

**Session 17** Work Places 4 (cont.)



**HOME CONNECTION 14**


**Activity** Four in a Row (Blacklines HC 14.1–14.3)

The last game to go home with this unit is Four in a Row, which, like Coins on Board, features coordinate graphing. Since children will have played a similar game recently in class, it probably won't need much of an introduction. We suggest that you run the game description (HC Blackline 14.1) and the gameboard (Blackline HC 14.2) back-to-back, and then run the coordinate cards on card stock. You may also want to have children cut out their cards at school and take them home in small envelopes, along with their game sheets, especially if some don't have scissors at home.

Blackline 14.1 Use after Unit 5, Session 17. Run back-to-back with HC 14.2.

NAME \_\_\_\_\_ DATE \_\_\_\_\_

**Home Connection 14 ★ Activity**

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Four in a Row is a game that features coordinate graphing and is played much like Battleship. We have played this game and others like it at school, and your child may enjoy teaching you how to play.

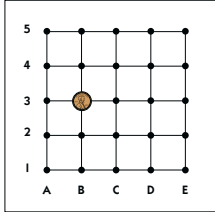
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**Four in a Row**  
To play the game, you'll need 2 sets of game markers, 15 in each set. You might use nickels and pennies, red beans and white beans, buttons in 2 different colors, or any other small objects you can find around the house.

**Game Rules**

- 1 Cut out the coordinate cards on the accompanying page.
- 2 Decide which of the 2 sets of markers you're going to use (nickels or pennies, for instance) and set them beside you.
- 3 Mix up all the Coordinate cards and set them in a pile, face down. Have the first player draw a card from the pile, read the coordinate, and place 1 of his or her markers on that coordinate. For example, if the card says "B,3", the player goes over to B and up to 3 and places his or her marker on the point where the letter and the number intersect, as shown:
- 4 Take turns drawing cards from the pile and placing your markers on the correct coordinates on the gameboard. The first person to get 4 in a row vertically, horizontally, or diagonally, wins. If neither of you manages to get 4 in a row by the end, it's a "cat's game" and you should just mix up the cards and play again.

B,3



(Continued on back.)