






In-Class Game

Polygon Tic-Tac-Toe (Lesson 14-4)

● Get Ready!

Separate the students into pairs.

- Polygon Tic-Tac-Toe master, p. 42
- Polygon Cube masters, pp. 43–44
- scissors 
- tape  or glue 
- 10 counters per team (5 of one color, 5 of another color) 
- 1 number cube per team 

● Get Set!

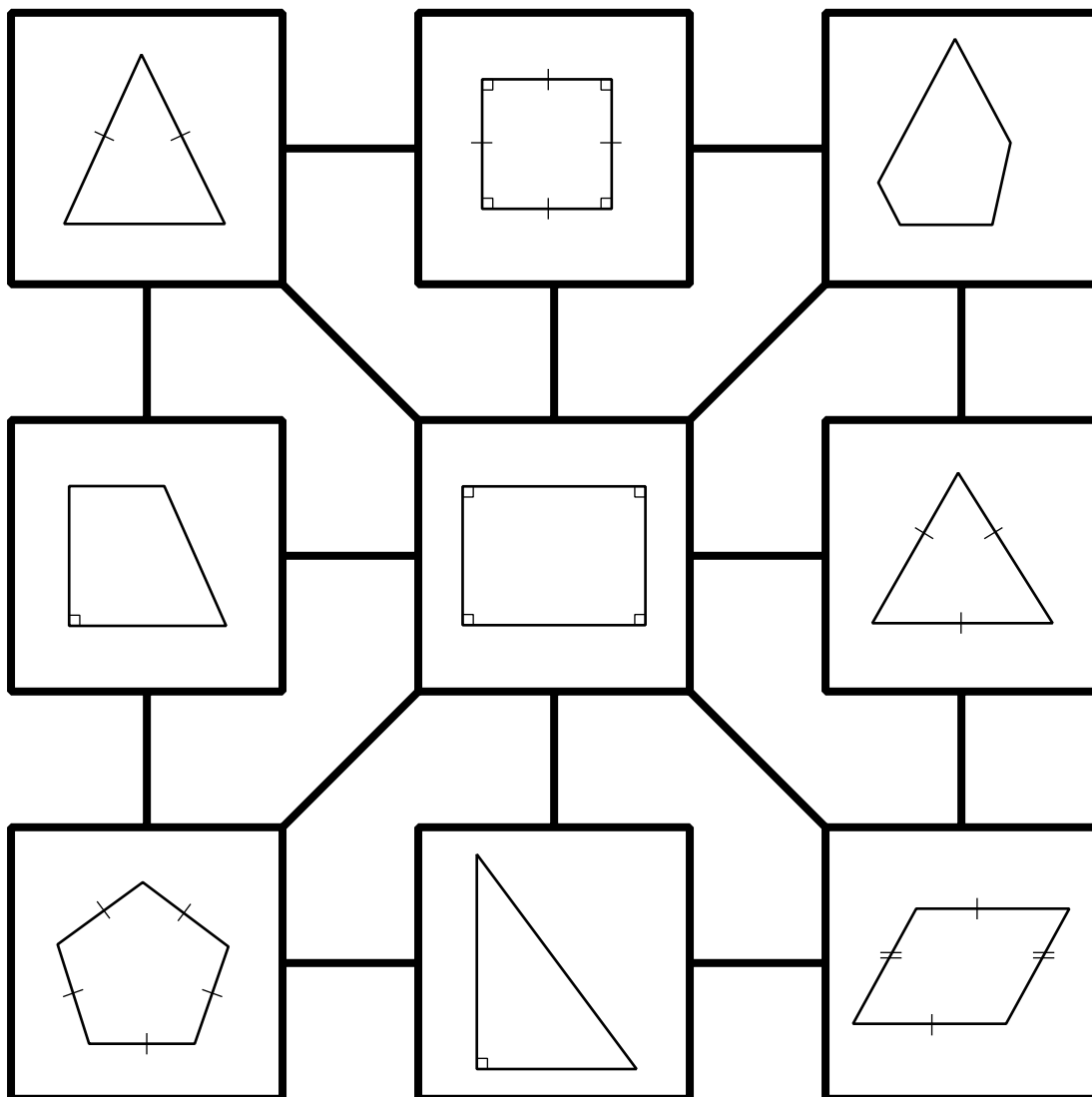
Make a copy of the Polygon Tic-Tac-Toe master on page 42 for each student in the class. Make a copy of the Polygon Cube masters on pages 43 and 44 for each team. Have students cut out each cube, fold, and tape or glue the ends. Give each student 5 counters.

