

#### Printables for "Three in a Line-add&sub within 1000"

#### KNPIG ID # T 5525.5- PINK

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.
- 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 G Spinner board with two reusable spinner bases.
- Game H − 2 Reusable Game Boards: 1 per student. -Game H Spinner board with two reusable spinner bases.
  - 2 Consumable Student Recording Sheets: 1 Per Student
  - 1 Consumable Teacher Recording sheet.
  - Mini Ten Frames.
- -Empty 10 frames: 1 reusable sheet of 12.
  - \* Spinners may be replaced by customized dice.\*

For Teacher Notes see Lesson Plan.

Each student should have his or her own copy of the game board. On your turn, roll the dice, solve the problem mentally and/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 (vertically, horizontally, or diagonally) wins. Settle disagreements by using a base—ten material such as bundles and sticks, ten frames or bead racks.

160	140	140	120	160
150	90	180	130	140
130	160	150	100	130
IIO	120	IIO	IIO	170
120	150	140	140	130

Game A

irst Cube or Spinner	Second Cube or Spinner
30	+60
30	+70
50	+80
50	+90
70	+100
70	+110

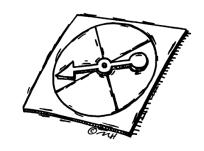
Each student should have his or her own copy of the game board. On your turn, roll the dice, solve the problem mentally and/or with drawings (such as an Empty Number Line), then explain your thinking to the other player(s). If everyone agrees with your answer, cover the answer on your game board. The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

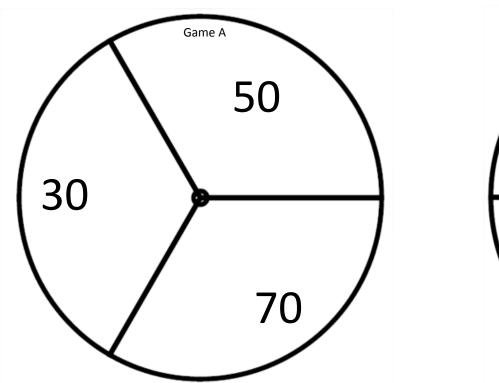
160	140	140	120	160
150	90	180	130	140
130	160	150	100	130
IIO	120	IIO	IIO	170
120	150	140	140	130

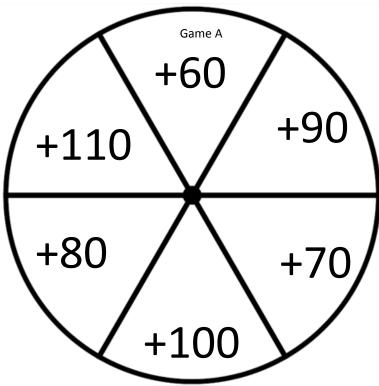
Game A

irst Cube or Spinner	Second Cube or Spinner
30	+60
30	+70
50	+80
50	+90
70	+100
70	+110

# **3 in a Line** GAME A







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

Each student should have his or her own copy of the game board. On your turn, roll the dice, solve the problem mentally and/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 (vertically, horizontally, or diagonally) wins. Settle disagreements by using a base—ten material such as bundles and sticks, ten frames or bead racks.

510	310	570	470	510
580	330	610	300	490
480	590	500	270	630
530	470	280	530	600
290	500	570	490	480

Game B

First Cube or Spinner	Second Cube or Spinne
200	+130
200	+70
400	+80
400	+90
500	+100
500	+  0

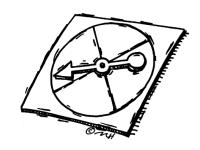
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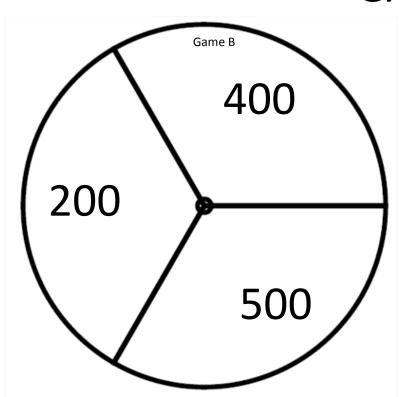
510	310	570	470	510
580	330	610	300	490
480	590	500	270	630
530	470	280	530	600
290	500	570	490	480

