






## In-Class Game

### *Polygon Tic-Tac-Toe*

#### ● **Get Ready!** \_\_\_\_\_

Separate the students into pairs.

- Polygon Tic-Tac-Toe master, p. 42
- Polygon Cube masters, pp. 43–44
- scissors 
- tape  or glue 
- 10 counters per team (5 of one color, 5 of another color) 
- 1 number cube per team 

#### ● **Get Set!** \_\_\_\_\_

Make a copy of the Polygon Tic-Tac-Toe master on page 42 for each student in the class. Make a copy of the Polygon Cube masters on pages 43 and 44 for each team. Have students cut out each cube, fold, and tape or glue the ends. Give each student 5 counters.

#### ● **Go!** \_\_\_\_\_

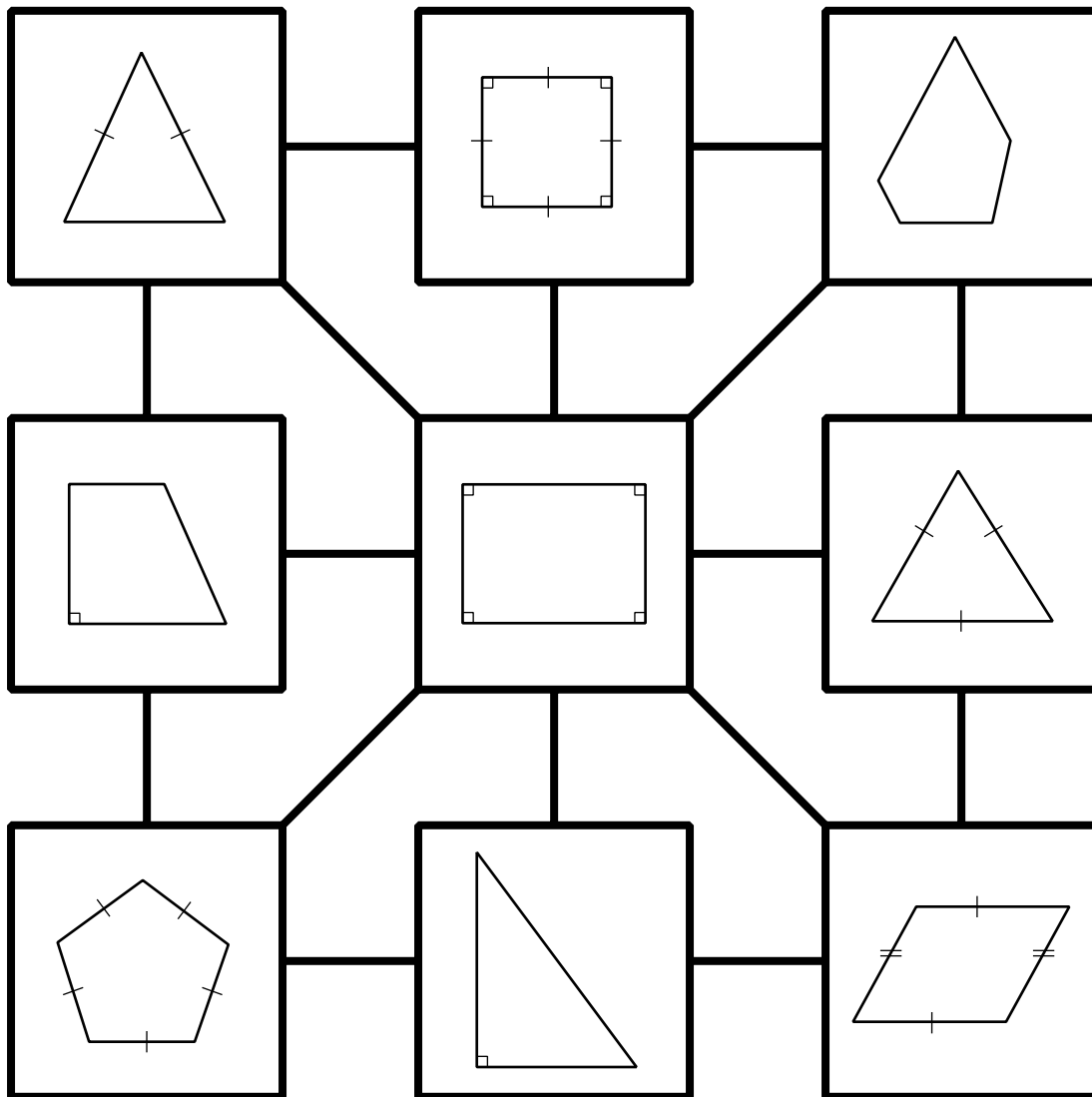
- A player rolls both polygon cubes and uses a counter to cover any shape that matches the information shown on the two cubes. If at any time a player cannot find a matching figure, he or she loses a turn.
- The players alternate turns. The first player to get three in a row horizontally, vertically, or diagonally wins.

