## Win-A-Row

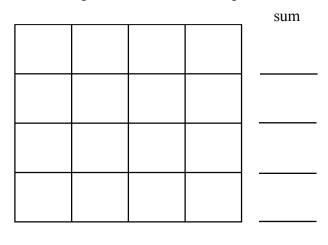
A game for two players.

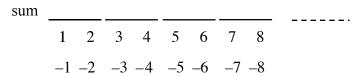
## Mathematical Purpose: To practice adding integers.

Game Objective: Strategically place your numbers on the game board to win the largest number of rows.

Materials: One Win-A-Row game board







Scoring: When all the boxes in the table have been filled in, calculate the sum of each row and the sum of each column. Every positive sum means one point for Player 1. Every negative sum means one point for Player 2.

## How to Play the Game:

- 1. Play one round of rock-paper-scissors to determine who plays first.
- 2. Player 1 places one of the numbers 1, 2, 3, 4, 5, 6, 7, or 8 in the square he or she chooses and then crosses that number from the list.
- 3. Player 2 places one of the numbers -1, -2, -3, -4, -5, -6, -7, or -8 in another square and then crosses that number from the list.
- 4. Alternate play until all squares are full and all of the numbers have been crossed off the list.
- 5. Add the numbers in each row and write each row's sum on the appropriate blank in the "Sum" column. Give the winner of each row one point.
- 6. Add the numbers in each column and write each column's sum on the appropriate blank in the "Sum" row. Give the winner of each column one point.
- 7. If the two players tie after adding the rows and columns, find the sum of the diagonal (from top to bottom and left to right) to decide the final winner.
- 8. If the two players' sums are still tied, find the sum of the other diagonal (from bottom to top and left to right) to decide the final winner.
- 9. If the game is still tied at this point, both players win!

Ending the Game: The game ends when all squares are full and all sums have been found.

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## Win-A-Row Game Boards