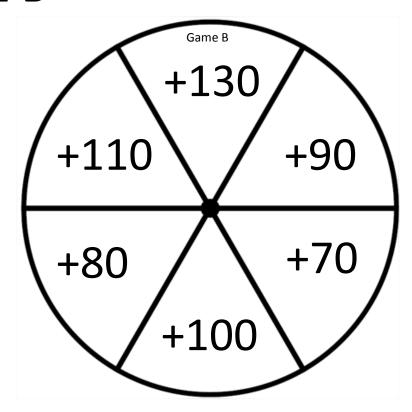
Game B

First Cube or Spinner	Second Cube or Spinne
200	+130
200	+70
400	+80
400	+90
500	+100
500	+  0

# **3 in a Line** GAME B







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

Each student should have his or her own copy of the game board. On your turn, roll the dice, solve the problem mentally and/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 (vertically, horizontally, or diagonally) wins. Settle disagreements by using a base—ten material such as bundles and sticks, ten frames or bead racks.

569	450	485	3 <i>7</i> 4	569
490	251	680	350	389
379	500	469	255	481
370	374	260	370	580
270	469	485	389	379

Game C

First cube or spinner	Second cube or spinner
250	+
250	+5
369	+10
369	+20
480	+100
480	+200

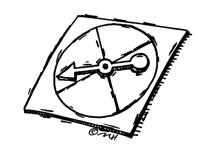
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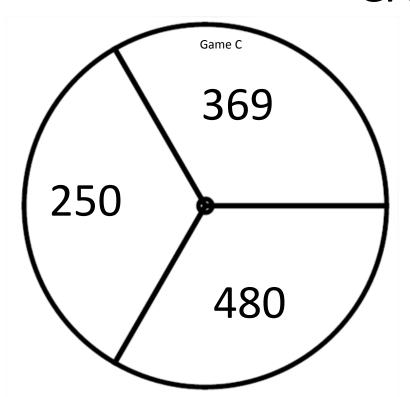
569	450	485	3 <i>7</i> 4	569
490	251	680	350	389
379	500	469	255	481
370	374	260	370	580
270	469	485	389	379

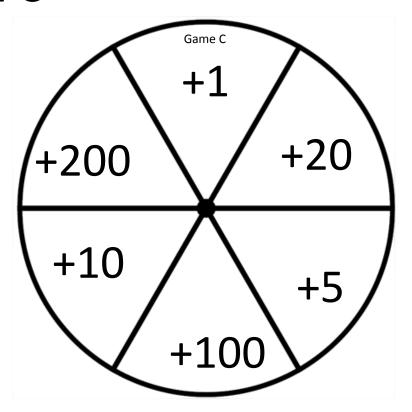
Game C

First cube or spinner	Second cube or spinner
250	+
250	+5
369	+10
369	+20
480	+100
480	+200

## **3 in a Line** GAME C







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

Each student should have his or her own copy of the game board. On your turn, roll the dice, solve the problem mentally and/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 (vertically, horizontally, or diagonally) wins. Settle disagreements by using a base—ten material such as bundles and sticks, ten frames or bead racks.

