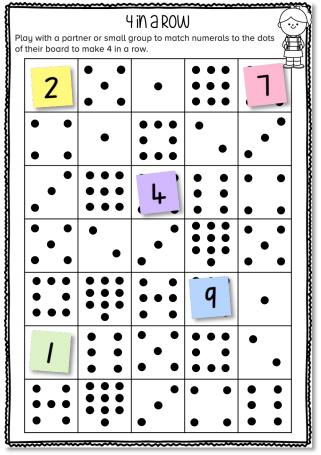
4 in a Row

Students will play with a partner or small group to match numerals to the dots on their board to make 4 in a row.

Print 5 copies of pages 2 and 3 onto coloured cardstock and cut out. Place the numerals upside down spread out on a table.

Print pages 3 to 8 on coloured card stock and laminate or put inside a write and wipe pouch. If there are more than 5 students playing the game print more copies of pages 3 - 8. The game can still be played if students have the same game board.

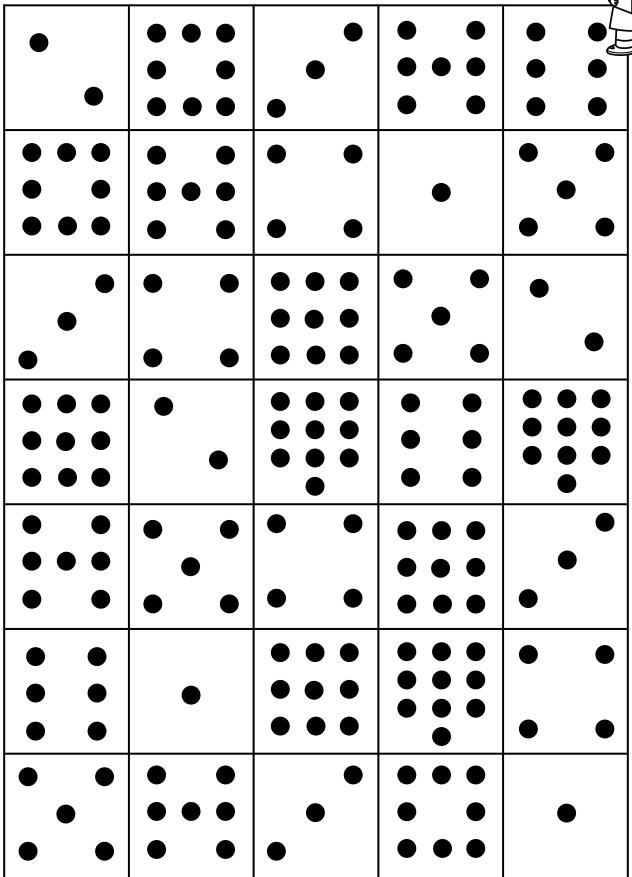
The first player picks up an upside down numeral from the middle and finds the matching dots on their game board. Each player has a turn picking up a number. The winner is the player who makes 4 in a row.





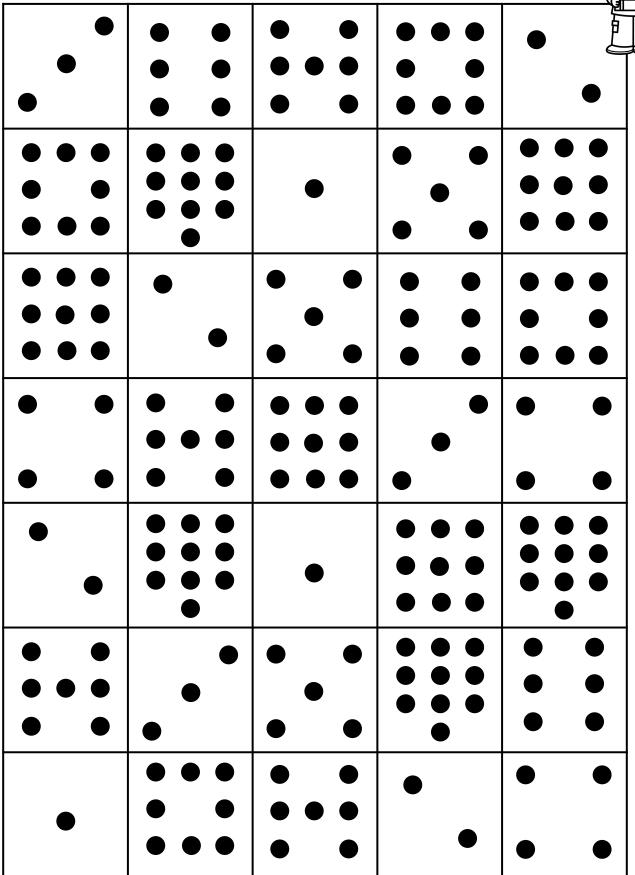
1			1			
2	2	2	2	2	2	
3	3			3		
4	4					
5	5	5	5	5	5	5
6	6	6	6	6	6	6
7	7	7	7	7	-	7
8	8	8	8	8	8	8
9	9	9	9	9	9	9
10	10	10	10	10	10	10

4 in a ROW
Play with a partner or small group to match numerals to the dots of their board to make 4 in a row.



