



Four In a Row - 7 Times Table

1 7	2 77	3 70	4 63	5 28	6 77
1 84	2 14	3 63	4 70	5 56	6 35
1 28	2 21	3 56	4 14	5 42	6 49
1 7	2 35	3 49	4 42	5 7	6 84
1 42	2 28	3 56	4 21	5 63	6 70
1 77	2 28	3 49	4 84	5 35	6 14



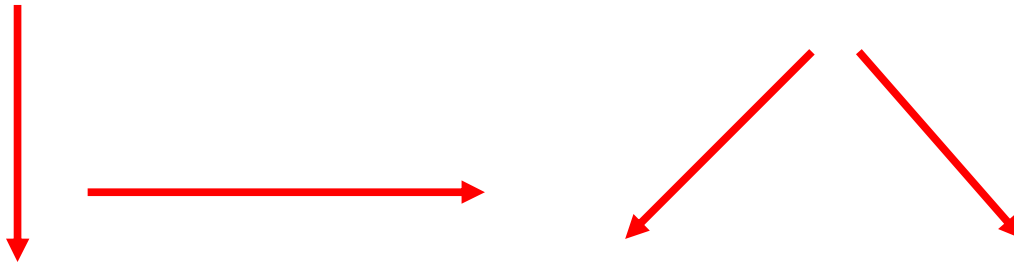
# HOW TO PLAY 4 IN A ROW

## Preparation:

- Print board and laminate.
- Coloured counters for each player e.g. Player 1 = red Player 2 = green.

## How to Play:

1. Choose a square to place your counter on.
2. Say the 7 times table algorithm which will give the answer shown & place the counter.
3. The winner is the person to have 4 in a row either vertically, horizontally or diagonally.



## Tips and Hints:

- This game works best as a two player game.
- Try playing best of three plays - this helps to reinforce algorithms.
- Encourage students to acknowledge the 'prickly' bits. The numbers they are attempted to avoid because they don't know the answer. They need to know this is where they take responsibility for their learning.
- Can be played with a die. Students are only able to place their counter on the number shown on the die throw. Eg throw a 3 and you can only choose algorithms in the 3 column.