428	180	522	488	428
511	235	462	130	468
477	502	378	240	517
483	488	229	483	412
220	378	522	468	477

Game D

First cube or spinner	Second cube or spinner
230	+5
230	+ 0
478	-
478	-10
512	-100
512	-50

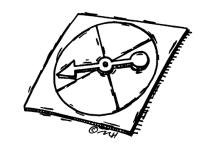
Each student should have his or her own copy of the game board. On your turn, roll the dice, solve the problem mentally and/or with drawings (such as an Empty Number Line), then explain your thinking to the other player(s). If everyone agrees with your answer, cover the answer on your game board. The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

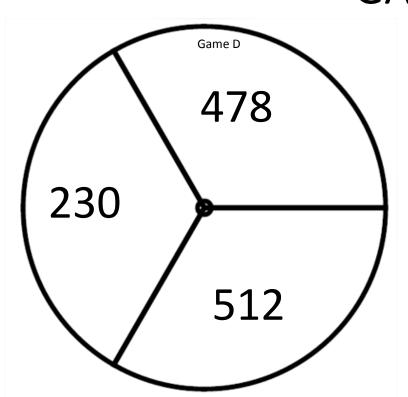
428	180	522	488	428
511	235	462	130	468
477	502	378	240	517
483	488	229	483	412
220	378	522	468	477

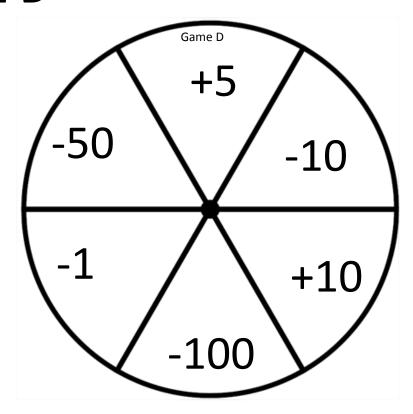
Game D

First cube or spinner	Second cube or spinner
230	+5
230	+ 0
478	-
478	-10
512	-100
512	-50

## **3 in a Line** GAME D







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

Each student should have his or her own copy of the game board. On your turn, roll the dice, solve the problem mentally and/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 (vertically, horizontally, or diagonally) wins. Settle disagreements by using a base—ten material such as bundles and sticks, ten frames or bead racks.

303	44 <i>7</i>	644	648	606
193	311	298	311	315
311	602	443	197	607
649	198	302	197	448
607	448	302	648	316

Game E

First cube or spinner	Second cube or spinner
189	+4
294	+4
307	+8
439	+8
598	+9
640	+9

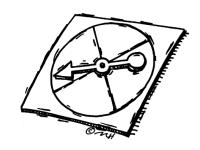
Each student should have his or her own copy of the game board. On your turn, roll the dice, solve the problem mentally and/or with drawings (such as an Empty Number Line), then explain your thinking to the other player(s). If everyone agrees with your answer, cover the answer on your game board. The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

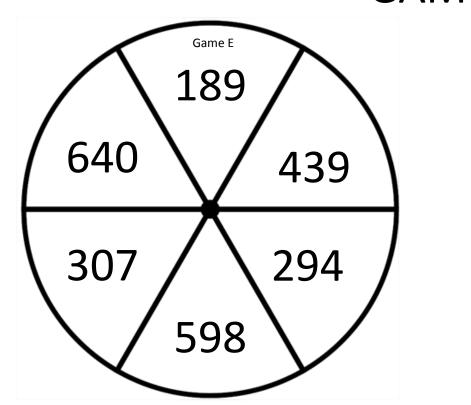
303	44 <i>7</i>	644	648	606
193	311	298	311	315
311	602	443	197	607
649	198	302	197	448
607	448	302	648	316

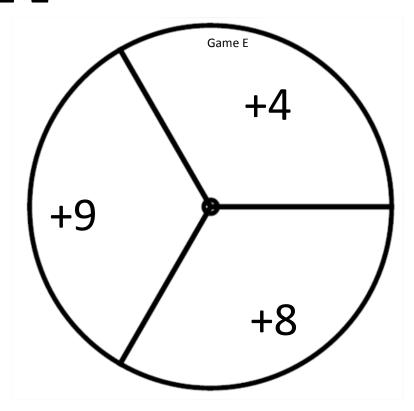
Game E

First cube or spinner	Second cube or spinner
189	+4
294	+4
307	+8
439	+8
598	+9
640	+9

## **3 in a Line** GAME E







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

Each student should have his or her own copy of the game board. On your turn, roll the dice, solve the problem mentally and/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 (vertically, horizontally, or diagonally) wins. Settle disagreements by using a base—ten material such as bundles and sticks, ten frames or bead racks.

