

# Four in a Row

**Grade Level:** PreK-K

**Number of Players:** 2

**Materials Needed:** 1 Four in a Row pictorial representation game board, one paperclip, 1 pencils per pair

**Mathematical Understanding:**

Matching numerals to quantities 1-10.

\*\* Classroom may provide manipulatives and/or scratch paper to support student problem solving

**Object of the Game:**

The first player to mark four squares in a row (vertically, horizontally, or diagonally) on the Four in a Row grid wins the game.

**Directions:**

Player 1 puts a paper clip on one numeral on the number line, names the numeral, and then finds and marks 1 pictorial representation on the grid that is the same as or equal to their chosen numeral. After Player 2 confirms the quantity is correct, Player 1 marks their quantity by writing the initial of their first name on that square. Students may use the number line to start at one and count in sequence up to their chosen numeral to determine the number name if needed.

Player 2 moves the paper clip to their chosen numeral on the number line. Player 2 then names their numeral, marks 1 pictorial representation on the game board that is the same as or equal to their chosen numeral, and after confirmation, writes his/her initial on their square on the game board.

Play continues with both players trying to mark four pictorial representations in a row either vertically, horizontally, or diagonally. The first player to get four of their initials in a row wins the game.

**Guiding Questions:**

What do you know?

Where do you think you will begin?

Where are you stuck? What is confusing? What are you wondering about?

What are you going to try?

What did you think about to come to your answer?

### Differentiation:

Before play begins, players may decide to play either three-in-a-row (easier) or five-in-a-row (more challenging).

\*\* Players may use manipulative (beans, markers, or something similar) to support matching their oral counting to numerals and quantities if needed (e.g. – student counts and produces “6” beans with the manipulative first and then matches that quantity to a quantity on the game board).

### Game Trajectory:

**Pre K-K:** Players use a game board containing pictorial representations of digits 1-10. They match the pictorial representations to written digits on a number line to claim a square.

**K-2:** Players use a game board containing digits 1-20 and mark with two paperclips two numerals on the number line. The player then marks the sum of those two numbers on the number grid claiming that square.

**3-5:** Players use the 6x6 products game board and move paperclips on a number line to create products and claim squares.

**5-6:** Players use the 6x6 products game board and move paperclips on a number line to create products and claim squares.

### Clean up Checklist for Game Bag:


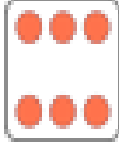

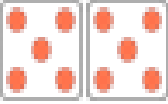
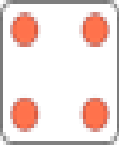
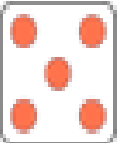
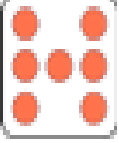
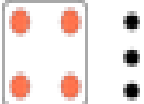

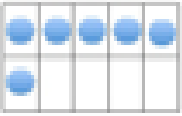



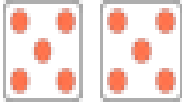
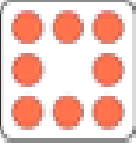
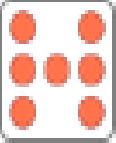

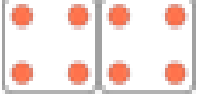
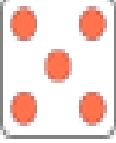
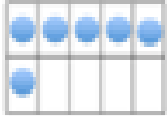
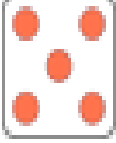
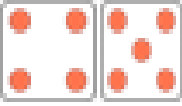

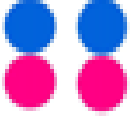

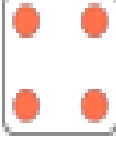


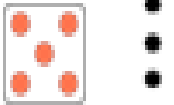
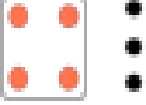

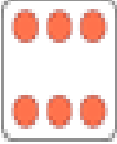
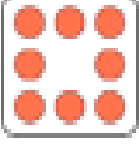
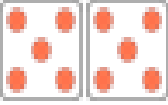

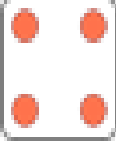
Laminated Master of the Four in a Row directions page

Copies of game board (extras)

- Pre K-K: Matching, pictorial representations
- K-2: 5x4 Sums game board

Pencils and paperclips

# Four in a Row

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----