# In-Class Game

## *Polygon Tic-Tac-Toe*

**Work with a partner.**

- A player rolls both cubes and uses a counter to cover any shape that matches the information shown on the two cubes. If at any time a player cannot find a matching figure, he or she loses a turn.
- The players alternate turns. The first player to get three in a row horizontally, vertically, or diagonally wins.



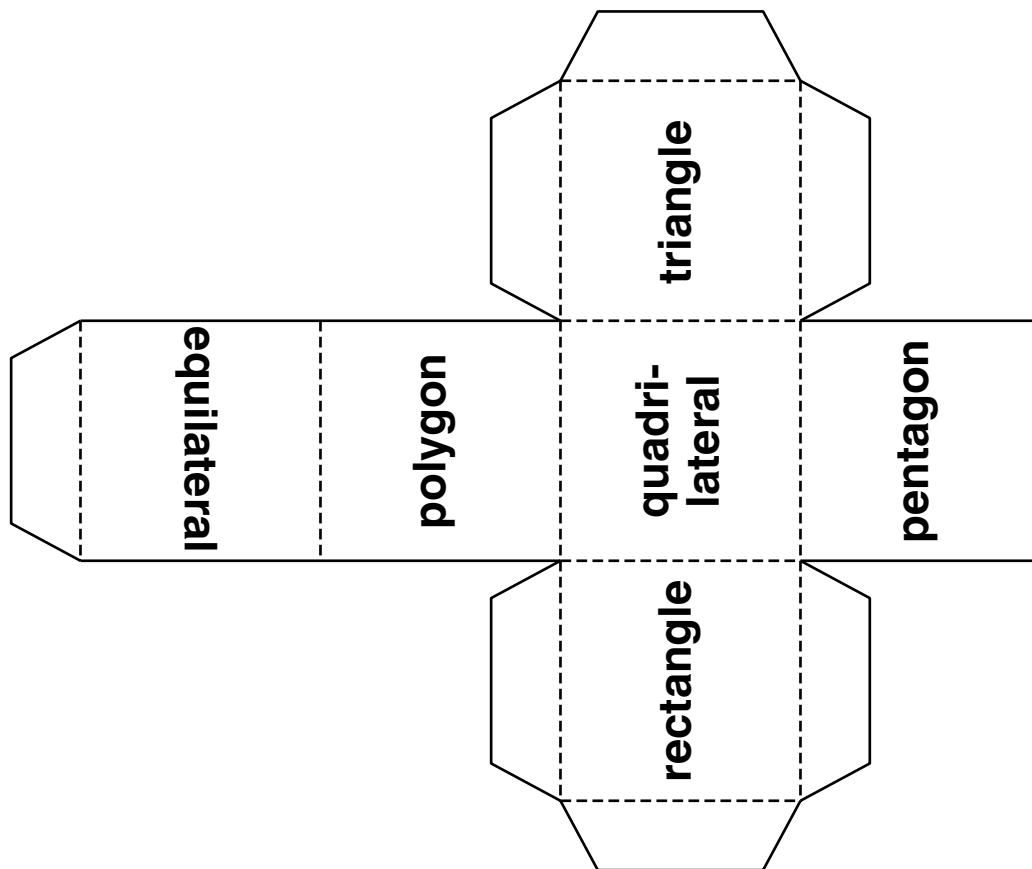
# In-Class Game

## *Polygon Cube A*

Cut along the solid black lines.

Fold along the dashed lines.

Tape or glue tabs.



# In-Class Game

## *Polygon Cube B*

Cut along the solid black lines.

Fold along the dashed lines.

Tape or glue tabs.