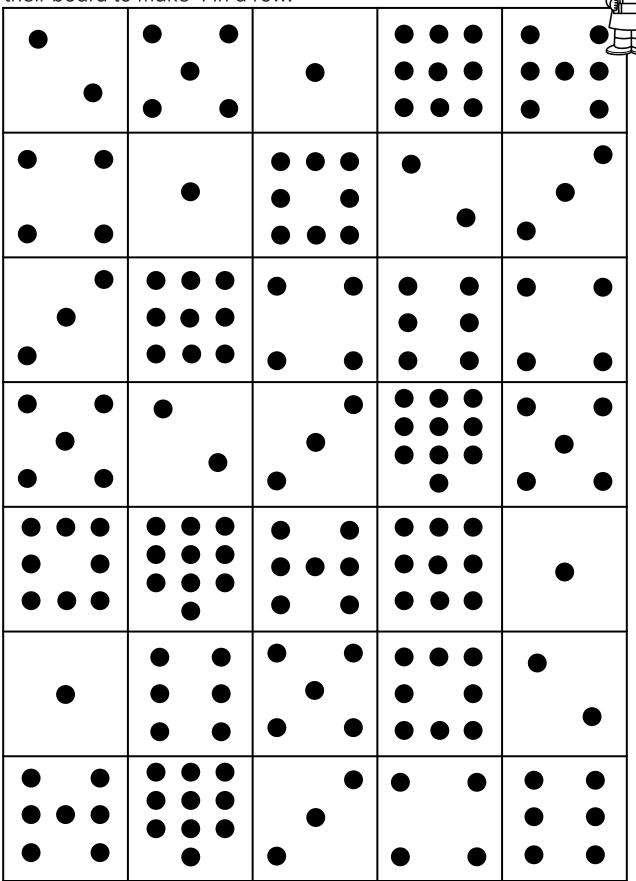


 $\mbox{4 in a ROW} \\ \mbox{Play with a partner or small group to match numerals to the dots}$ of their board to make 4 in a row.





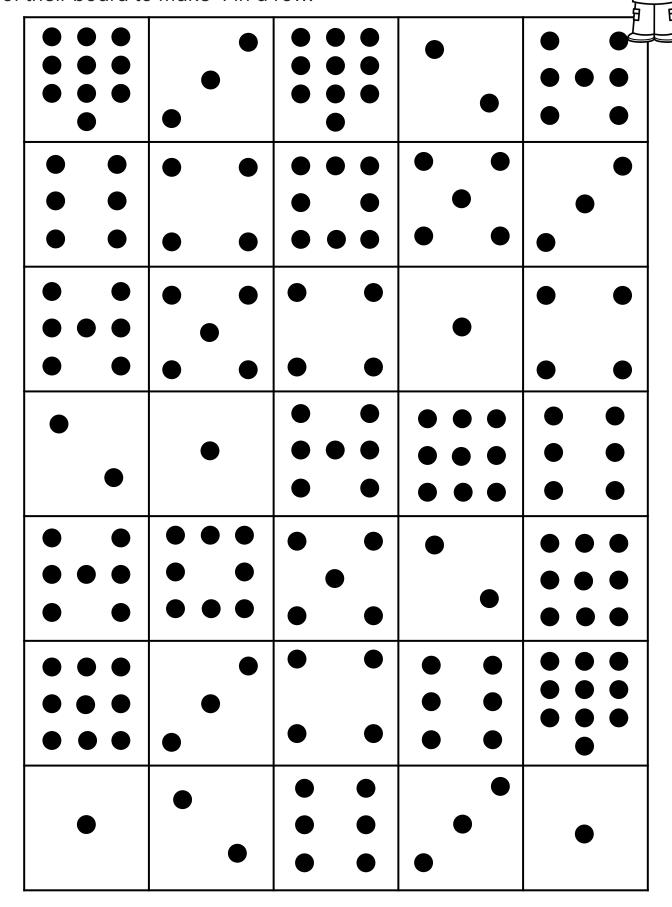
 $\mbox{4 in a ROW} \\ \mbox{Play with a partner or small group to match numerals to the dots}$ of their board to make 4 in a row.





4 in a ROW

Play with a partner or small group to match numerals to the dots of their board to make 4 in a row.



 $\begin{picture}(2000)\put(0,0){\line(0,0){1997}}\put(0,0){\line(0,0){1997$ of their board to make 4 in a row.

