# Paddy Eger

Partner
Difficulty Level:  Easy to Moderate
Math Operations:  A, S
Time:   15 minutes or use a timer

## Tic Tac Block #1

**OBJECTIVES:** Be the first to create a row of 3 covered spaces on **each** small board of 9 squares.

**MATERIALS:**

shared board
3 dice each player
50 markers each (different color for each player)

**BEST USE:**     Practice basic facts and use strategic planning to block your partner.

**RULES:**

1. Roll 3 dice. Use 2 or all 3 to create a math problem. Cover the answer on the appropriate game space.

Examples: Roll 2, 4 and 5. Decide how you wish to use them.
Add all the dice and **cover the 11**.   (2+4+5= 11)
Add 2 and 4 and **cover the 6**.   (2-4=6)
Start with the 5. Take away 4 and **cover the 1**.  (5-4=1)

2.  If you cannot play, for whatever reason, you turn ends.

3.  When you roll a double (two dice showing the same number on top) you earn an extra turn. You must use the extra turn before your partner's next turn.

4.  If you roll all 3 dice and get the same number, you receive THREE turns before your partner's next roll.

5. When the game ends, the person with the most 3-in-a-rows on the game board wins.

OPTIONS:

Allow players to save their extra rolls for a later turn in the game.

Use 1,2 or 3 poly dice (more than 6 sides).

Use only one math process: add, subtract, multiply or divide.

# Tic Tac Block #1

## +,-

| | | |
|---|---|---|
| 1 | 2 | 3 |
| 4 | 5 | 6 |
| 7 | 8 | 9 |

| | | |
|---|---|---|
| 10 | 11 | 12 |
| 13 | 14 | 15 |
| 16 | 17 | 18 |

| | | |
|---|---|---|
| 2 | 6 | 8 |
| 12 | 16 | 20 |
| 24 | 30 | 42 |

| | | |
|---|---|---|
| 3 | 9 | 15 |
| 21 | 27 | 33 |
| 39 | 47 | 51 |

# Paddy Eger

## Tic Tac Block #2

**OBJECTIVES:** Be the first to create a row of 3 covered spaces on **each** small board of 9 squares.

**MATERIALS:**

    shared board
    3 dice poly dice (more than 6 sides), each player if possible
    50 markers each (different color for each player)
    4 math process cards that show one process on each card: add, subtract, multiply & divide
    paper and pencil to keep track of unused extra rolls.

**BEST USE:**     Practice a wide variety of basic facts and strategic planning to block your partner.

**RULES:**

1. Roll 3 dice multi-sided dice. Use 2 or all 3 to create a math problem. Cover the answer on the appropriate game space.

    Examples: Roll 12, 4 and 8. Decide how you wish to use them.
    Add all the dice and **cover the 24**.   (12+4+8= 24)
    Add 12 and 4 and **cover the 16**.    (12-4= 16)
    Multiply the 4 and the 8 and **cover the 32**.  (4x8 = 32)
    Multiply the 12 and the 4 (12x4=36). **GLITCH:** If the 36 is already covered, you must
        rethink your plan. Try this:
            **Take away 4.  36-4= 32 so cover the 32.**
    Multiply the 12 and the 8 (12x8=96). Divide by 4 (96 divided by 4 = 24).
        **Cover the 24.**

2.  If you cannot play, for whatever reason, you turn ends.

3.  When you roll a double (two dice showing the same number on top) you earn an extra turn. You must use the extra turn before your partner's next turn.

4.  If you roll all 3 dice and get the same number **OR** three numbers in a sequence such as: all even numbers, all odd numbers, numbers in an unbroken series like 12-13-14  you receive THREE turns before your partner's next roll.

5. When the game ends, the person with the most 3-in-a-rows on the game board wins.

OPTIONS:

    Use only poly dice (more than 6 sides).
    Roll more than 3 dice on each turn.
    Decide the order of math processes: add, subtract, multiply and divide. Change the math
    process every time you roll.
    All players to save their extra rolls for later in the game.

# Tic Tac Block #2

## ÷, x

| | | |
|---|---|---|
| 1 | 3 | 8 |
| 9 | 12 | 15 |
| 18 | 20 | 21 |

| | | |
|---|---|---|
| 24 | 25 | 30 |
| 32 | 35 | 36 |
| 39 | 40 | 42 |

| | | |
|---|---|---|
| 45 | 49 | 50 |
| 54 | 56 | 60 |
| 64 | 66 | 69 |

| | | |
|---|---|---|
| 70 | 72 | 75 |
| 76 | 80 | 81 |
| 85 | 90 | 95 |