Four in a Line activities

"Four in a Line" games

These games are enormously adaptable. They can be used for a vast range of mathematical topics, and can be differentiated quite easily - by changing numbers, by giving children some sort of material support or often just by judicious pairing. Obviously there is no need for each game to follow a ‘"Four in a Line"’ rule - it might be 2 or 3 or even 5 in a line rule; it could also be ‘four joined up’ or even making a line right across the board (as in *Blockbuster*).

Developing calculations and number facts.

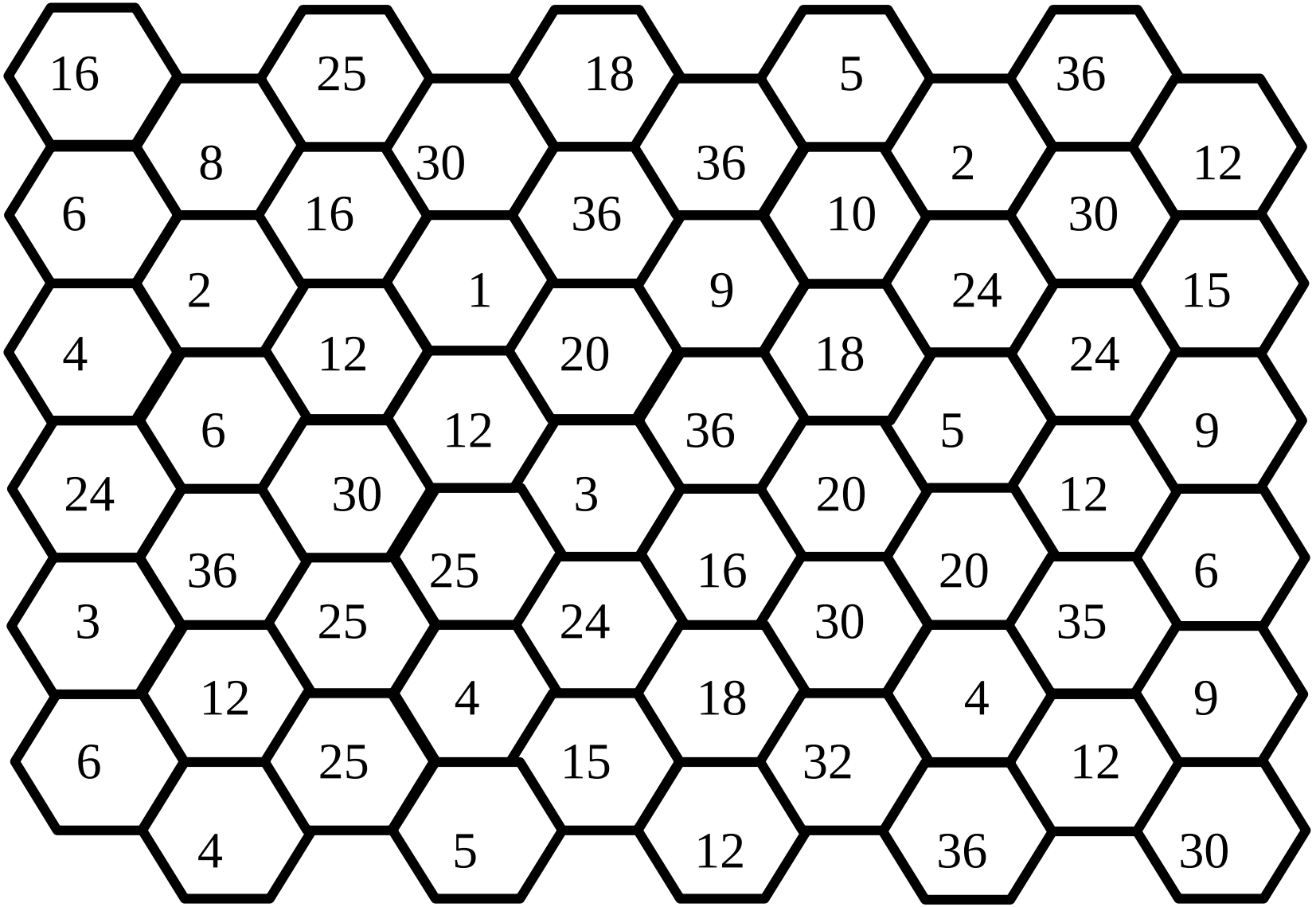
This group of games can be used to reinforce teaching of number facts, such as tables or number bonds, and can also be used to help children develop specific calculation strategies, such as multiplying by multiples of 100, 50, 20, 5 etc.

