



Printables for “Three in a Line”

KNPIG ID # T 5525.3 – GREEN

This file contains printables for two students.

For each additional student print 1 game board and student recording sheet.

- 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.
- 2 Consumable Student Recording Sheets: 1 Per Student
- 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, solve the problem mentally or with drawings (such as an Empty Number Line), then explain your thinking to the other player(s). If everyone agrees with your answer, cover the answer on your game board. The first player with 3 in a line (horizontal, vertical or diagonal) wins. Settle disagreements by using a base-ten material such as bundles and sticks or a bead rack.

64	45	67	40	64
70	20	91	35	44
43	71	54	21	66
39	40	24	39	81
25	54	67	44	43

First cube or spinner

Second cube or spinner

15

+5

15

+6

34

+9

34

+10

61

+20

61

+30

Game A

3 in a Line

Each student should have his or her own copy of the game board. On your turn, roll the dice, solve the problem mentally or with drawings (such as an Empty Number Line), then explain your thinking to the other player(s). If everyone agrees with your answer, cover the answer on your game board. The first player with 3 in a line (horizontal, vertical or diagonal) wins. Settle disagreements by using a base-ten material such as bundles and sticks or a bead rack.

64	45	67	40	64
70	20	91	35	44
43	71	54	21	66
39	40	24	39	81
25	54	67	44	43

First cube or spinner

Second cube or spinner

15

+5

15

+6

34

+9

34

+10

61

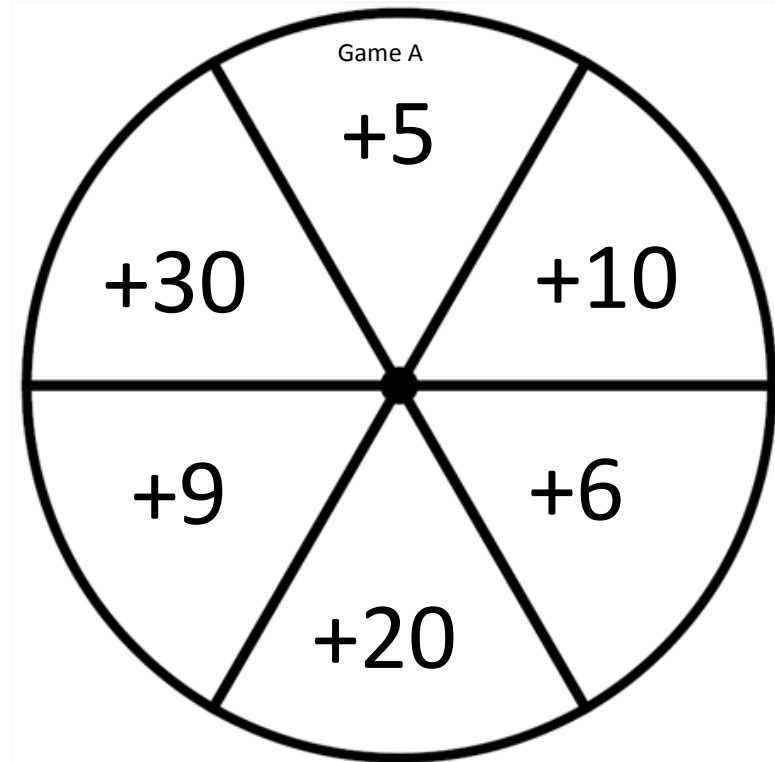
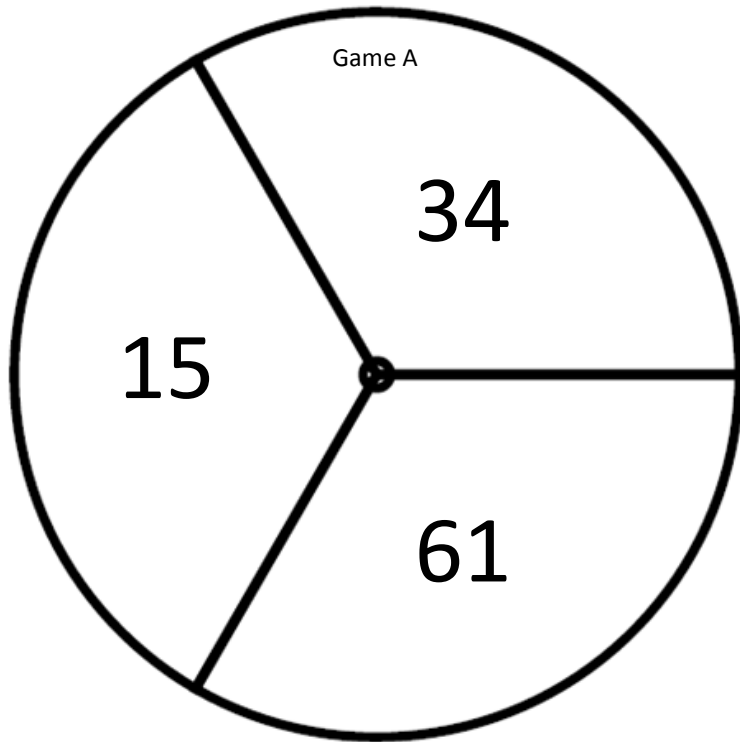
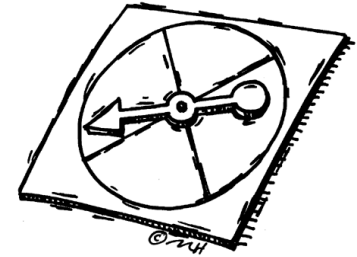
+20