5 <i>7</i> I	527	II5	14 <i>7</i>	679
255	4 <i>77</i>	366	477	509
477	647	495	287	852
320	460	398	287	700
852	700	398	14 <i>7</i>	682

Game F

irst cube or spinner	Second cube or spinner
240	+15
351	+15
462	+47
480	+47
632	+220
100	+220

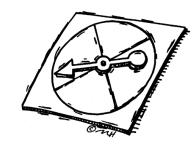
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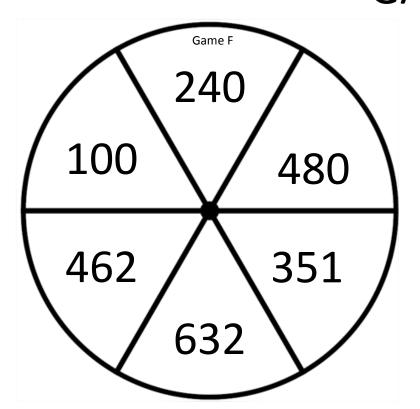
5 <i>7</i> I	527	II5	14 <i>7</i>	679
255	4 <i>77</i>	366	477	509
477	647	495	287	852
320	460	398	287	700
852	700	398	14 <i>7</i>	682

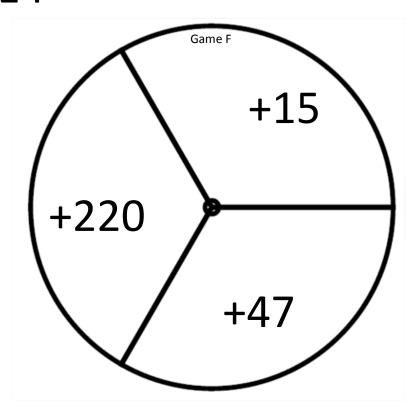
Game F

irst cube or spinner	Second cube or spinner
240	+15
351	+15
462	+47
480	+47
632	+220
100	+220

# **3 in a Line**GAME F







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

Each student should have his or her own copy of the game board. On your turn, roll the dice, solve the problem mentally and/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 (vertically, horizontally, or diagonally) wins. Settle disagreements by using a base—ten material such as bundles and sticks, ten frames or bead racks.

184	548	654	749	707
203	321	308	321	416
321	612	453	298	488
530	79	403	298	329
488	329	403	749	197

Game G

First cube or spinner	Second cube or spinner
189	+ 4
294	+ 4
307	+109
439	+109
598	-110
640	-110

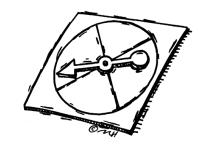
Each student should have his or her own copy of the game board. On your turn, roll the dice, solve the problem mentally and/or with drawings (such as an Empty Number Line), then explain your thinking to the other player(s). If everyone agrees with your answer, cover the answer on your game board. The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

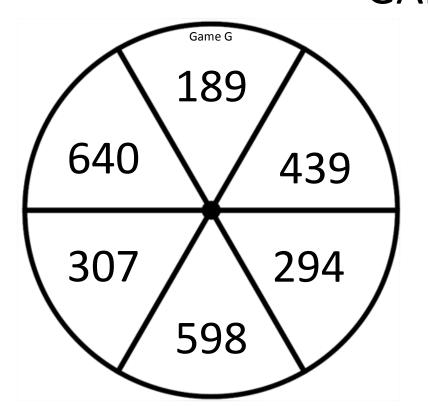
184	548	654	749	707
203	321	308	321	416
321	612	453	298	488
530	79	403	298	329
488	329	403	749	197

