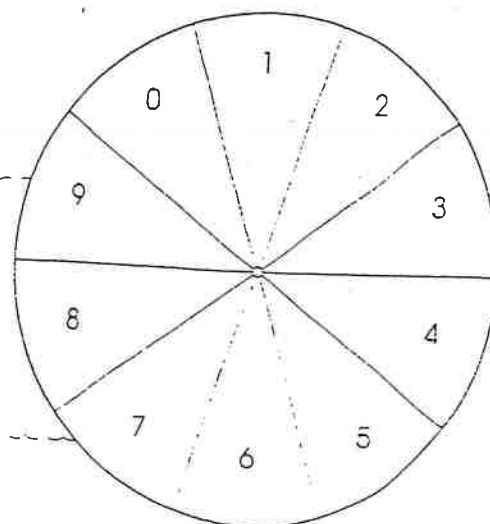# (9) Five in a Row

Math Skills

- Developing number sense
- Using patterns and relationships to analyze mathematical situations
- Developing mental computation skills

Number of Players	Materials
1 player	chips or markers (one color for each player)
2–4 players	
whole class	Spinner with numbers 0–9 (p. 90)
	Hundred Chart

HOW TO PLAY THE GAME

The goal of the game is to be the first player to have 5 counters in a row: either horizontally, vertically, or diagonally. Each player is given a copy of the Hundred Chart to use as a game board. Each player spins the number spinner twice, keeping track of the numbers selected. Then the player must perform a mathematical operation using the two numbers to create a new number that he or she covers with a chip. For example, if the spinner lands on 3 and 8, these two numbers could be combined in the following ways to make the following numbers:

$$3 \text{ tens and } 8 \text{ ones} = 38$$
$$8 \text{ tens and } 3 \text{ ones} = 83$$
$$8 + 3 = 11$$

$$8 - 3 = 5$$

The player covers one of all the possible numbers that were created on the game board. The first player with 5 markers in a row in any direction is the winner.
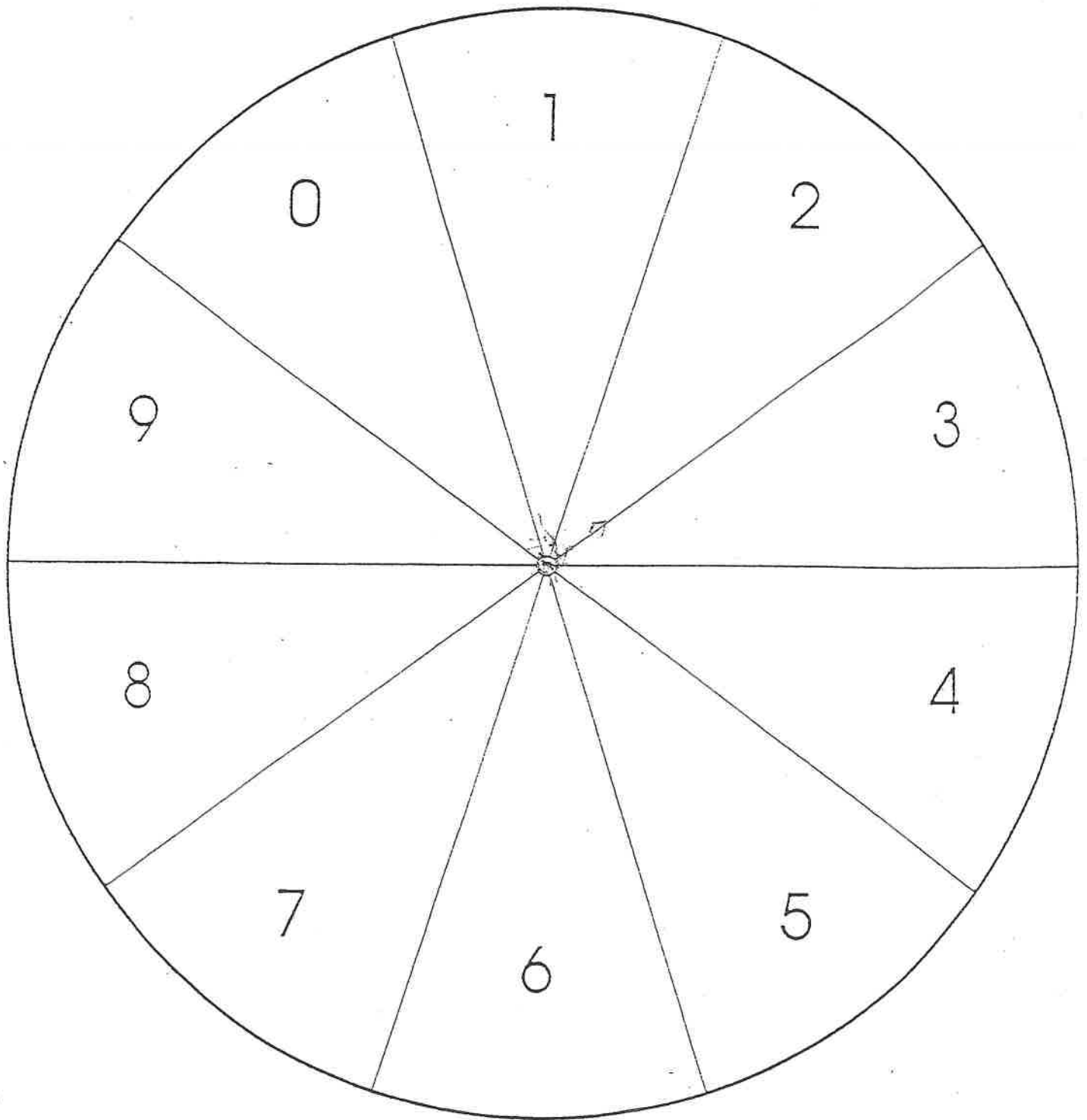
QUESTIONS TO EXPLORE

- What strategies did you use while playing the game?

VARIATIONS AND EXTENSIONS

1. To make the game go more quickly, have players cover all possible number combinations in one turn.

Spinner with Numbers 0-9

Reproducible Hundreds Board

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100