



# Printables for “Three in a Line - make 20, 60 or 100”

KNPIG ID # T 5525.4 – PURPLE

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 one reusable spinner base.
- Game B – 2 Reusable Game Boards: 1 per student.  
-Game B Spinner board with one reusable spinner base.
- Game C – 2 Reusable Game Boards: 1 per student.  
-Game C Spinner board with one reusable spinner base.
- Game D – 2 Reusable Game Boards: 1 per student.  
-Game D Spinner board with one reusable spinner base.
- 2 Consumable Student Recording Sheets: 1 Per Student
- 1 Consumable Teacher Recording sheet.

\*Spinners may be replaced by customized dice.\*

**Teacher Notes:** Unlike others in this task group, Games A, B and C can be played in any order. Students should play C before playing D. 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

## Make 20

Each student should have his or her own copy of the game board. On your turn, roll the cube, and determine what goes with the number rolled to MAKE 20, solving the problem mentally or with drawings (such as an Empty Number Line). 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 row wins. Settle disagreements by using ten frames or a bead rack.

18	7	11	11	4
18	13	4	13	13
16	7	16	7	18
18	4	11	7	16

### Game A

Cube or Spinner

2  
4  
7  
9  
13  
16

# 3 in a Line

## Make 20

Each student should have his or her own copy of the game board. On your turn, roll the cube, and determine what goes with the number rolled to MAKE 20, solving the problem mentally or with drawings (such as an Empty Number Line). 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 row wins. Settle disagreements by using ten frames or a bead rack.

18	7	11	11	4
18	13	4	13	13
16	7	16	7	18
18	4	11	7	16

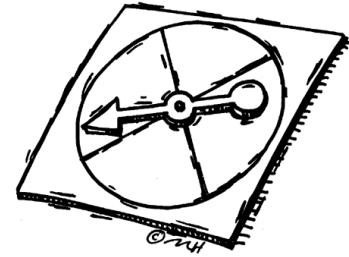
### Game A

Cube or Spinner

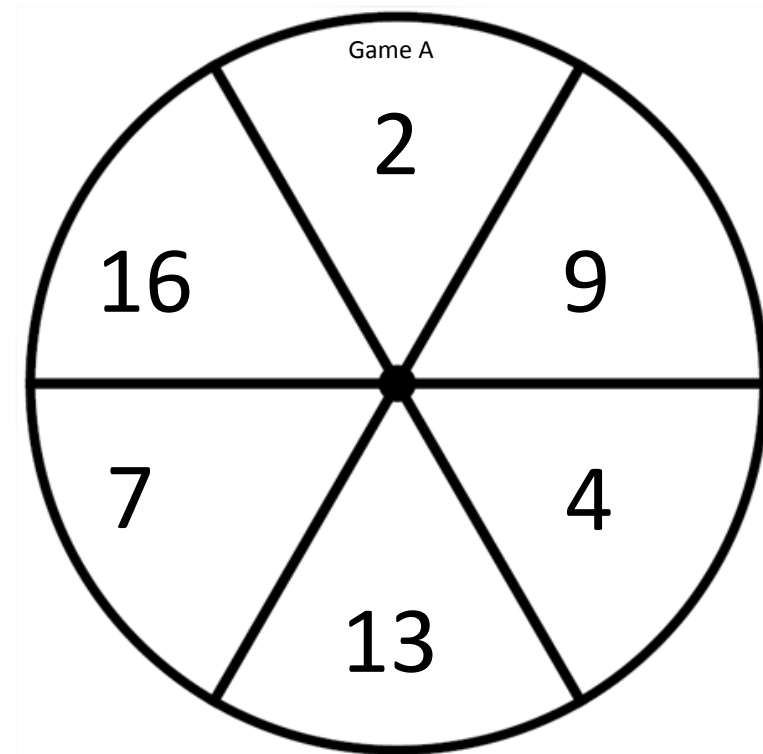
2  
4  
7  
9  
13  
16

# 3 in a Line

## GAME A



Use a paper clip or place a transparent overhead spinner over the circle.



# 3 in a Line

## Make 60

Each student should have his or her own copy of the game board. On your turn, roll the cube, and determine what goes with the number rolled to MAKE 60, solving the problem mentally or with drawings (such as an Empty Number Line). 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 row wins. Settle disagreements by using manipulatives.

50	25	30	30	15
50	35	15	35	35
45	25	45	25	50
50	15	30	25	45

## Game B

Cube or Spinner

10  
15  
25  
30  
35  
45

# 3 in a Line

## Make 60

Each student should have his or her own copy of the game board. On your turn, roll the cube, and determine what goes with the number rolled to MAKE 60, solving the problem mentally or with drawings (such as an Empty Number Line). 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 row wins. Settle disagreements by using manipulatives.