61

+30

Game A

3 in a Line GAME A



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

Green

3 in a Line

Each student should have his or her own copy of the game board. On your turn, roll the dice, solve the problem mentally or with drawings (such as an Empty Number Line), then explain your thinking to the other player(s). If everyone agrees with your answer, cover the answer on your game board. The first player with 3 in a line (horizontal, vertical or diagonal) wins. Settle disagreements by using a base-ten material such as bundles and sticks or a bead rack.

56	50	60	37	56
67	28	79	48	45
44	68	54	31	57
34	37	38	34	77
39	54	60	45	44

First cube or spinner

Second cube or spinner

18

+10

18

+13

24

+20

24

+21

47

+30

47

+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, solve the problem mentally or with drawings (such as an Empty Number Line), then explain your thinking to the other player(s). If everyone agrees with your answer, cover the answer on your game board. The first player with 3 in a line (horizontal, vertical or diagonal) wins. Settle disagreements by using a base-ten material such as bundles and sticks or a bead rack.

56	50	60	37	56
67	28	79	48	45
44	68	54	31	57
34	37	38	34	77
39	54	60	45	44

First cube or spinner

Second cube or spinner

18

+10

18

+13

24

+20

24

+21

47

+30

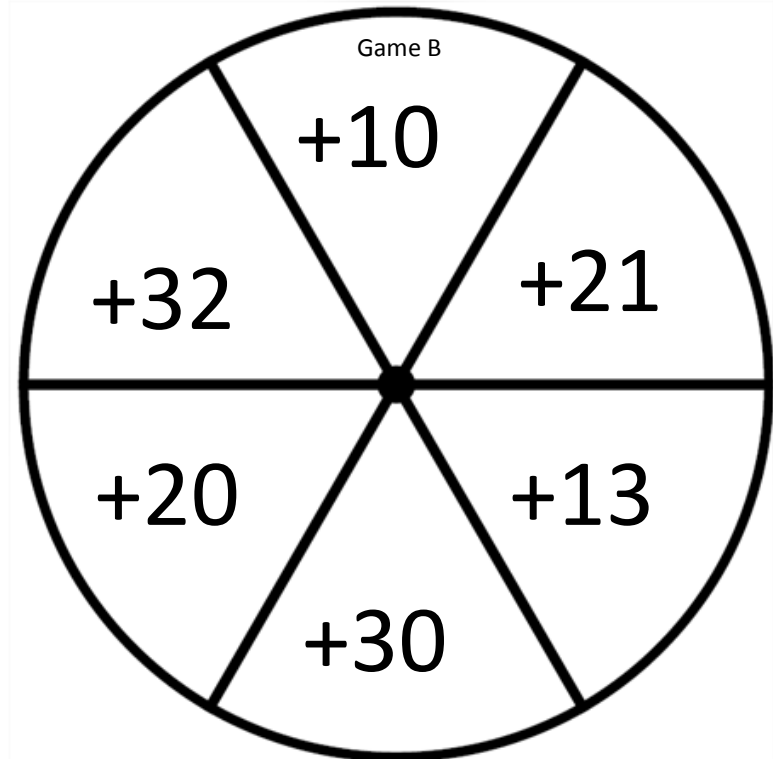
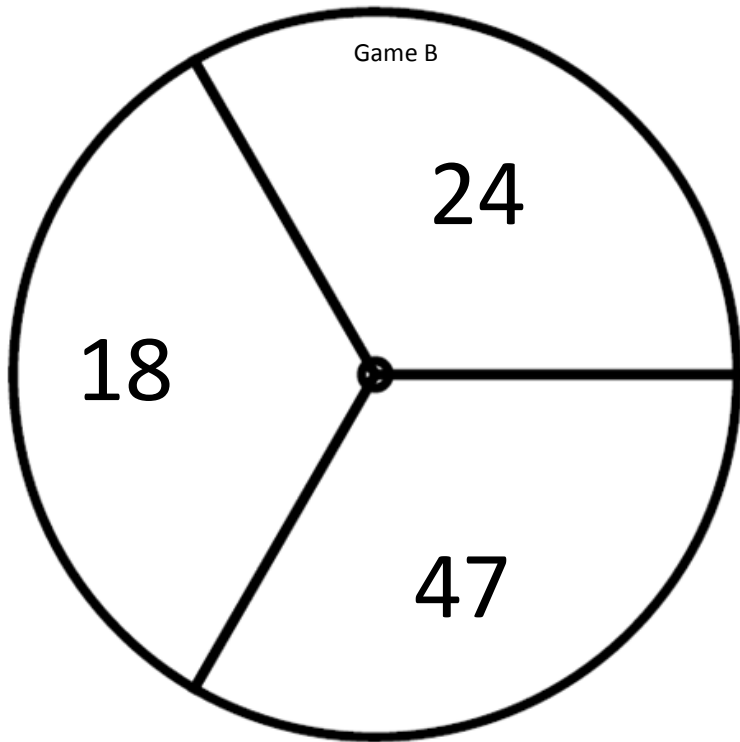
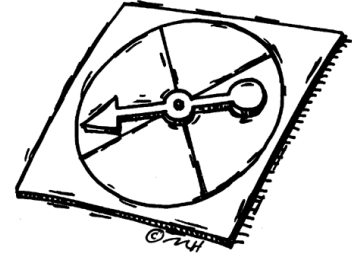
47

+32

Game B

3 in a Line

GAME B



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

Green

3 in a Line

Each student should have his or her own copy of the game board. On your turn, roll the dice, solve the problem mentally or with drawings (such as an Empty Number Line), then explain your thinking to the other player(s). If everyone agrees with your answer, cover the answer on your game board. The first player with 3 in a line (horizontal, vertical or diagonal) wins. Settle disagreements by using a base-ten material such as bundles and sticks or a bead rack.

17	38	85	61	53
26	54	39	54	30
54	77	62	2	55
63	4	15	2	40
55	40	15	61	32

First cube or spinner

Second cube or spinner

14

+12

27

+12

42

-12

50

-12

65

-10

73

-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, solve the problem mentally or with drawings (such as an Empty Number Line), then explain your thinking to the other player(s). If everyone agrees with your answer, cover the answer on your game board. The first player with 3 in a line (horizontal, vertical or diagonal) wins. Settle disagreements by using a base-ten material such as bundles and sticks or a bead rack.

