

Number Lines Lesson 2

Graphing Points

Connect Three Game

Rules

For this game, you will need at least two players. It can be a teacher and a student or multiple students.

You and at least one other player should make a number line with arrows on both ends. The scale marks should be in increments of 3 starting with 0 and ending with 24.



Use a deck of 25 cards (one card for each of the numbers 0 to 24). You can use the Math Drill cards from APH or make your own. Mix up the cards and place them in a pile in the center of the table. It doesn't have to be a perfect pile as long as the numbers are face down. Then play as follows:

1. One player picks a card from the center of the table.
2. That player graphs the number on the number line and puts the card to the side or into a container or tray.
3. Turns alternate between players with each player drawing a card, graphing it, and placing the card to the side.
4. If you run out of cards, shuffle and start the pile again. If you draw a number you have already graphed, you just lose that turn.
5. Winning the game: the first player to graph three numbers in a row on the number line wins the game.

Variations

- Change the numbering on the number line and the cards to be drawn such as the numbers 1 to 9 with the odd numbers labeled on the scale marks.
- Change the numbers from 1 to 6 counting by 1's on the scale marks and roll a die to graph.
- Change the numbering from 2 to 12 counting by 2's and roll two dice. Then graph the sum.
- Throw in some wild cards.

- Make it connect 4, 5, or 6 depending on how many numbers you want the student to get in a row and how long you want the game to last.
- Use double 6, double 12, or double 15 dominoes and then draw a domino from the pile and graph two numbers instead of just one number each turn by using the number of dots on the left of the domino and the number of dots on the right side of the domino. The number lines would go from 0 to 6, 0 to 12, or 0 to 15 depending on which dominos you use.
- Use double 6 dominoes and graph a single point on each turn which would be the sum of the two sides. The number line would be from 0 to 12.