

99 Chart Tic-Tac-Toe

0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69
70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99

Skill: Place value 0-99

Players: 2 students

Materials: one 99 chart, two sets of digit cards, paper, pencil, chip/markers (2 different colors)

Directions: Players select a color chip/marker to use. The goal of the game is for a player to get three or more of their markers in a row either vertically, horizontally or diagonally. Player number one begins by selecting two cards to make a two-digit number and say that number to their partner using the value of the digits. Ex: 6, 3 and say "six tens and three ones equals sixty three" or "three tens and six ones equals thirty six". Player number one covers this number with their marker. Player two then takes a turn, turning over two digit cards and covering the number rolled, remembering to verbalize the tens and ones place value to the other player. Play continues until one player gets three or more of their markers in a row. This player scores two points for each marker in a row.

Variations

*If a player rolls double zero they lose a turn.

*Players can also steal an opponent's space. When a player makes a number already occupied by their opponent, they can replace it with their own marker. For each stolen number, they receive five points.

*Players can play until set time limit is reached or they reach a certain number of points.