CCSS 2.NBT.5 Fluently add and subtract within 100....

TIC TAC TOE

The rules of the game can be varied to match your needs, but I do the following in my classroom:

Two students each get a copy of the game. Player A chooses a square. Both players solve the problem in the square on their paper. They compare answers. If both answers match it is considered correct and player A places an X in the box. If the answers do not match, both players rework the problem and talk about the answers. If player A was correct, both players place an X in the box. If player A was incorrect, both players place an O in the box on their paper. Player B then gets to choose a box. The game continues.

I use this for those students that finish early and for any "filler time" I need. The games can be laminated and played with a dry-erase marker or plain with a pencil. There are game pieces at the end if you wish to use those.























