

Big Ideas Math® Game Closet



Six in a Row

● Materials:

- Integer spinner numbered 1 to 6
- Integer spinner numbered -1 to -6
- Pencil
- Graph paper

● Directions:

Students work in pairs. Each pair draws one coordinate plane with the x -axis and the y -axis both ranging from -6 to 6. The first player spins both spinners and creates an ordered pair with the results. The player chooses the order. The player places their first initial on that point on the grid. The second player repeats the process. If both players have the same first initial, one player chooses an alternative. If the ordered pair has already been marked, the player loses the turn.

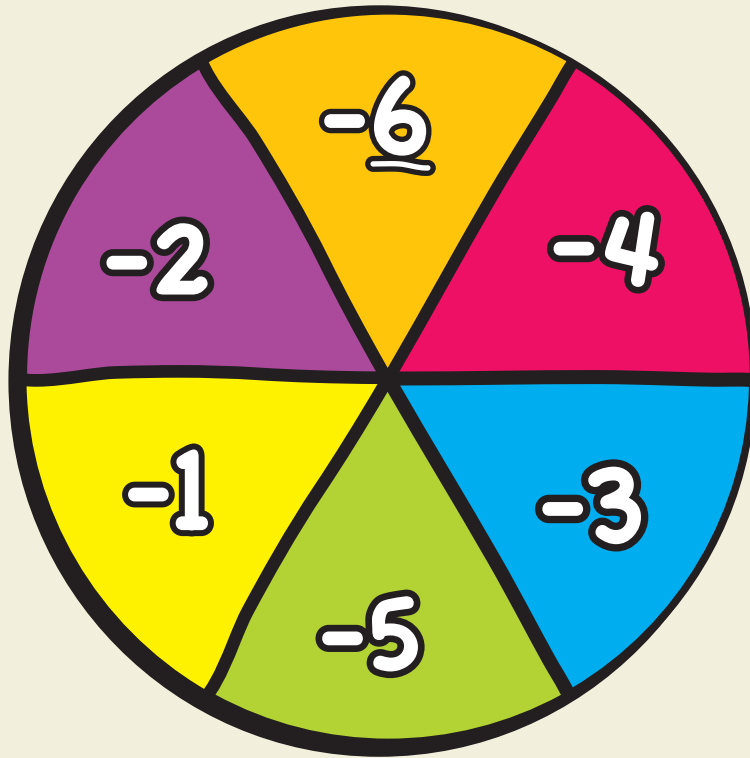
● Who Wins?

The first player to have six initials in a row, vertically, horizontally or diagonally wins.



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For best results, use a hole punch to make a hole in the center of the spinner before inserting a .5" brass fastener.



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