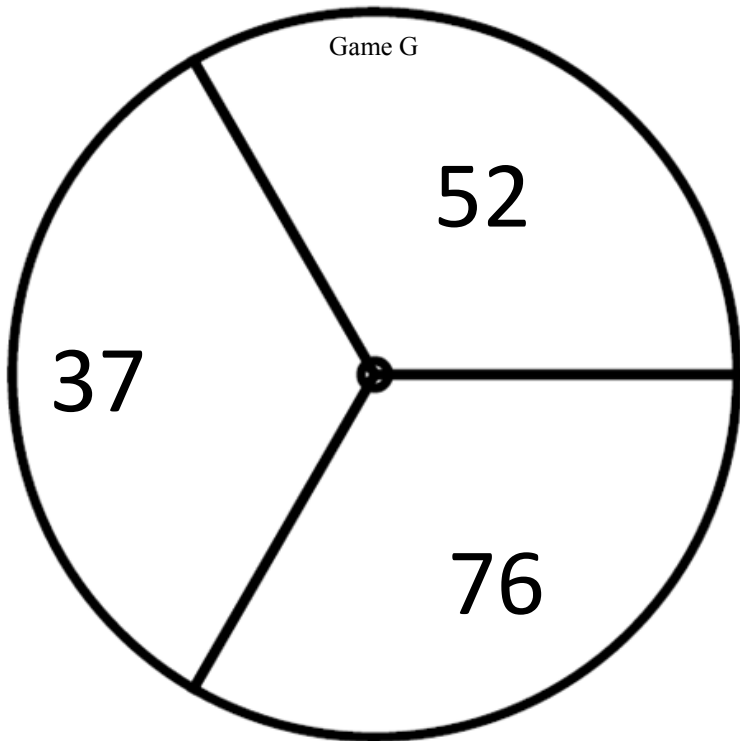
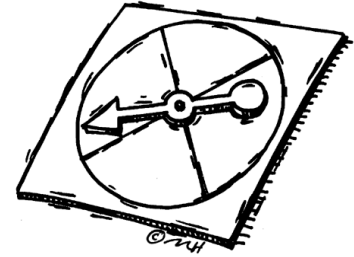
+14

76

-8

## Game G

# 3 in a Line GAME G



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

