

4 in a Row

Add 1 Game

4	6	7	3	5	2
3	7	2	4	3	6
6	5	6	7	2	5
5	2	4	6	7	3
4	3	7	5	2	6
5	2	4	3	4	7

Directions for Add 1 Game

Players: 2 or more

Materials: One game board, 6 -sided die, and paper squares (a different color for each player.)

How to Play: Player 1 rolls the die and adds 1 to that number. They then find that sum on the game board and cover it with 1 of their squares. Only 1 square can be placed on the game board for each turn. Then player 2 takes a turn. The winner is the first player to get 4 squares in a row in their color.

Variations: For a shorter game, the winner needs to get 3 in a row. For a longer game, the winner needs to get 5 in a row. Play alone and see how long it takes to get 6 in a row or to cover the board.

4 in a Row

Add 2 Game

7	4	3	8	6	5
6	5	7	8	5	6
8	4	7	5	3	4
3	7	4	3	6	8
8	3	6	5	4	3
4	7	5	7	8	6

Directions for Add 2 Game

Players: 2 or more

Materials: One game board, 6 -sided die, and paper squares (a different color for each player.)

How to Play: Player 1 rolls the die and adds 2 to that number. They then find that sum on the game board and cover it with one of their squares. Only 1 square can be placed on the game board for each turn. Then player 2 takes a turn. The winner is the first player to get 4 squares in a row in their color.

Variations: For a shorter game, the winner needs to get 3 in a row. For a longer game, the winner needs to get 5 in a row. Play alone and see how long it takes to get 6 in a row or to cover the board.

4 in a Row

Doubles Game

6	10	8	2	4	12
4	8	2	6	10	2
12	6	10	4	6	12
2	10	4	8	12	8
10	12	8	6	2	4
10	4	6	2	12	8

Directions for Doubles Game

Players: 2 or more

Materials: One game board, 6 -sided die, and paper squares (a different color for each player.)

How to Play: Player 1 rolls the die, doubles the number and finds the sum. (ie. player rolls a 4, $4+4=8$) They then find that sum on the game board and cover it with one of their squares. Only 1 square can be placed on the game board for each turn. Then player 2 takes a turn. The winner is the first player to get 4 squares in a row in their color.

Variations: For a shorter game, the winner needs to get 3 in a row. For a longer game, the winner needs to get 5 in a row. Play alone and see how long it takes to get 6 in a row or to cover the board.

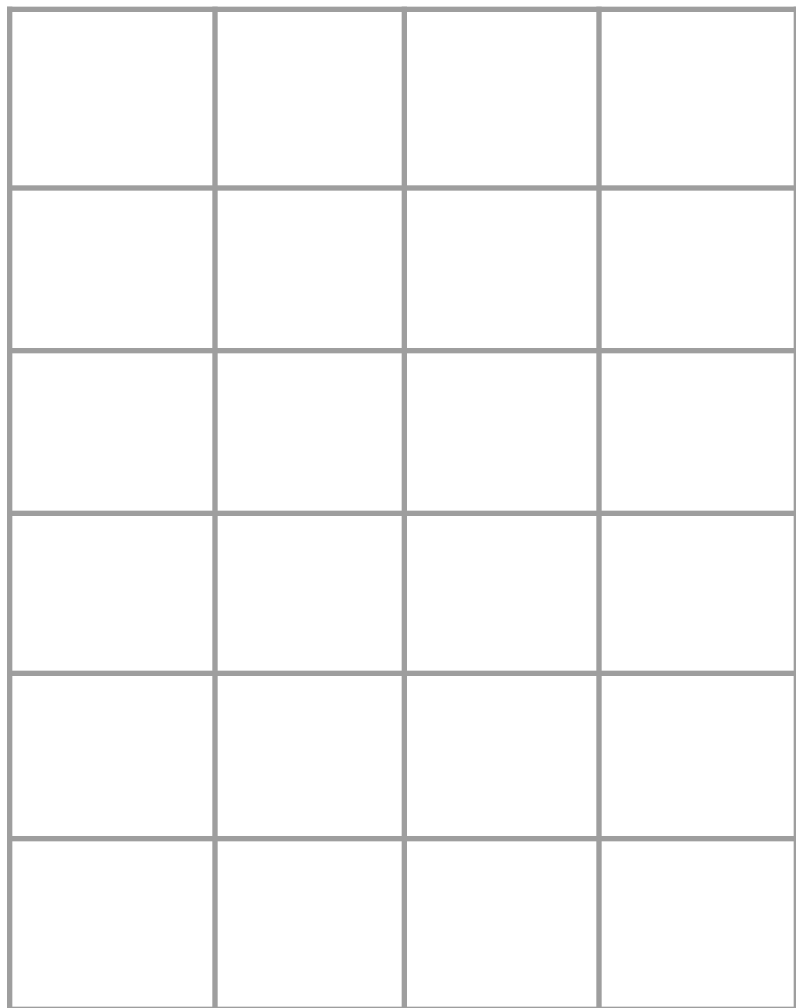
4 in a Row

Create your own game below.

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Preparation for the 4 in a Row Games

Print out this page using two different colors of paper. If you only have white, put an X on one set and an O on the other. These are the squares you will use to cover your game board. Using a pair of scissors, cut them out. One player will use the X's and the other will use the O's. If you don't have scissors, you can tear/rip the squares.



Games to use with a deck of cards

Directions for Make 5 Memory Game

Players: 2 or more

Materials: Deck of playing cards - Use only the 2's, 3's, 4's, 5's, aces, and queens. Aces=1 and Queens=0

How to Play: Place the cards face down in an array. Players take turns flipping over 2 cards. If the sum of the 2 cards equal five, the player keeps the cards and gets another turn. If the sum is NOT five, the player turns the cards back over and it is the next player's turn. The winner is the person with the most cards after all the pairs have been found.

Variations: Turn 1 card over, name the card, and tell how many more is needed to make 5. If correct, keep the card. (Example: the number 2 is turned over. "I have 2. I need 3 more to make 5")

For a faster game: turn the cards face up and take turns finding sums of 5. For children that are still working on identifying numbers correctly, have them find two cards of the same number.

Directions for Make 10 Memory Game

Players: 2 or more

Materials: Deck of playing cards - Remove jokers, jacks, and kings. Number cards are face value, Aces=1 and Queens=0

How to Play: Place the cards face down in an array. Players take turns flipping over 2 cards. If the sum of the 2 cards equals ten, the player keeps the cards and gets another turn. If the sum is NOT ten, the player turns the cards back over and it is the next player's turn. The winner is the person with the most cards after all the pairs have been found.

Variations: Turn 1 card over, name the card, and tell how many more is needed to make 10. If correct, keep the card. (Example: the number 2 is turned over. "I have 2. I need 8 more to make 10")

For a faster game: turn the cards face up and take turns finding sums of 10. More of a challenge: turn cards face up and find sums of 10 using 3 cards. Doubles game: Find 2 of the same number. If you can add them together correctly you get to keep the cards.