● Go!

- A player rolls both polygon cubes and uses a counter to cover any shape that matches the information shown on the two cubes. If at any time a player cannot find a matching figure, he or she loses a turn.
- The players alternate turns. The first player to get three in a row horizontally, vertically, or diagonally wins.

In-Class Game***Polygon Tic-Tac-Toe*** (Lesson 14-4)**Work with a partner.**

- A player rolls both cubes and uses a counter to cover any shape that matches the information shown on the two cubes. If at any time a player cannot find a matching figure, he or she loses a turn.
- The players alternate turns. The first player to get three in a row horizontally, vertically, or diagonally wins.



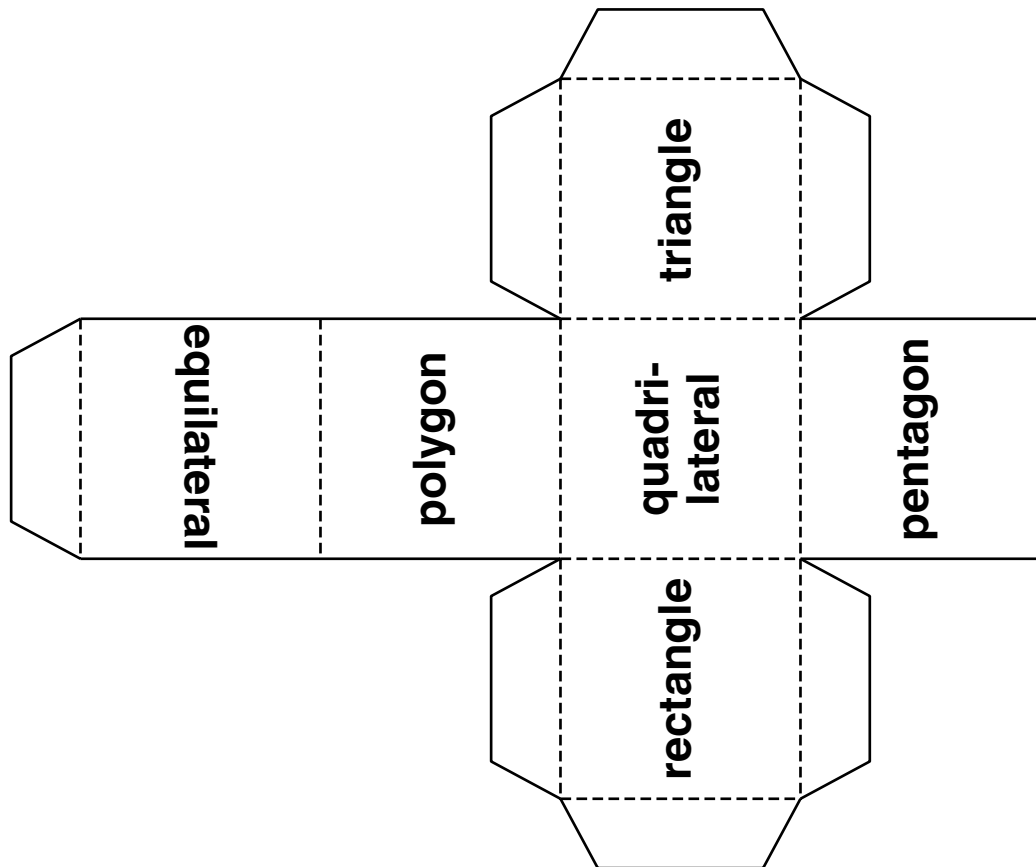
In-Class Game

Polygon Cube A (Lesson 14-4)

Cut along the solid black lines.

Fold along the dashed lines.

Tape or glue tabs.



In-Class Game

Polygon Cube B (Lesson 14-4)

Cut along the solid black lines.

Fold along the dashed lines.

Tape or glue tabs.

