

..... LESSON PLAN

This lesson plan was provided by [MathDice](#). We think it will help guide learning in your classroom.

If you have other ideas or lesson plans for this product, we would love to share them with other educators. Feel free to email the educator coordinator at PurchaseOrders@MindWare.com.

HOW TO PLAY

OBJECT - To be the first player to make four in a row horizontally, vertically, or diagonally.

PLAYERS - 2 players

SETUP - Give each player a set of colored chips or markers. Coins also work well, as long as there is a distinct set for each player.

TO PLAY - Roll a die to determine the starting player. That player rolls the three six-sided dice and places them in the Scoring Dice area. The starting player must then hit one of the target numbers on the board using the three scoring numbers in a MathDice equation. After hitting a target number, that player places one of his markers on that number.

It's now the next player's turn. She must change one and only one scoring die to another number and attempt to hit a different target on the board. When she hits her target number, she places one of her chips on that square.

VICTORY! Play continues back and forth until one player has placed four of his or her chips in an unbroken straight line. The first to do this is the winner!

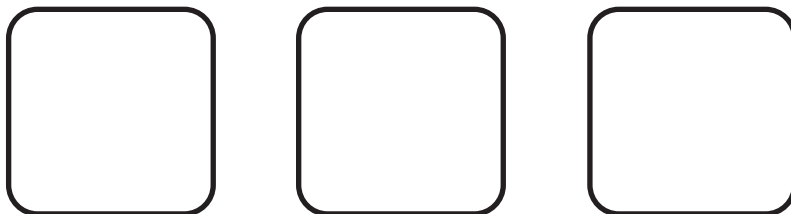
You must always change a die! Even if you can reach a target number without changing anything, this is not legal.

If a player changes a die and then cannot hit a target number, he or she loses the turn. The next player may then change a die, and try to hit a target. If that player still cannot hit a target, then the other player rerolls all three dice and tries again.

FOUR IN A ROW

BEGINNER LEVEL

1	16	2	15	3	14	4
13	5	12	6	11	7	10
8	9	16	2	15	3	14
4	13	5	12	6	11	7
10	8	9	1	2	15	3
14	4	13	5	12	6	11
7	10	8	9	1	16	4



SCORING DICE