17	38	85	61	53
26	54	39	54	30
54	77	62	2	55
63	4	15	2	40
55	40	15	61	32

First cube or spinner

Second cube or spinner

14

+12

27

+12

42

-12

50

-12

65

-10

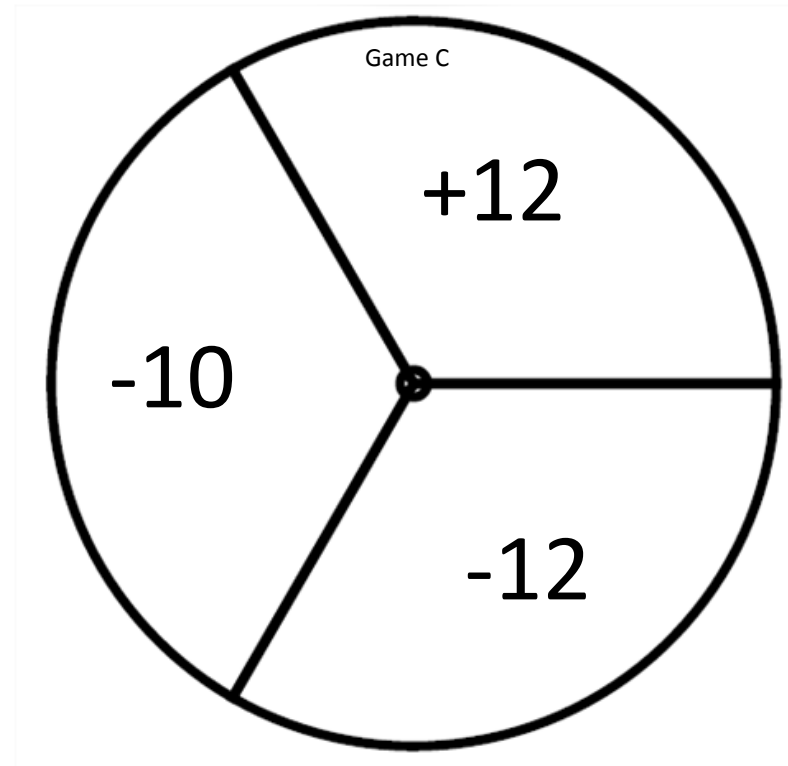
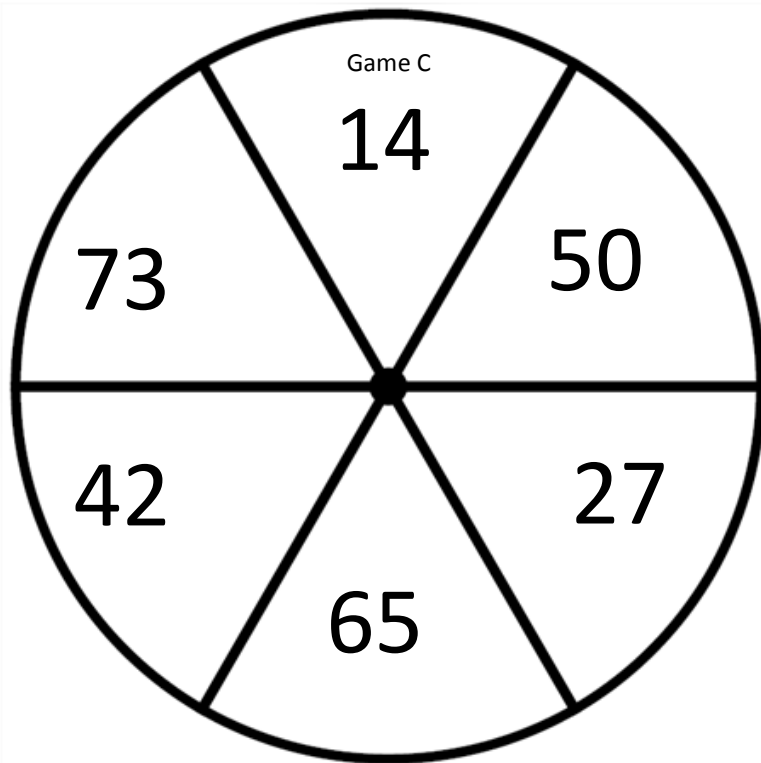
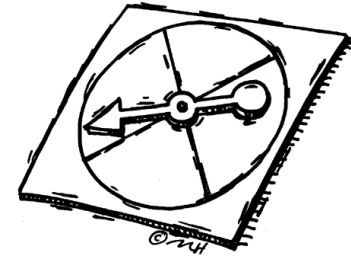
73