Number bonds to 10

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

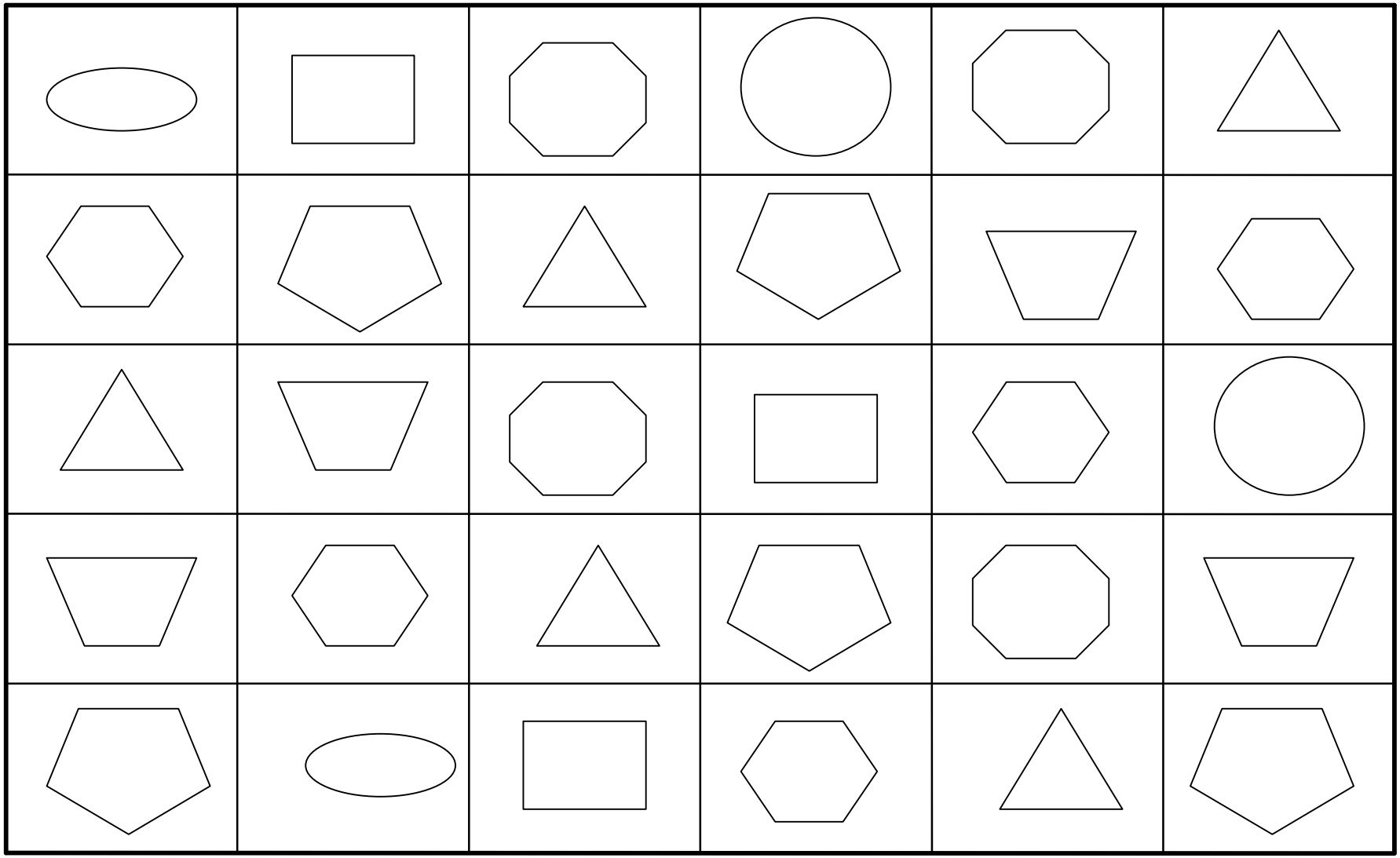
Players occupy spaces on the grid by spinning a 0-9 spinner and then identifying the numbers which need to be added to the spinner number to make 10.

Table facts up to 6X6



Each player takes turn in throwing two dice and covers the product of the two numbers. First to get four in a row wins

How many angles or sides.



An adapted dice can generate the number of angles or sides that a shape must have in order to be claimed. Take it in turns to throw. "Four in a Line" wins.