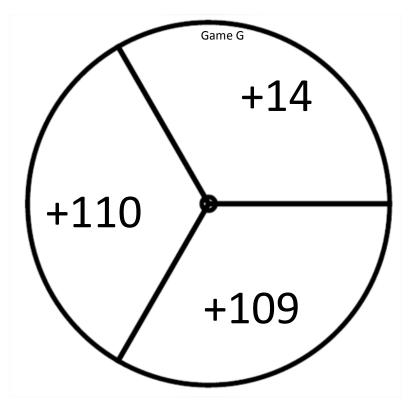
Game G

First cube or spinner	Second cube or spinner
189	+ 4
294	+ 4
307	+109
439	+109
598	-110
640	-110

### **3 in a Line** GAME G







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

Each student should have his or her own copy of the game board. On your turn, roll the dice, solve the problem mentally and/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 (vertically, horizontally, or diagonally) wins. Settle disagreements by using a base—ten material such as bundles and sticks, ten frames or bead racks.

714	239	980	894	<i>7</i> 14
837	301	800	254	664
<i>7</i> 5I	<i>7</i> 50	729	419	862
776	894	276	776	815
189	729	980	664	<i>7</i> 5I

Game H

Second cube or spinner
+12
+130
-13
-100
-35
-50

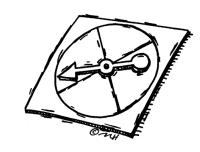
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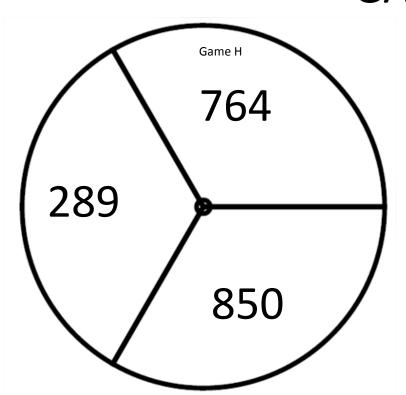
714	239	980	894	<i>7</i> 14
837	301	800	254	664
<i>7</i> 5I	<i>7</i> 50	729	419	862
776	894	276	776	815
189	729	980	664	<i>7</i> 5I

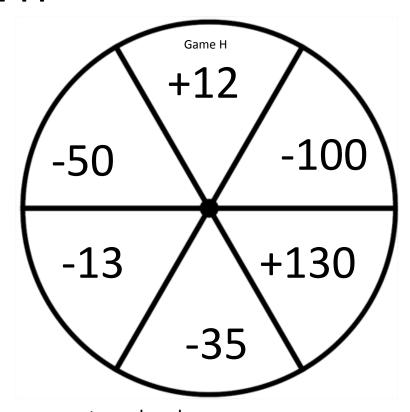
Game H

Second cube or spinner
+12
+130
-13
-100
-35
-50

## **3 in a Line** GAME H







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

#### **Recording Sheet**

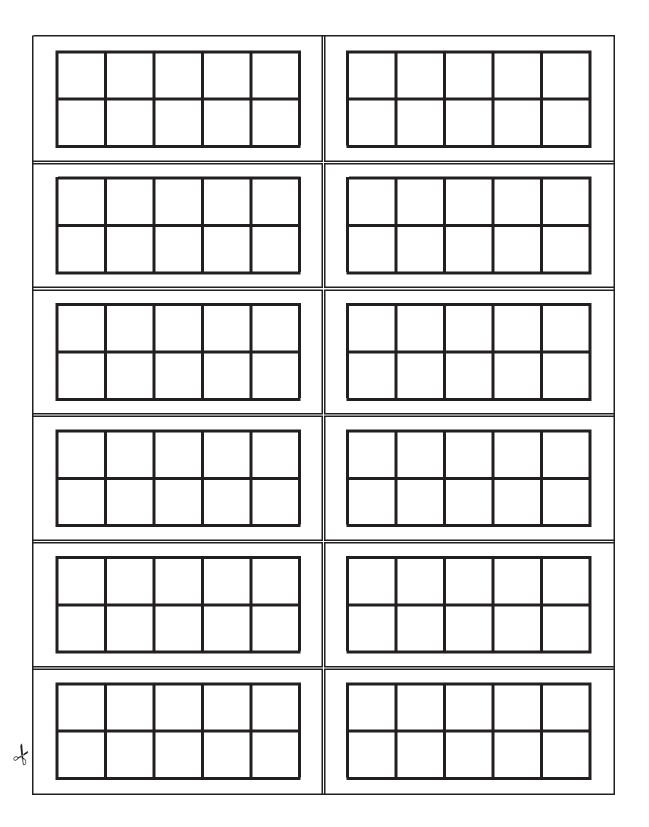
Date:	Name:	· · · · · · · · · · · · · · · · · · ·
	I used Game	_ (Letter at bottom of game board)
My equation	How I solved it	

