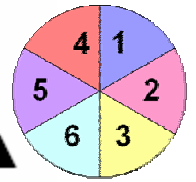




BIG IDEAS GAME CLOSET



Six in a Row

Materials: Two spinners, one with integers 1 to 6 and the other -1 to -6
Graph paper, pencil

Directions: Students work in pairs. Each pair draws one coordinate plane with x and y axis ranging from -6 to 6. The first player spins both spinners and creates an ordered pair with the results. The player chooses the order. The player places his or her first initial on that point on the grid. The second player repeats the process. If both players have the same first initial one player chooses an alternative. If the ordered pair has already been marked the player loses the turn.

Who Wins? The first player to have six initials in a row, vertically, horizontally or diagonally wins.