-10

Game C

3 in a Line

GAME C



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

Green

3 in a Line

Each student should have his or her own copy of the game board. On your turn, roll the dice, solve the problem mentally or with drawings (such as an Empty Number Line), then explain your thinking to the other player(s). If everyone agrees with your answer, cover the answer on your game board. The first player with 3 in a line (horizontal, vertical or diagonal) wins. Settle disagreements by using a base-ten material such as bundles and sticks or a bead rack.

29	9	73	54	29
78	29	48	14	64
59	83	34	34	68
49	54	39	49	53
44	34	73	64	59

First cube or spinner

Second cube or spinner

19

+10

19

+15

39

+20

39

+25

58

-5

58

-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, solve the problem mentally or with drawings (such as an Empty Number Line), then explain your thinking to the other player(s). If everyone agrees with your answer, cover the answer on your game board. The first player with 3 in a line (horizontal, vertical or diagonal) wins. Settle disagreements by using a base-ten material such as bundles and sticks or a bead rack.

29	9	73	54	29
78	29	48	14	64
59	83	34	34	68
49	54	39	49	53
44	34	73	64	59

First cube or spinner

Second cube or spinner

19

+10

19

+15

39

+20

39

+25

58

-5

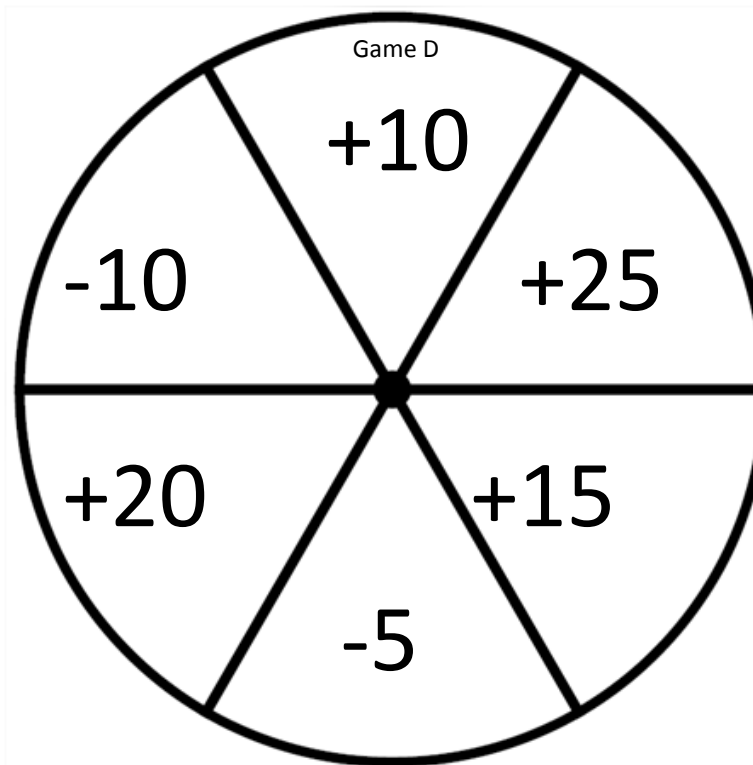
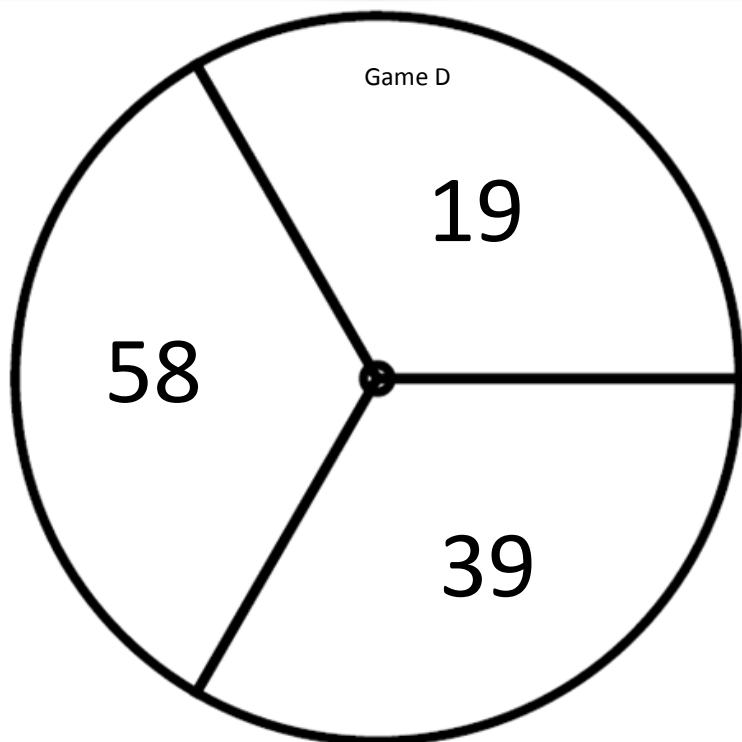
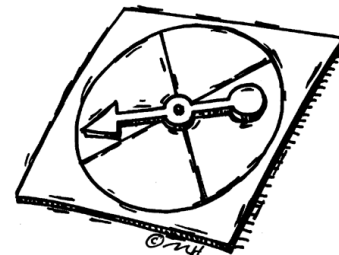
58