50	25	30	30	15
50	35	15	35	35
45	25	45	25	50
50	15	30	25	45

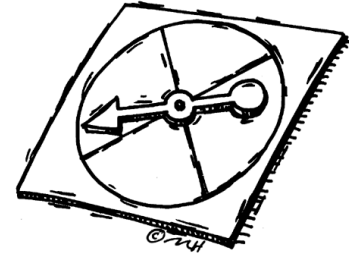
## Game B

Cube or Spinner

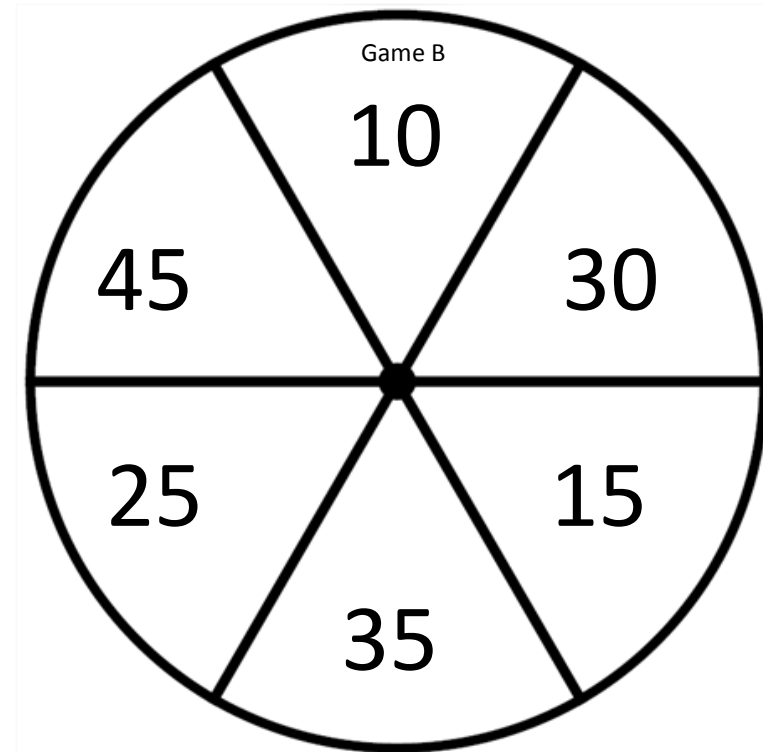
10  
15  
25  
30  
35  
45

# 3 in a Line

## GAME B



Use a paper clip or place a transparent overhead spinner over the circle.



# 3 in a Line

## Make 100

Each student should have his or her own copy of the game board. On your turn, roll the cube, and determine what goes with the number rolled to MAKE 100, solving the problem mentally or with drawings (such as an Empty Number Line). 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 row wins. Settle disagreements by using a manipulative such as ten frames or a bead rack.

90	25	50	50	10
90	60	10	60	60
75	25	75	25	90
90	10	50	25	75

Cube or spinner

10  
25  
40  
50  
75  
90

## Game C



# 3 in a Line

## Make 100

Each student should have his or her own copy of the game board. On your turn, roll the cube, and determine what goes with the number rolled to MAKE 100, solving the problem mentally or with drawings (such as an Empty Number Line). 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 row wins. Settle disagreements by using a manipulative such as ten frames or a bead rack.

