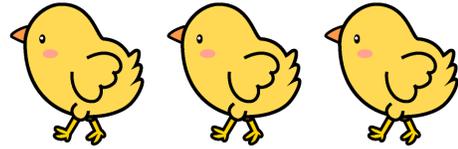


Three in a Row



Topics: Strategy, visualization, thinking ahead

Materials: Three in a Row game board, 4 game pieces for each player of two different colors (checkers, pennies and dimes, colored glass beads, buttons, etc.)

Players: two

Recommended Grades: 2-8

Common Core Standards: MP1, MP3, MP6, MP7

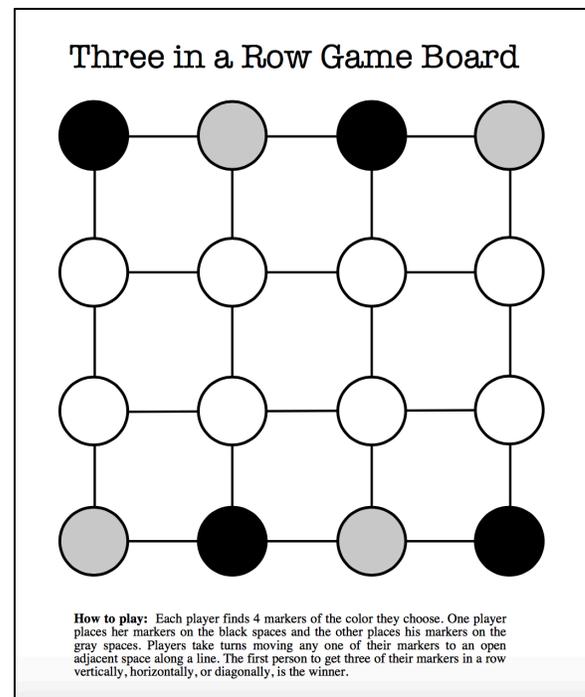
Three in a row is a simple game of taking turns moving your game pieces until someone gets three in a row. However, winning may not be as easy as it looks.

Why We Love Three in a Row

The game of Three in a Row looks quite easy at first glance, but actually has its challenges. The game board is rather crowded for the 8 game pieces making it difficult to move pieces where you want them to go. Thinking ahead and keeping a close eye on your opponent's moves is really important too. If you are not watching closely, all of a sudden your challenger will be pointing out their three in a row and celebrating victory.

How to Play

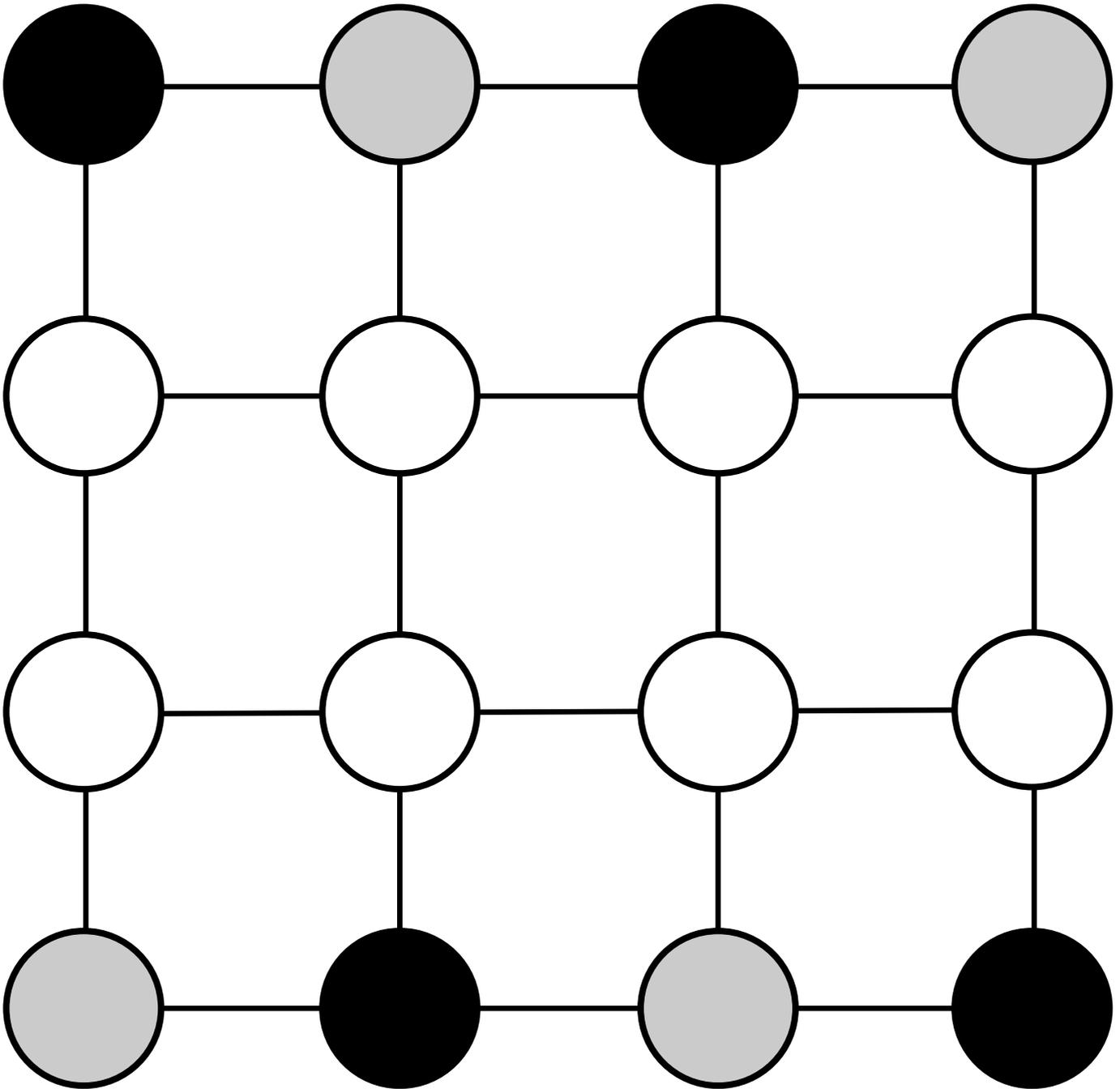
Each player finds 4 game pieces of the color they choose. One player places her pieces on the 4 black spaces and the other places his pieces on the 4 gray spaces. Players take turns moving any one of their game pieces to any open adjacent space along a line. No hopping or diagonal movement is allowed, so on any turn some of your pieces may be trapped. The first person to get three of their game pieces in a row vertically, horizontally, or diagonally, is the winner.



Questions and Suggestions

1. Does it matter if you go first or second in this game?
2. With younger students, talk out loud about your thinking to help them think about their own strategies.
3. Have younger students verbalize their thinking as well.
4. Play a series of games to see who can win the "best out of five" games.
5. Talk together at the end of the game about what you each learned from that victory or loss.

Three in a Row Game Board



How to play: Each player finds 4 markers of the color they choose. One player places her markers on the black spaces and the other places his markers on the gray spaces. Players take turns moving any one of their markers to an open adjacent space along a line. The first person to get three of their markers in a row vertically, horizontally, or diagonally, is the winner.