-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, solve the problem mentally or with drawings (such as an Empty Number Line), then explain your thinking to the other player(s). If everyone agrees with your answer, cover the answer on your game board. The first player with 3 in a line (horizontal, vertical or diagonal) wins. Settle disagreements by using a base-ten material such as bundles and sticks or a bead rack.

31	12	88	72	31
57	40	47	13	39
41	55	32	53	75
59	72	22	59	48
20	32	88	39	41

First cube or spinner

Second cube or spinner

32

+8

32

+21

51

-10

51

-12

67

-19

67

-20

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, solve the problem mentally or with drawings (such as an Empty Number Line), then explain your thinking to the other player(s). If everyone agrees with your answer, cover the answer on your game board. The first player with 3 in a line (horizontal, vertical or diagonal) wins. Settle disagreements by using a base-ten material such as bundles and sticks or a bead rack.

31	12	88	72	31
57	40	47	13	39
41	55	32	53	75
59	72	22	59	48
20	32	88	39	41

First cube or spinner

Second cube or spinner

32

+8

32

+21

51

-10

51

-12

67

-19

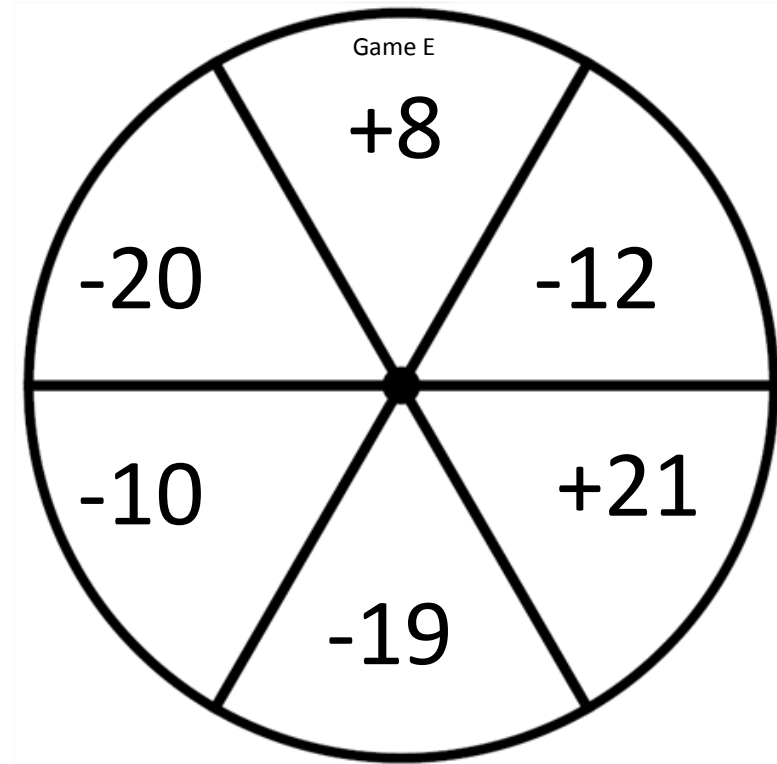
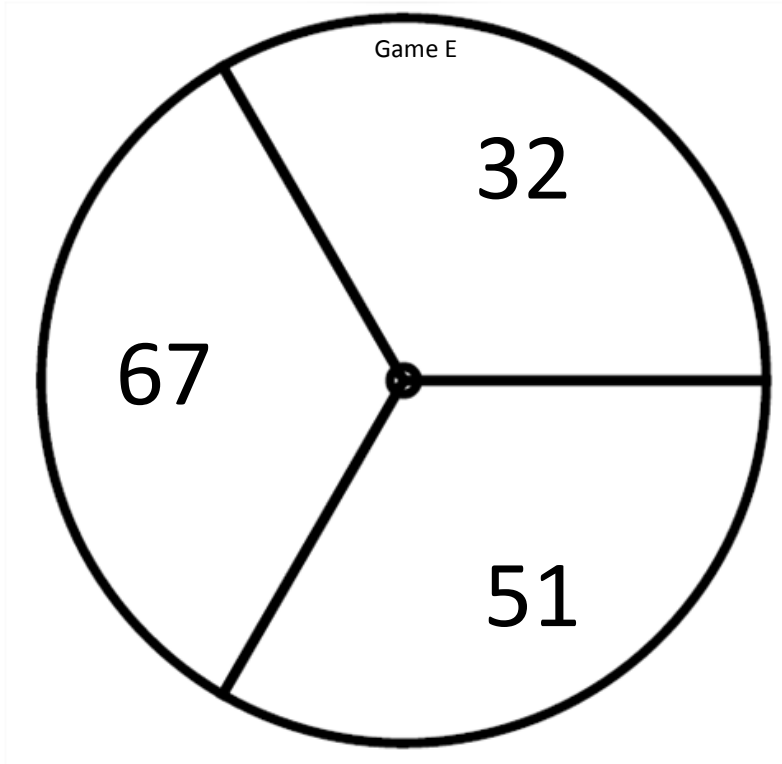
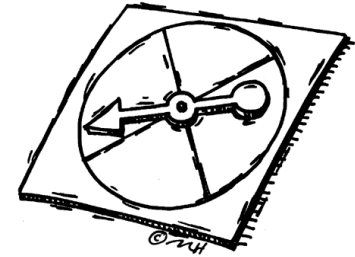
67

-20

Game E

3 in a Line

GAME E



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

Green

Recording Sheet

Date: _____

Name: _____

I used Game _____ (Letter at bottom of game board)

My equation	How I solved it

Recording Sheet

Date: _____

Name: _____

I used Game _____ (Letter at bottom of game board)

My equation	How I solved it

Game Play Recording Sheet

✓ = played

✓+ = mastered

Optional: record date of play & mastery

Student Name	Level 3 - Green					Level 4 - Purple			
	Game A	Game B	Game C	Game D	Game E	Game A	Game B	Game C	Game D