


In-Class Game

Percent Three-in-a-Row

● **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.

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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.
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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