


## In-Class Game

### *Percent Three-in-a-Row* (Lesson 10-8)

#### ● **Get Ready!** \_\_\_\_\_

Separate the students into pairs.

- Percent Three-in-a-Row master, p. 30
- 16 counters per team (8 of one color, 8 of another color) 

#### ● **Get Set!** \_\_\_\_\_

Make a copy of the Percent Three-in-a-Row master on page 30 for each student in the class. Give each student 8 counters.

#### ● **Go!** \_\_\_\_\_

- One player chooses two numbers from the number table and finds the percent one number is of the other. For example, if a player chooses 8 and 40, he or she can find 8% of 40 or 40% of 8.
- The player then places a counter on the uncovered box on the game board that is closest to his or her answer. If there is no number on the board that is close to the percentage, the player loses his or her turn.
- The players alternate turns. The first player to get three in a row horizontally, vertically, or diagonally wins.

Name \_\_\_\_\_ Date \_\_\_\_\_

**In-Class Game****Percent Three-in-a-Row** (Lesson 10-8)**Work with a partner.**

- One player chooses two numbers from the number table and finds the percent one number is of the other. For example, if a player chooses 8 and 40, he or she can find 8% of 40 or 40% of 8.
- The player then places a counter on the uncovered box on the game board that is closest to his or her answer. If there is no number on the board that is close to the percentage, the player loses his or her turn.
- The players alternate turns. The first player to get three in a row horizontally, vertically, or diagonally wins.

**Game Board**

|    |    |    |    |
|----|----|----|----|
| 95 | 40 | 50 | 15 |
| 85 | 90 | 75 | 20 |
| 70 | 80 | 60 | 25 |
| 35 | 30 | 5  | 10 |

**Number Table**

|    |    |     |     |
|----|----|-----|-----|
| 5  | 8  | 10  | 12  |
| 15 | 20 | 25  | 32  |
| 37 | 40 | 45  | 54  |
| 55 | 60 | 65  | 75  |
| 80 | 96 | 105 | 150 |