



# Maths tic tac toe

### Parental involvement levels

As a parent, you need to be a referee or the judge to oversee whether the players are fair in their game. You may sometimes need to verify their answers as well.

### Number of players

Two

### Materials needed

- Pen/pencil
- Paper



### Rules for the game

- The adult must draw the tic tac toe grid in the format followed in the games (they can be found right after the rules).
- Young learners in kindergarten need to find the answers to simple maths problems.
- In addition, they need to join answers in horizontal, vertical and diagonal lines with THREE correct answers.
- Players don't have to follow any particular order while filling the answers, but keep in mind that they need to get the correct answers in a like.
- Extra brownie points if they form diagonal rows!
- If one player gets the answer wrong, the adult must correct it and it remains as an incorrect attempt. Questions cannot be passed to the other player.
- The first player must fill ONE question at a time and make way for the second person. They need to answer alternatively.
- There are two sample games here that can be used to play. Parents can create their own games based on this template.





## **Game 1 Before and after!**

#### Clues

- What comes after 5?
- What comes before 8?
- 3. What comes in between 3 and 5?
- 4. What comes before 2?
- 5. What comes between 7 and 9?
- 6. What comes before 4?
- 7. What comes before 3?
- 8. What comes before 10?
- 9. What comes between 4 and 6?

1.	2.	3.
4.	5.	6.
7		
7.	8.	9.

### Game 2

### **General Knowledge Numbers Grid!**

### Clues

- 1. How many days in a week?
- 2. How many hours in a day?
- 3. How many toes do you have?
- 4. How many months in a year?
- 5. How many hands do you have?
- 6. How many fingers are in one hand?
- 7. How many hands are on the clock?
- 8. How many legs do animals have?
- 9. How many minutes are there in one hour?

1.	2.	3.
4.	5.	6.
7.	8.	9.

What do you learn?



Strategy



**Maths** 



Logical thinking



**Focus** 