90	25	50	50	10
90	60	10	60	60
75	25	75	25	90
90	10	50	25	75

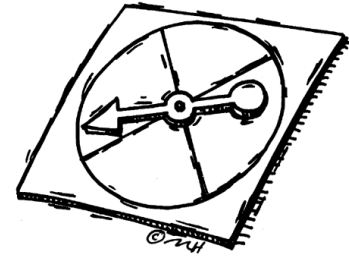
Cube or spinner

10  
25  
40  
50  
75  
90

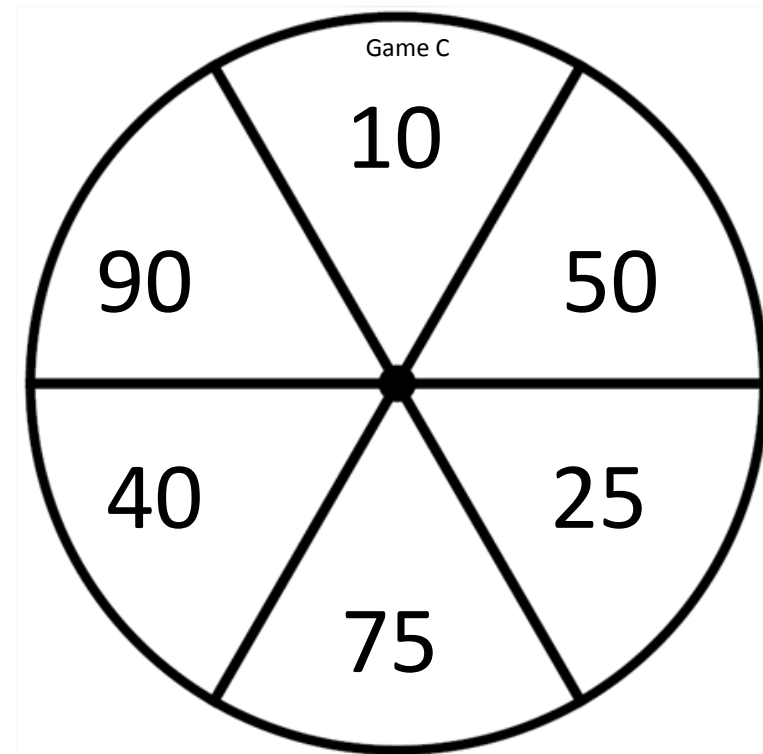
## Game C

# 3 in a Line

## GAME C



Use a paper clip or place a transparent overhead spinner over the circle.



# 3 in a Line

## Make 100

Each student should have his or her own copy of the game board. On your turn, roll the cube, and determine what goes with the number rolled to MAKE 100, solving the problem mentally or with drawings (such as an Empty Number Line). 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 row wins. Settle disagreements by using a manipulative such as ten frames or a bead rack.

85	26	39	39	21
85	51	21	51	51
65	26	65	26	85
85	21	39	26	65

### Game D

Cube or Spinner

15

35

49

61

74

79

# 3 in a Line

## Make 100

Each student should have his or her own copy of the game board. On your turn, roll the cube, and determine what goes with the number rolled to MAKE 100, solving the problem mentally or with drawings (such as an Empty Number Line). 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 row wins. Settle disagreements by using a manipulative such as ten frames or a bead rack.

85	26	39	39	21
85	51	21	51	51
65	26	65	26	85
85	21	39	26	65

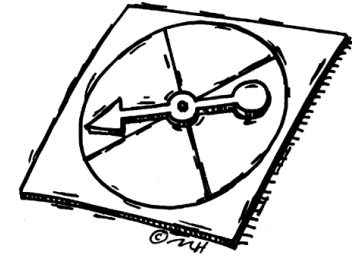
### Game D

Cube or Spinner

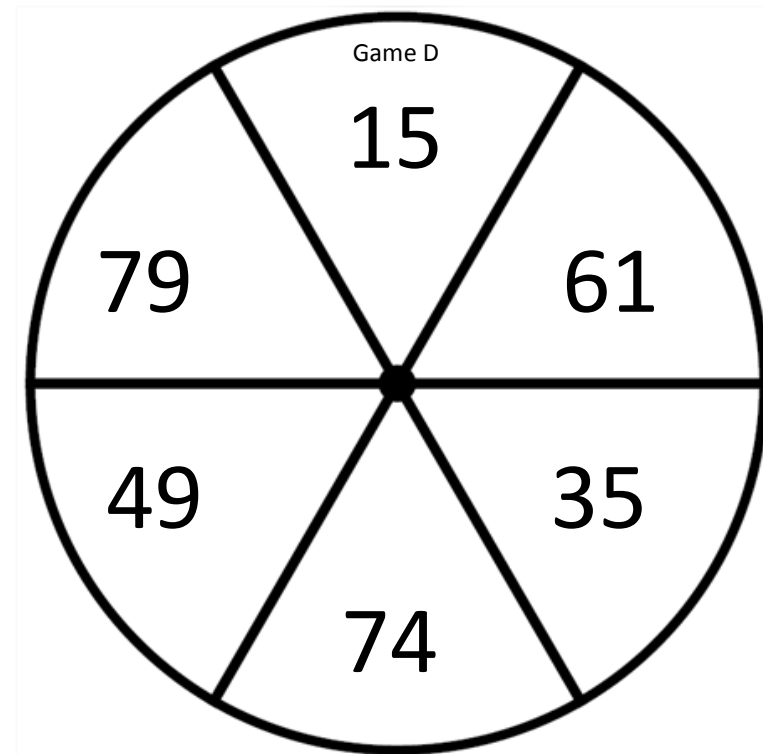
15  
35  
49  
61  
74  
79

# 3 in a Line

## GAME D



Use a paper clip or place a transparent overhead spinner over the circle.



PURPLE

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# 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