#### **Recording Sheet**

Date:	Name:	· · · · · · · · · · · · · · · · · · ·
	I used Game	_ (Letter at bottom of game board)
My equation	How I solved it	

#### Game Play Recording Sheet

	✓ = played		√+ = mastere	d	Optional: reco	ord date of play	/ & mastery	
	Level 5 - Pink							
Student Name	Game A	Game B	Game C	Game D	Game E	Game F	Game G	Game H
							I	



Ten Frames (empty)
Laminate before use. Cut ten frames apart.
Draw in dots as needed with dry erase marker.

knp.kentuckymathematics.org May be used with KNP T 5525.5 (PINK)

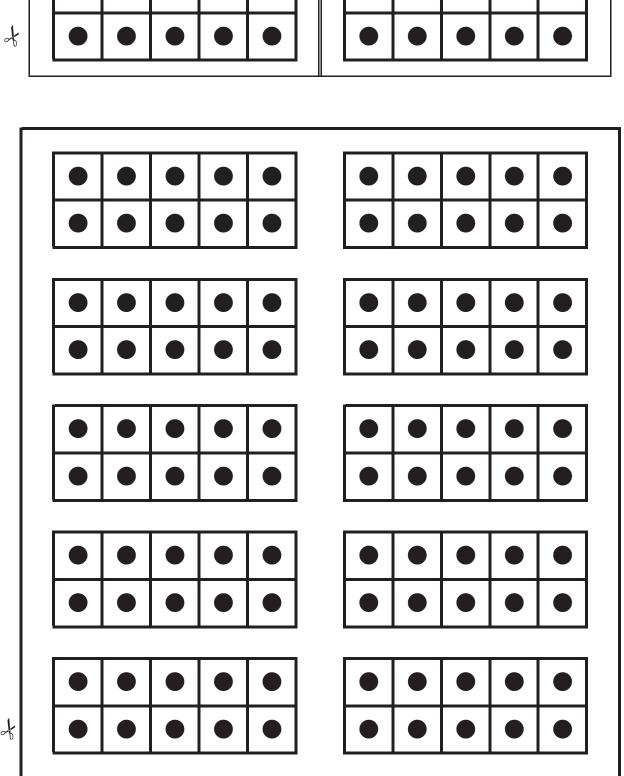
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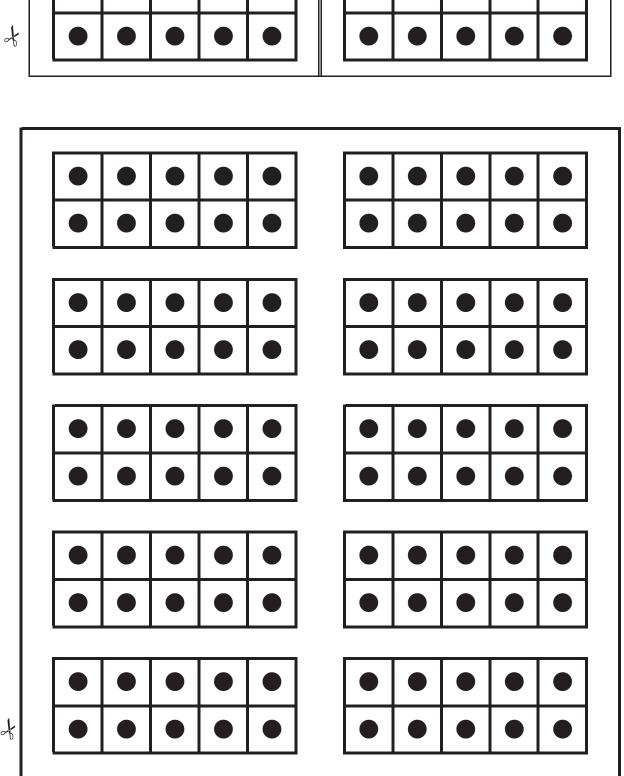
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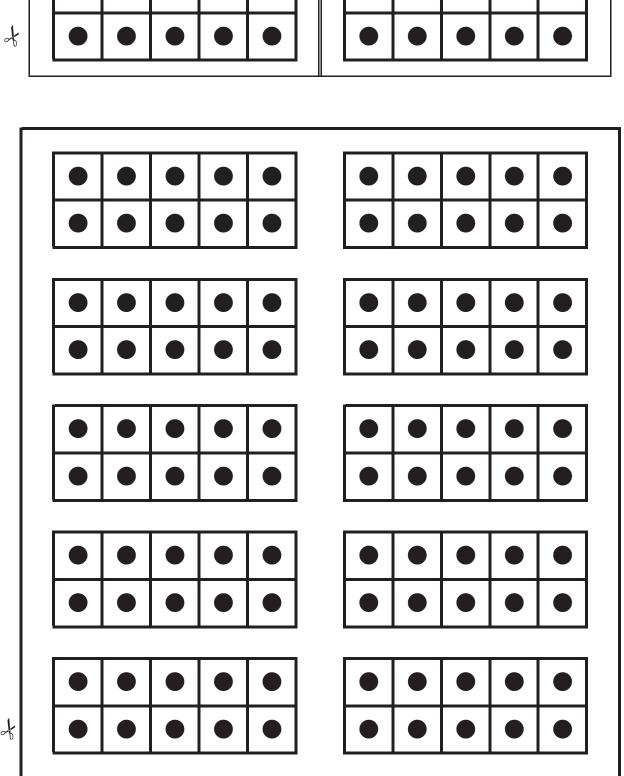
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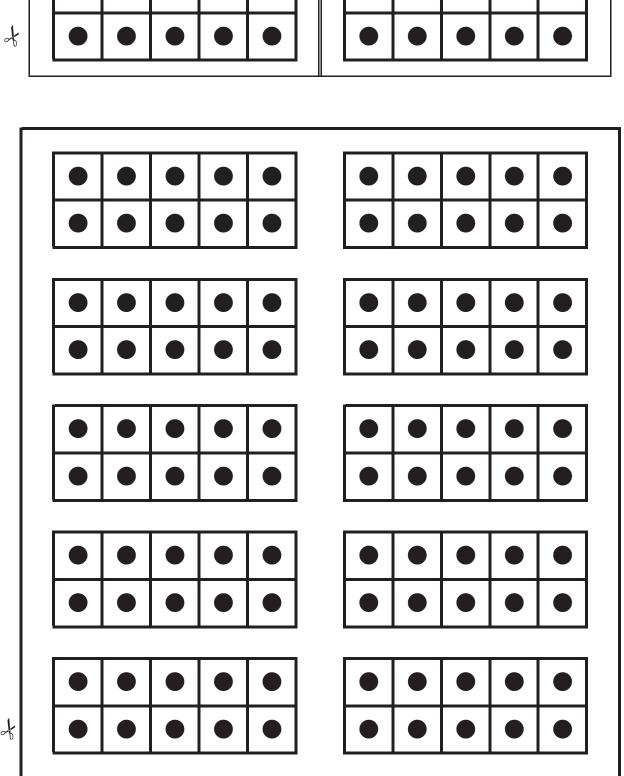
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